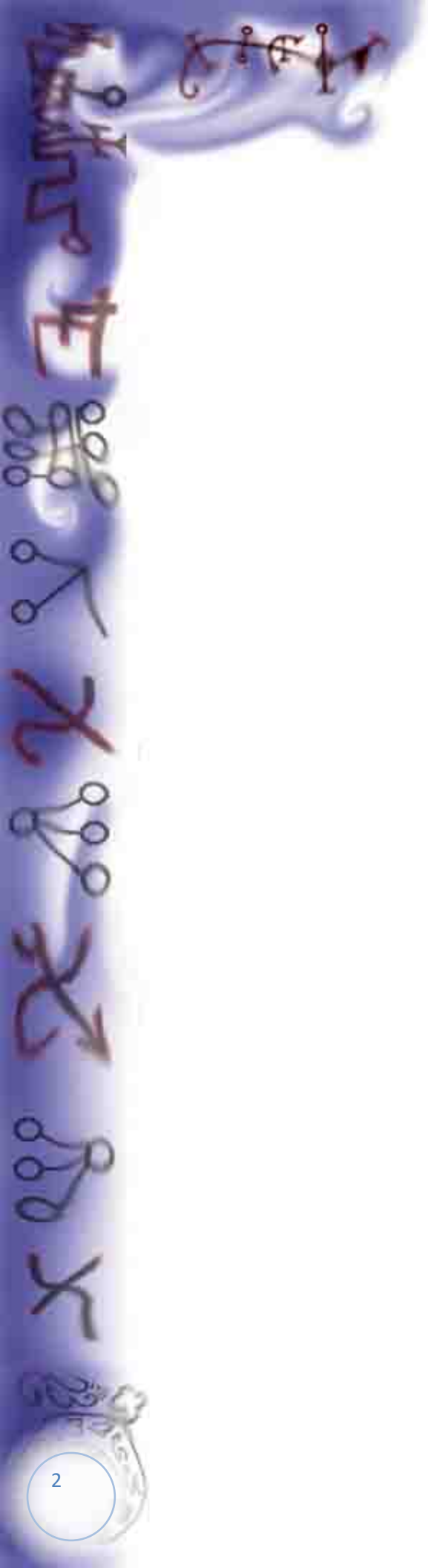


DEMON

THE RETURN



A STORYTELLING GAME
OF INFERNAL POWER



Demon

The Return

By: Scott R (aka: Evo Shandor)

Infernalized Version 2010.10.10

"A daemonibus docetur, de daemonibus docet, et ad daemones ducit"
("It is taught by the demons, it teaches about the demons, and it leads to the demons")
-Albertus Magnus

This is a new unofficial revision of Demon for the White Wolf "World of Darkness" game system. The game is a standalone (using normal core rule book) or can be played with: Vampire: The Requiem, Werewolf: The Forsaken, Mage: The Awakening, Promethean: The Created, Changeling: The Lost and Hunter: The Vigil.

This game is not a complete game system. Players will need to purchase the World of Darkness core book in order to play Demon: The Return. In fact, it is recommended that players purchase other World of Darkness books for referencing, as the game references other books as well.

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Wine

Wine in the
East



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SYNOPSIS

What are the differences between my new version of Demon and the old official Demon?

Mechanically, many things have changed. Mainly because the new World of Darkness uses a different system, but I've added and tweaked some things. Also, now that *Inferno* has come out, we have a different way of dealing with demons and the possessed.

The main mechanical change was the addition of a Modus (or X-Splat). All Demons have a method of returning to this world from their Exile, be it animating a dead body or taking over a person. There are 5 (plus a couple of others) and they determine the base starting point for the Demon.

The next big mechanical change was changing Torment into Turmoil. More than a name change. It would take a while to explain, but just know that Turmoil is like Torment was for Visages, but if the Demon limits his power use, he can avoid the Turmoil. He has to have a high Psyche (Morality trait) as well. Lore has been converted into Visages and Domains for the new system.

Thematically, Demons are no longer "fallen angels". I never did like that White Wolf threw out their whole cosmology base and pretty much said that Christianity was right (OK, they did not actually do this, but it seemed that way).

Then, what are the Demons? Their origins are not completely known. Most were gods of some sort and other beings that were worshiped. Others were simply powerful beings from long ago. But they all were forgotten and were left to Exile (A state of not existing yet being aware of it. Pretty much Hell). When they come back, they have to give up almost everything (the world rejects them and their power). But it is worth it to them since they are back (and not in Exile).

It is very important to realize that these Demons barely remember their old existence (they have given up so much of their identity). Some of them (Demons on the Modus of Prognatus (Rebirth)) only remember their lives growing up human, and have to figure out what they are.

Houses are the Y-Splat. Houses are not the old Houses. They are more like the old Factions (a few even have the old names).

I've down played the Revelatory Form. It is now abilities bought with experience or gained when joining a Pantheon (Z-Splat).

There are all types of Pantheons available. I like the idea of starting Demons to be more "normal". Plus, it seemed that White Wolf powered down everything when making the nWoD.

Wine

Wine is a
very important
part of our
culture and
history.

CHAPTER ONE: THE RETURN

PROLOGUE

I can remember having the power of a god. It's like remembering a vivid dream, but I know it wasn't a dream. It was real. Of course, it wasn't really me, but it was somehow. I remember that some of us were worshiped as gods and others were simply respected or feared for our power. But most of all, I remember the nothing. I don't remember how it happened, but I remember being exiled to a place of nothing. It was the worst place imaginable. I'd tell you more about it, but you just don't have the ability to grasp even a fraction of what could be explained in words. Suffice it to say, that it was Hell in all sense of the word.

David Edwards died young. He was an artist. He made minimum wage working 9 to 5 at the local bookstore, but spent his remaining time sculpting. His stuff was good, but it didn't sell. He mainly worked with wood and clay, because it was cheaper, but his preference was metal. Most of the time, he salvaged pieces of metal from a local junk yard, sneaking in at night when he didn't have to pay. The last time he went on one of his salvaging missions, he found out he was not alone.

They didn't see him watching. Even if they did, he couldn't have looked away. Like those that turn their head when driving by a car wreck, David had to watch. The things they did to that man were inhuman. At the end, when he was finally dead, they put his body (and all the extra pieces) in the trunk of a car and crushed it. David waited until they left before coming out of his hiding spot and went directly to the police. Come to find out, the dead man was a former bookie with some mob ties. The police said that it was suspected he had been "cooking the books". David didn't exactly know what that meant, but he was able to pick a guy out of a line up. Bad luck for David, he turned out to be a crime boss's nephew, Tommy Carlisle. Even with more than a few recommendations by the cops to just stay out of it for his own good, David decided to testify.

Days later, he was approached by a well dressed man with a briefcase full of money. David was a bit greedy and thought he could take the money and still testify. The second visit was not as pleasant. David's body cracked the pavement in front of his 15th floor apartment. Before he hit, David was still barely conscious from the beating he had just taken by

Tommy and two of his boys. The fall seemed to take forever, then darkness.

David woke in a cold and dark cooler in the county morgue. Was it a dream? What had happened? How was he alive? While he sat there and questioned what had happened, he could feel his bones setting themselves and the few remaining cuts healing over. Memories began to flood in to his mind. Memories that were not his own, but somehow were. He remembered being gone for such a long time in a place that wasn't there. No. That's impossible. These memories were dreams. They couldn't be real. Monsters. Gods. Make believe. He knew who he was. He was David Edwards, a sculptor. But, no, he was more. He was Kuros, returned to this world from the Exile of the Abyss, here for his second chance. He was happy to be alive. Part of him realized this, but another part wanted revenge for his death.

David/Kuros took his time finding Tommy Carlisle and his friends. They weren't expecting him. He was dead. When he finally faced them, their bullets didn't seem to faze him much and they didn't get that many shots off anyway. The bookie's torture was mild compared to what was done to Tommy. David was scraping blood out from under his fingernails for a couple of days after all was said and done. Now, David has found a new job in a new town. Hopefully Tommy's uncle never comes looking for him, because he'll find a surprise waiting.

THE DAEMON

Some Demons remember their past. The time from before they became who they are now. The time when they were the Daemon. Daemons are (or used to be) spiritual beings of great power. Some of them were actually gods. Egyptian, Greek, Roman, Norse. Gods that somehow lost their favor. Not all of them were gods. Some were just powerful beings that might have eventually become gods had they wanted it. Others that were here before the concept of gods. Beings older than time. All of these beings have one thing in common. They had power. They were powerful once, but not anymore. They were forgotten. At least, for a while.

EXILE

Many Daemons were worshiped by humans until the fickle tides of religion turned on them. Many were simply powerful beings that were forgotten by the masses. Others were forced out of power or into hiding for fear of their existence by more powerful beings. Whatever the Daemons origin, they all ended up in Exile. Called the Abyss by some, it may be more of a state of un-being than a place. While it may not be the Hell we've all heard about, Exile was definitely hell for Daemons. So bad, in fact, that they would give anything and everything to leave. Some of them found out just what that meant.

RETURNING

The Fallen, as they sometimes call themselves, were the gods of old or simply respected beings of power. Now, they are rejected by the world and commonly called Demons by the unfaithful and those of other faiths. They were beings of great power. After being away for so long they have a hard time existing in the material world, especially the powerful ones.

Fortunately for them, they have developed a method of survival that allows them to remain in this world for an indefinite time. When a Demon finds a host that it deems compatible, it suppresses a large portion of its power and sense of self and forges a human like conscious that allows it to act in this world.

Considered Demons (or even Angles) by the uninformed for centuries, some of these beings have taken on the name and reinforce the label through their actions.

The Death of Amazing Latherby

He applied the spirit gum gently to his face. He had always wanted to grow his own goatee, but it never came in quite right. The sides didn't grow in and it made it look funny. He always thought that the goatee was the perfect addendum to a magician.

3 minutes - Jonathan Latherby was young and inexperienced as a magician, but he had a lot of raw talent. That's why Maxwell hired him as an apprentice. Jonathan absorbed much and quickly made a name for himself in the little corner of Manhattan where he performed. Soon, he was on his own. He didn't limit himself to simple card tricks and making doves appear, Latherby idolized the great Houdini and his escapes. Ropes, chains, handcuffs, strait jackets and locked boxes, those were his

attention getters. No real tricks to those, besides palming a key occasionally. Those required skill, endurance, and a shoulder he could pop out of socket. Latherby looked in the mirror. It looked like he had put the goatee on straight. He checked his pockets, sleeves, tie, etc. Everything was in place. He would open with the doves tonight. Then some card tricks with an audience member. He hoped there were more than 10 people out there tonight. Times were tough and his show wasn't as popular as he thought it should be. All that would change tonight. He would close with the special act. He hadn't practiced it as much as he'd like, but he needed to draw a crowd soon, or he was going to get evicted from his apartment. Small shows don't make much money, but if he could get their attention tonight. The crowds would show.

3 and a half minutes - The other kids at school thought he was weird, reading magic books at the lunch table. He didn't have trouble making friends; he just wasn't interested much of the time. Performing tricks he had read about in front of his family made him very happy. His parents even bought him his own "Magic Kit". It had a hard plastic top hat, a wand, magic cards, rope, interlinking rings, little silk scarves and a hollow plastic thumb, everything a little magician could need to start his own cardboard stage show.

The audience applauded as the man pulled his card out of the sealed envelope the other woman had been holding since the start of the show. They both went back to their seats as Latherby took a small bow. No one had left early this time, as far as he could tell. Good. Now for the finally. His assistant wheeled out the tank slowly. It was very heavy with all the water. The audience fell silent as he told them about the great Houdini and his water escape. He had two audience members look over the tank as another helped him into the strait jacket he'd used in other performances many times. All the audience members knew that tonight was different. They knew they were in for a treat.

4 minutes - Jonny blew out his birthday candles making a wish for a new bike. His parents had hired a clown for the party, but he had gotten sick and a magician had taken his place. All the kids were greatly impressed by the well dressed man that could pull flowers out of thin air. When he cut the rope in half, tied it back together and blew the knot off to reveal the rope had been reconnected, Johnny was hooked. He wanted to take the wish for that stupid bike back. He wanted to be a magician when he grew up.

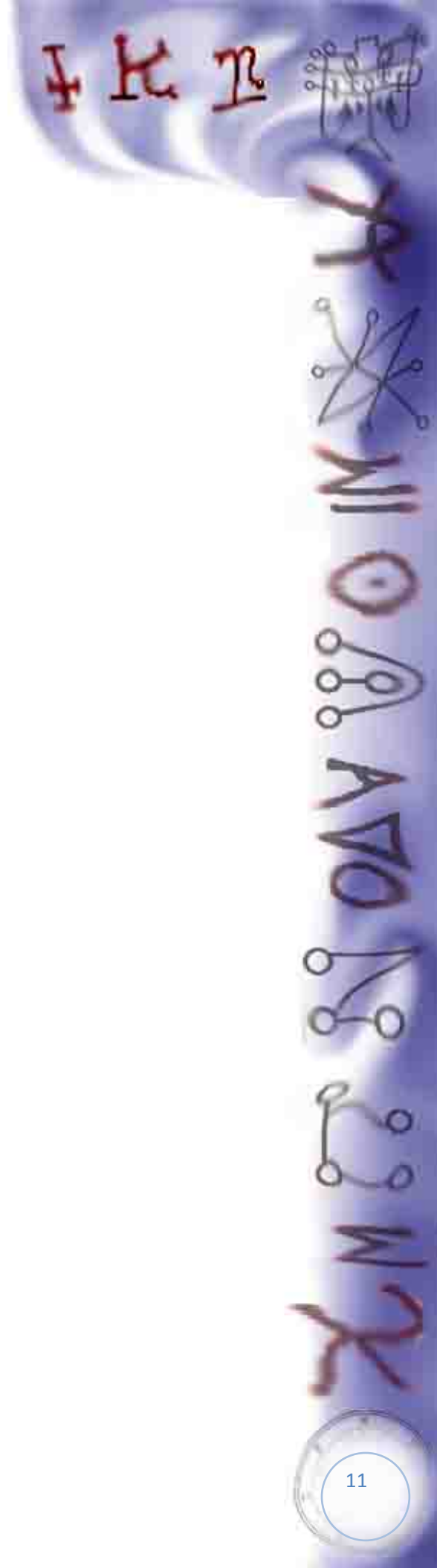
The jacket was a little tighter than usual. Jon would have to choose a smaller man to help him with the

jacket next time. The air bubbles meant to obscure the audiences view also made it a little bit harder to find the hidden key at the top of the tank near his feet. He could hold his breath for just under three minutes and he could tell by the fire in his lungs that it was getting close. His hand cramped and he dropped the key. He needed that to get the chains off his ankles. The bubbles obscured his vision as he fished around for it at the bottom of the tank. He needed to find that key now.

4 and a half minutes - Blackness

Water poured out of Jon's mouth and he stood up. He wasn't the only one standing. The entire audience was up and applauding, a standing ovation. His first. The Amazing Latherby looked around to see water and broken glass all over the stage. The chains were broken and the tank had burst. Latherby took a bow, thanked everyone for coming and exited stage left. He later found out that he had been under water for over 5 minutes. They had tried to get him out, but the lock wouldn't budge and the fire axe only put chips in the glass. His assistant didn't understand why she wasn't let in on the "real" trick beforehand. She could have faked the concern and screaming for help, if that's what he wanted.

"I died", he thought as he looked out on the world with new eyes. How strange it looked now. Now that he had returned. Had he been gone? Yes. He had been gone, and for a longer time than the mere moments this body was dead. He didn't understand what that meant yet, but he was learning and remembering.



LEXICON

Term	Description
Attuned Fount	A Fount (see below) that has been adjusted to not harm the Demon.
Bound	Nickname of Demons on the Modus of Arceo (Binding).
Daemon	The spiritual being that has joined with the character. The source of all the Demon's powers.
Death wounds	Mainly relating to Demons on the Modus of Victus Mortis (Reanimation), these are wounds that do not visibly heal.
Domains	Powers that a Demon has over parts of existence.
Dominion	The inherent power of the Demon in reality, how much of his demonic might has been made manifest.
Visages	Abilities learned through a Domain.
Exile	The state of non-existence that Demons went to after they lost their power and have now returned from. A paradoxical combination of not existing and being aware of it.
Faith	The Untouchable belief from mortals that fuels a demon and its powers.
Fount	A location, usually a church or other holy place, where Faith pools and can be taken and used by Demons.
Fused	Nickname of Demons on the Modus of Iunctura (Merging).
Host	The human body that most Demons take possession of.
House	Political factions. Demons can move between houses as allegiances and goals dictate.
Incarnate	Nickname of Demons on the Modus of Apereo (Incarnation).
Modus/Modi	The means by which the Daemon makes its return to Earth. Singular is "Modus". Plural is "Modi".
Modus of Arceo (Binding)	Modus that ties a Daemon to a reliquary.
Modus of Apereo (Incarnation)	Modus where a Daemon creates a new body from scratch.
Modus of Iunctura (Merging)	Modus where a Daemon merges with the body and soul of a willing host.
Modus of Villicus (Possession)	Modus where a Daemon rides with the host.
Modus of Victus Mortis (Reanimation)	Modus where a Daemon reanimates his dead host body.

Term	Description
Modus of Prognatus (Rebirth)	Modus where a Daemon creates a new inside a woman to be born as a human.
Modus of Renovo (Reviving)	Modus where the Daemon brings the host back to life.
Pact	A supernatural agreement between a demon and a mortal that turns a mortal into a Thrall of the Demon.
Pantheon	A group that the Demon can join that helps return it to its former self. Pantheons gain the Demon additional abilities.
Psyche	It is this construct that gives a Demon a foothold in reality. By tempering their inconceivable might and unfathomable rage over being ignored, it allows them to work within the confines of reality as a mortal would. The Psyche not only mirrors mortal morality but also provides a "code of ethics" among Demons known as Bans.
Reaping	Taking of Faith from mortals without the formation of a pact.
Reborn	Nickname of Demons on the Modus of Prognatus (Rebirth).
Reliquary	Object that can store a Demon's power or a demon himself.
Revelatory Form	An aspect gained by joining a Pantheon. Related to Visages
Thrall	A mortal that has entered into a pact with a Demon to exchange Faith for power.
Tie	A Thrall or Attuned Fount used by a Demon using the Modus of Apereo (Incarnation)
Turmoil	The effect of the world rejecting the Demon and his powers.
Undead	Nickname of Demons on the Modus of Victus Mortis (Reanimation).
Visage	Parts of the Demons true self that it can summon into reality for a brief time.

CHAPTER TWO: CHARACTER

CHARACTER CREATION

Use the character-creation rules from the World of Darkness Rulebook, and add the following template to Demon characters during Step Five.

Choose a Modus (See: Modi)
Choose a House (See: Houses)
For beginning Domains, allocate three dots, two of which must be spent on House Domains.
One of your three Domain dots may be spent to on a Visage instead of a Domain (See: Visages).
Demons can have additional Merits from a special list (See: Merits).
Morality is now called Psyche in Demon: The Return (See: Psyche).
Roll a die to determine how much Faith your character has at the beginning of the story.

Step 1: Character Concept

Where does your Demon come from? What is its history? What was his Return like? If the host died, what were the circumstances of his death? Are his family and friends still in the picture? If not, what happened? What are his plans?

Step 2: Select Attributes

Step 3: Select Skills

Step 4: Select Skill Specialties

Step 5: Add Demon Template

When a Demon returns to this world, it must give up a lot; including power, its identity and sense of self. The joining with a host is beneficial to the person and Demon. The Demon returns and the person gains some control of the power that the Demon used to wield.

Note that a character cannot possess multiple supernatural templates, and some Merits are unavailable to supernatural characters. A vampire, mage or werewolf cannot be a Demon as well, and

they cannot possess many of the new Merits presented here.

Modus - How the Demon returned.

Iunctura (Merging): Those that are a merger of mortal soul and Daemon.

Latrunculus (Occupation): Those that squat in a soulless body.

Prognatus (Rebirth): Those with Daemons for souls since birth.

Renovo (Reviving): Those that were brought back to life by the Daemon's return.

Villicus (Possession): Those that have a Daemon along for the ride.

Add Modus preferred Attribute.

Iunctura (Merging): Wits or Composure

Latrunculus (Occupation): Strength or Presence

Prognatus (Rebirth): Intelligence or Presence

Renovo (Reviving): Resolve or Stamina

Victus Mortis (Reanimation): Stamina or Composure

Villicus (Possession): Manipulation or Intelligence

House - Political/Ideological groups of Demons

The House of the Coming Darkness ~ known as Ravagers

The House of Enlightenment ~ known as Reconcilers

The House of Judges ~ known as Arbitrators

The House of Mortal Desires ~ known as Faustians

The House of Resurgence ~ known as Adversaries

Dominion

This trait represents the extent to which the Demon has returned towards its true power to become a Demon. With it the Demon gains extraordinary abilities, such as the control over certain Domains. All Demon characters receive the Dominion advantage at one dot for free. Dominion can be increased with Merit point expenditure at a rate of three to one at character creation. That is, a player may spend three of his character's seven Merit points for Dominion 2, or spend six of his character's seven Merit points for Dominion 3.

Domains

Domains are groupings of the powerful abilities that Demons have. A newly returned Demon starts with four (4) dots in Domains. three (3) of these dots must

be in House Domains. The remaining one (1) dot can be in any Domain or traded for a Rank 1 Visage. No Domain may start higher than 3.

Visages

Demons do not automatically start with Visages. They must be purchased with experience points. However, during character creation, a player may sacrifice one (1) Domain dot for a Rank 1 Visage. Additional Visages may be purchased on their own using experience points, but they must not exceed the relevant Domain level possessed by the character.

Step 6: Select Merits

There are new Merits in the Merits section.

Step 7: Determine Advantages

Psyche

Morality, from the World of Darkness core rulebook, is replaced by Psyche for Demons. Psyche works much like Morality does, although it has been expanded.

Experience Costs	
House Domain	New dots x 5
Other House Domain	New dots x 7
Common Domain	New dots x 6
Dominion	New dots x 8
Psyche	New dots x 3
Visages	Rank x4
Starting Points	
Domains	3
Dominion	1
Psyche	7

THE MODI

"Up, down, turn around. Please don't let me hit the ground. Tonight I think I'll walk alone. I'll find my soul as I go home." - Temptation by New Order

Modi are the methods used by a Daemon to return to the material world by joining with a person. When a Daemon returns, it has to give up all but a fragment of its former self. Daemons chose to reduce themselves to the point where they almost completely lose their identity. The most common Modi are listed below. While there may be more methods for a Daemon to return, they are either not used often or are next to impossible for most Daemons to use.

Returning, in the various methods described here, has its benefits and drawbacks. Called “Boons” and “Banes”, each is unique to the related Modus. Boons give the Demon some form of advantage due to their chosen Modus. Banes, on the other hand, are the unfortunate side-effects of the chosen method of return.

Modi List	
Modi	Description
Iunctura (Merging)	Those that merged their soul willingly with the Daemon.
Latrunculus (Occupation)	Demons that have found an empty vessel.
Prognatus (Rebirth)	Demons that were born human, only to learn the truth later in life.
Renovo (Reviving)	Those that were revived and brought a Daemon back with them.
Villicus (Possession)	Those with a hitch-hiking Daemon.
The Host Free	
Arceo (Binding)	Those that are bound into an object instead of a human host.
Apereo (Incarnation)	Demons that have found a way to form their own bodies in the material world.
Victus Mortis (Reanimation)	Demons that are bound into the bodies of their once living hosts.

The Host Free Modi are described in more detail later in Chapter 4. They have returned in a way that does not require a human host. They also have requirements that most newly created Demon characters do not meet. Thus, they are not normally available for new character creation. However, at the

Storyteller’s discretion, the Host Free Modi can be available if the character meets the prerequisites.

There are other methods of return for a Daemon. Some are combinations of the above Modi, while some are entirely different. If a player wishes, he may design a new Modus with the storyteller for his character. Storytellers are discouraged from letting a player take the best aspects of different Modi or combining Modi to reduce Banes. Although it is difficult to measure, Boons and Banes should balance each other out and be fairly equal across all of the Modi.

IUNCTURA (MERGING)

Those that are Merged have a combination of human soul and Daemon. The Joining combines the soul and Daemon into one. When a Daemon chooses to return in this method, it is usually out of the desire to understand the world he is returning to. He finds a human that is willing and sufficiently compatible and merges with the person’s soul. The merging gives the Demon more knowledge of the other world, that is, the knowledge that the Daemon possessed before the joining. The length of time that the merging takes can vary, taking hours or weeks before completion. The person notices little change, at first. As time goes on, his personality changes towards that of the Daemon’s. The person’s personality slips away slowly. When the merging is complete, the original personality of the human and the Daemon are drastically changed. No longer are they individual entities – now they have fused to become one.

Note that while a person must be willing to merge his soul with a Daemon, he does not need to be conscious of it. A soul can decide on its own to merge with a Daemon. These Demons may not have consciously decided to join with a Daemon, but they are content with the effect.

Nickname: Merged

Preferred Attribute: Wits or Composure

Boon: Because of the knowledge gained from the merger, these Demons can remember things that only their Daemon knew. The Demon gains 2 free dots in the Legacy Merit.

Bane: All Demons in the Modus of Iunctura (Merging) have reshaped the soul of their host to the

point that they no longer act quite human. Normal humans don't react well to the strangeness of the Fused. These Demons suffer penalties on all social rolls, save Intimidation, when dealing with mortals. The Demon's Dominion score (See: Dominion) is subtracted from those rolls.

LATRUNCULUS (OCCUPATION)

The Occupied are Demons who don't just possess a mortal host. They replace the souls of the living. Some remove the soul themselves, but most simply find a person who has lost his soul before the Daemon arrives. While removing a soul is considered an evil act, many Daemons do not have much choice. However, in this world, there are people without souls. They have lost them somehow. A soul can be lost in many ways, most involve them being taken by some supernatural being, but sometimes a soul can just wear away. (See p.34 of Mage: the Awakening for more information on the effects of soul loss.)

Soulless bodies are rare and do not usually last long. Either they die due to the loss of the animating soul or they are snatched up quickly by some other possessing being. Most soulless bodies come from hospitals, the comatose and brain dead account for nearly all. A few are actually prepared by Demons (or their followers), usually through the removal of the soul.

Nickname: Occupied

Preferred Attribute: Strength or Presence

Boon: The will of a Daemon is much more powerful than that of a soul. The replacement of the soul with the Daemon has increased the body's zest for life. All Wits + Composure rolls gain the 9-again rule. If the roll would already have the 9-again rule, the 8-again rule is used.

Bane: Because the person's soul was either forcibly removed, worn away through atrophy or just plain never had a soul, the Demon's sense of right and wrong is skewed. These Demons suffer a -2 penalty to Psyche rolls to avoid acquiring derangements after a failed degeneration roll.

PROGNATUS (REBIRTH)

There is a story that has been twisted by mortal man about a Daemon that became a man once in order to experience the mortal coil. The story is famous and told mostly by those that don't know the actual truth. Those that do know the truth, speak of it rarely, since drawing the attention of another power is not usually a good thing. These Demons have grown up as humans, but have always known something about them was different. At some point, usually after

adolescence or during a life altering event, they realize their abilities and come into power.

Nickname: Reborn

Preferred Attribute: Intelligence or Presence

Boon: Some people hit the genetic lottery and are simply beautiful. The Reborn don't need to play that lottery since their bodies were designed by their Daemon. These Demons are usually beyond gorgeous and handsome. Reborn characters receive the 2 dot Striking Looks merit for free. Of course, a player can spend 2 additional merit points to have the 4 dot version, if desired.

Bane: Demons that are Reborn do not have memory of their Daemon's existence. They only remember their lives growing up as a human. Because of this, no Demon in the Modus of Prognatus (Rebirth) may have the Legacy Merit. All knowledge beyond the life of being human is lost.

RENOVO (REVIVING)

When a person dies, their soul moves on to wherever it is destined. However, at the moment of death, a Daemon can slip in just behind the soul as it is leaving. Once the Daemon gets in, it is able to breathe life back into the body like blowing on the glowing embers of a fire that has gone out. Even at death, a body isn't quite dead. Doctors revive patients every day, pumping chemicals into their blood and shocking their hearts back to beating. Demons are more than capable of performing this task.

Nickname: Revived

Preferred Attribute: Resolve or Stamina

Boon: Breathing life back into a body by a Daemon enhances the body's natural healing powers. The Demon has the equivalent of the 4 Dot "Quick Healer" Merit from page 113 of the Core World of Darkness book, without the need to meet its prerequisite.

Bane: Once the soul has moved on and the neurons in the brain begin their random firing and breakdown, the Daemon does not have a strong template to base his forged Psyche. After the Daemon moves in to the empty shell all it has are corrupted memories to base moral decisions upon. Because of this possibly misinterpreted morality, these Demons suffer a -2 penalty to Psyche rolls to avoid acquiring derangements after a failed degeneration roll.

VILLICUS (POSSESSION)

Technically any spiritual being is capable of some form of possession; although, this one is unique from normal possession. When most people are possessed,

their soul is pushed aside. This usually creates a power struggle that the person would eventually win, if given enough time. However, when a Daemon possesses a human using this Modus, they squeeze in next to the soul instead of suppressing it. These Daemons take a back seat, becoming part of the person without trying to take over completely. This gives the Daemon a foothold to avoid the eventual expulsion that other possessing spirits deal with.

These Demons always have the voice in their head. Sometimes they even believe they can see this passenger. Maybe they do. One thing is for certain, the Daemon speaks with the person only when it desires. Most of the time, the Daemon is perfectly happy to sit quietly inside and watch.

Nickname: Possessed

Preferred Attribute: Manipulation or Intelligence

Boon: Because the possession is only partial and the Daemon is only taking a passive role in the back seat, the character essentially has two beings in one body and thus two wills. Thanks to this, the Demon has two Willpower pools. The first is the normal Willpower pool that all Demons have. The second is the Daemonic Willpower pool. This pool's size is

equal to the character's Dominion. The character may spend Willpower from this pool as normal Willpower is spent. Although, the character may not spend Daemonic Willpower to resist Urges (See Urges in Chapter 4). Also, as an optional rule, the Storyteller may allow the "Double Down" rules from WoD: Inferno page 121.

Bane: The separation of Daemon and soul in the character's body causes the Daemon to act as a "floating voice" in the character's head. Because of this, the Daemon can assert its desires easier. A voice in your head telling you to "Do it. Do it, now!" is much harder to resist than a simple Urge. Thus, all rolls to resist an Urge are at a penalty equal to the character's Dominion score. See "Urges" in Chapter 4 for more information.

Note: This Modus is based on the Possessed from the World of Darkness book "Inferno". If you are planning on playing one of the Possessed, please refer to that book for more details on what it is like for a Possessed character.

THE HOUSES

Six Daemons avoided Exile long ago. How they did this depends on who you ask. But, however it was done, they were able to maintain a great portion of their power through the centuries. Once other Daemons began to return from Exile, they instinctually sought out the Six (as they began to be called) and swore allegiance to the one that they wished to follow. This was the creation of Houses. For many ages, these six Demons ruled all of the Fallen, as all that returned were compelled by some unknown force to seek them out and swear oaths to them. The Six took in offered Faith from their devoted followers and gave them back an ease with specific Domains (those that the Six had mastered). Then, one day, a couple of thousand years ago, one of the six Houses ended as its founder disappeared. What happened to the founder is unknown. Some say he was destroyed by another of the Six. While others say that he abandoned his ways and began to walk another path. No Demon knows for sure what really happened. Now that the Sixth House is gone, the Returned no longer feel compelled to seek out a House to swear allegiance to. Since then, there have been only five Houses and an ever growing number of Demons referred to as Renegades. The founding Six have not been seen much lately. Only those of high rank in their House are believed when they say they have met one. Some are said to be slumbering, while others are simply watching and waiting.

In game terms, Houses are political/social groups of Demons who have similar interests and ideas. By joining a House, a Demon gains the ability to learn the selected Houses "House Domains" easier by paying his dues in Faith. Faith cost of dues are discussed in the Status Merit. (See the Merit: Status for more information)

Renegades that chose not to join a House, do not need to pay those dues, but they do not gain the benefits of belonging to a House.

The five House names have changed occasionally as the ideas and goals of the members change, but these are only the common names for those Houses, not their true names.

Minor Houses

Sometimes, when a group of Demons have been around for a while, they are able to form their own House. These "Minor Houses" are varied in their concepts and some may even be offshoots from existing Houses. These minor Houses usually only

have one or two House Domains, but still charge the same dues that normal Houses charge.

HOUSE OF THE COMING DARKNESS

Demons of this House are perhaps some of the most diverse in their opinion of their House's true purpose and how it should be executed. Some Demons see the coming darkness as an ultimate end. Still others of this House think the coming darkness will only be the hour before a new dawn and that their purpose is to open this gate to the future.

Nickname: Ravagers

House Domains: Domain of Death, Domain of Patterns and Domain of the Realms

The Modi:

Iunctura (Merging) - Few of the Fused join the House of Coming Darkness. Those that do, usually have souls that have been corrupted by hate. This hate fuels the Demon's desire for an end that the Coming Darkness promises.

Latrunculus (Occupation) - Occupied join this House in average numbers. Those that join do so out of curiosity. What might lie at the end for them?

Prognatus (Rebirth) - The Reborn are rare in this House. Most are recruited with the idea that the darkness will bring new light.

Renovo (Reviving) - Dark Urges control most of these Demons, but many have seen the darkness at the end of their own lives and believe that the world will be revived as they were.

Villicus (Possession) - Those Daemons that are from the darkness itself corrupt many of Possessed that have joined the ranks of this House.

Views on other Houses

House of Enlightenment: Having the answers won't help you when it all ends.

House of Judges: Your final judgment may be sooner than you think.

House of Mortal Desires: These Demons seem to understand that the end is coming, but instead of preparing for it, they seem to be enjoying what is left.

House of Resurgence: Their aggression may be useful in the coming days, but it will not affect the inevitable.

HOUSE OF ENLIGHTENMENT

No Demon questions the power gained by the Daemon, but many question its replacement of a soul. What is a soul compared to a Daemon? Why does a

Daemon work as a substitute for one? Many believe that they are here for the betterment of mankind. They use their abilities to answer their own questions as well as to help those in need.

Nickname: Reconcilers

House Domains: Domain of Awakening, Domain of Humanity and Domain of Light

The Modi:

Iunctua (Merging) - The whole is more than the sum of its parts. The Fused sometimes see how making things better for one makes it better for everyone.

Latrunculus (Occupation) - Some of these Demons see their Return as a new lease on life and do whatever they can to help others who need second chances like theirs.

Prognatus (Rebirth) - Many of the Reborn join this House to understand their existence, since they cannot remember why they are as they are.

Renovo (Reviving) - Being brought back from the dead can make many normal people seek answers, these Demons are no different.

Villicus (Possession) - The Possessed that join this House usually do so at the protest of their Daemon. The Daemon's wisdom should be enough.

Views on other Houses

House of the Coming Darkness: They seek the end when they should be seeking the answers.

House of Judges: Good peace keepers. It is amazing how they remain so impartial. We should look into that.

House of Mortal Desires: They give man what he wants, but why?

House of Resurgence: We were Exiled for reasons that these Demons do not care about. All they want is to reclaim power that was lost to them. But did they ever really have it to begin with?

HOUSE OF JUDGES

Amid what little can be truly known about the true histories of the Demonic Houses it is generally accepted that the House of Judges was the last to be formed. The House of Judges serves the single purpose of adjudicating disputes between the other Houses. This may seem to place a significant amount of status and influence in the hands of members of this House, but the truth is quite the opposite. Judges are jury and executioner as well, but bound by oaths to preserve peace between the Houses without passion or prejudice. If it becomes evident that a Judge is biased in his rulings, his own House's censure is swift and merciless. That's not to say there are none that seek to circumvent the system. A few Judges feel the most

effective way to insure peace would be to have one house rule the others, and those wish to transform the House of Judges into a House of Lords.

Nickname: Arbitrators

House Domains: Domain of Celestials, Domain of Paths and Domain of Radiance

The Modi:

Iunctura (Merging) - These Demons can see both sides of an argument fairly easily and make up a majority of the House.

Latrunculus (Occupation) - Not many of the Occupied join the Judges. Judges must know the difference between right and wrong and many of the Occupied have trouble in that department.

Prognatus (Rebirth) - Because the Reborn have no memories from before, they focus more on the here and now. This leads them to form stronger relationships and empathize more, both undesired qualities for a Judge.

Renovo (Reviving) - Like the Occupied, the Revised have trouble with morality and do not make good Judges.

Villicus (Possession) - While the Possessed are easily able to see both sides of an argument, it is usually because the Host and Daemon do not agree. Those that do become Judges, are normally impartial and well accepted.

Views on other Houses

House of the Coming Darkness: They are not all doomsayers. They act more like two different houses.

House of Enlightenment: Knowing the answers can be very beneficial to bringing the right judgment.

House of Mortal Desires: These deal makers only do what is best for them, treading on others as they please.

House of Resurgence: Their hatred and desire for lost power will be their undoing.

HOUSE OF MORTAL DESIRES

Folklore is filled with stories of men and women making "deals with the devil". Many of these stories are based on the Demons of this House. So named for the manner in which Demons of this House work towards the goal of power. However, they do not wish to be in direct control, they seek to be uncrowned kings, the powers behind the Throne. Some Demons infiltrate important government agencies and influence policy while others seek to make members of such agencies reliant on what they can do for them.

Nickname: Faustians

House Domains: Domain of the Forge, Domain of Longing and Domain of Sin

The Modi:

Iunctura (Merging) - The Merged make up the second largest part of this House. Making deals with another is easy after making a deal to merge soul and Daemon.

Latrunculus (Occupation) - These Demons do not account for many among this House as they are takers not givers.

Prognatus (Rebirth) - Many of the Reborn join this House out of their own mortal desires.

Renovo (Reviving) - Those of the Revived that join this House do so with clear consciences.

Villicus (Possession) - The Possessed account for the largest portion of this House as the Host's Daemon is used to temping others.

Views on other Houses

House of the Coming Darkness: Why would anyone want to destroy all this cool stuff?

House of Enlightenment: You want answers? I'll give you answers, but what can you give me in return?

House of Judges: We're just trying to make a living here. Nobody gets hurt. Everybody's happy.

House of Resurgence: Not only do they want all their power back, they want to rule with it. They won't like the bad news that someone else is already in charge.

THE HOUSE OF RESURGENCE

Demons of this House are often full of rage and anger, itching for a fight with a desire to claim (or even reclaim) their positions as gods of men. The House of Resurgence wants to give them a chance. These Demons seek an overt rule of the world where all to see them and tremble, know them and dread. Some Demons see a coming war of ideology and so try to

create cults and memes that will pave the way for their ascension to power.

Nickname: Adversaries

House Domains: Domain of Beasts, Domain of the Flesh and Domain of the Wild

The Modi:

Iunctura (Merging) - The power of a god mixed with the aspirations of a mortal yield many of this house.

Latrunculus (Occupation) - Most of this House come from the Occupied. They are used to taking what they want with little regard for others.

Prognatus (Rebirth) - Without memory of the time before, most of the Reborn usually do not seek to reclaim lost power, but a few do try to claim that which they believe to be within reach.

Renovo (Reviving) - These Demons usually have little interest in ruling. They are usually happy just to be alive.

Villicus (Possession) - While the Daemon may desire to regain lost power, the Host is usually content with less as it is more than he had before.

Views on other Houses

House of the Coming Darkness: Why destroy when you can rule?

House of Enlightenment: The truth is unimportant. All that matters is what we tell people to believe.

House of Judges: Their power is only what we give them. Once we return to our thrones, there will be no other judges required.

House of Mortal Desires: These puppeteers think they know power. True power is the ability to make your enemies fall before you.

DOMINION (NEW ADVANTAGE)

This trait represents the extent to which the character has joined with the Daemon (or how much of the Daemon has returned). As part of the Demon Template, they receive one dot of Dominion to indicate their initial return. Additional dots may be acquired with the expenditure of experience points (or initial Merit dots can be spent to add extra Dominion).

Effects of Dominion

Dominion is a trait rated from 1 to 10 dots. As the measure of the Demon's power, Dominion has the following game effects.

- Dominion grants the Demon extra dice when resisting the supernatural powers of other entities. When a resistance roll is called for to resist a Demon's Domain or another's supernatural ability, the Demon may add its Dominion score to the dice pool where another supernatural would add its Primal Urge, Blood Potency, or Gnosis. For example, to resist the Soul Read Gift of a Werewolf, a Demon would roll Resolve + Dominion.
- Dominion affects a Demon's ability use his pooled Faith (See: Faith, governing how many points of Faith a player can spend in a single turn. Dominion also limits how much

Faith the Demon can hold in his Faith pool. The higher his Dominion, the more Faith he can store. See the Dominion Table below for more details.

- Demons with Dominion 6 or higher can increase their Attributes and Skills past 5 dots. The Daemon ties itself securely to the character, allowing the Demon him to bring his Mental, Physical and Social capabilities to inhuman degrees.

Drawbacks of Dominion

- The more a powerful the Daemon is, the more the Daemon influences the character. The character has more frequent Urges with higher ratings in Dominion. (See: Urges)

Zero Dominion

If the Demon's Dominion is reduced to zero dots through any means, the Daemon is disconnected and is forced back into Exile. The remaining host must live without access to any Faith, Domains or Visages unless the Daemon ever returns to him (which they sometimes do). The character is a normal mortal again.

Dominion Table				
Dominion Rating	Attribute and Skill Max	Faith Pool Max	Faith Expenditure per Round	Urges Dice Pool
1	5	10	1	1
2	5	11	2	2
3	5	12	3	2
4	5	13	4	3
5	5	14	5	3
6	6	15	6	4
7	7	20	7	5
8	8	30	8	6
9	9	50	9	7
10	10	100	10	8

Attribute Max: This is the maximum rating that the character can have in any Attribute.

Skill Max: This is the maximum rating that the character can have in any Skill.

Faith Pool Max: This is the maximum Faith pool that the character can have.

Faith Expenditure per Turn: This is the maximum number of Faith points that the character may spend per Turn.

Urges Dice Pool: This is the dice pool used to determine whether an Urge is in effect.



FAITH

Faith is the divine influence that Demons have over the world. It sustains them and fuels their powers. Demons are able to collect it from many different sources. This pool size is based on the character's Dominion rating.

Spending Faith

- The Demon must spend Faith as "dues" dependent on his Status in a House (See the Merit: Status).
- The Demon can use Faith to fuel Domains that require Faith expenditure. Each Domain will have any necessary Faith cost listed in its description.
- The Demon can spend Faith to create a Thrall. (See: Thralls)
- The Demon can spend Faith to create Enhanced Items. (See: Items of Power)

Regaining Faith

- Demons can sense Founts automatically when they see them. The Demon may try to draw Faith from a Fount (See: Founts) by rolling his Presence + Wits + Fount level. The number of successes indicates the number of points of Faith gained. A Demon can feed from multiple Founts, but only once a day from each one.
- The Demon may gain Faith through his Status in a House (See the Merit: Status).
- The Demon may gain Faith from a Thrall. (See: Thralls)
- The Demon may attempt to steal Faith from another Demon by touching it and making a contested roll of its Presence + Wits against the target Demon's Presence + Resolve. If the attacker wins, the number of successes indicates the number of points of the target's Faith that are siphoned by the attacker. If the target wins, it gains a number of points from the attacker's Faith pool equal to the difference in successes scored.
- The Demon may barter for additional Faith from other Demons, gaining only as much as they are willing to give up.
- The Demon may Reap Faith from Mortals. (See: Reaping for more details)
- If the Demon is low on Faith, he can expend 1 Dominion dot to refill his entire Faith pool. This is usually only used in desperate circumstances.

Zero Faith

If a Demon ever reaches zero Faith, he loses access to all Devotions, Visages and Evocations until he regains at least one point of Faith. A Demon without Faith ages (or decomposes) as a normal person would. While it is unnerving for a Demon to be without his powers, there is one major benefit to having no Faith points. At zero Faith, a Demon ceases to show up on supernatural radar; even their aura reverts to a normal aura.

PSYCHE (MODIFIED ADVANTAGE)

The Demon's Psyche is the part of him trying to fit into the world. Demons are rejected by this realm. It is only by burdening himself with this Psyche that a Demon can maintain his grip on this world. Morals are not something that most Demons bring with them to the material world. To a god of fire, killing is not wrong, unless it causes a fire to go out. Mankind has new gods now, gods that control the world (or controlled by it). This world of man and his new gods, force the Demons to act like men or be expelled. Game wise, whenever a player would need to roll his character's Morality, they will now roll Psyche. Consider ranks in Psyche the same as if they were in Morality for any rolls involving Morality.

If Dominion is a measure of how much of the Demon has returned, Psyche is a measure of how much the Demon has become like man in order to stay.

As an optional rule, Storytellers may allow those players applying the Demon template during character creation to trade dots of Psyche for experience points. This trade-in reflects some past action(s) that he learned from (accounting for the added experience points), but which also scarred him deeply (explaining the loss in Psyche). Players may sacrifice one dot of Psyche for five experience points, dropping their characters' Psyche scores to as low as five (for a maximum of 10 extra experience points).

Psyche is also used when performing Domain Evocations to combat Turmoil (See: Domains)

Psyche	Bans
10	Any Demonic effect in front of a mortal. Selfish thoughts. (Roll five dice.)
9	Domain use in front of a mortal. Minor selfish act (withholding charity). (Roll five dice.)
8	Using Domain against a mortal. Injury to another (accidental or otherwise). (Roll four dice.)
7	Domain use for personal gain. Petty theft (shoplifting). (Roll four dice.)
6	Taking Faith from mortals. Grand theft (burglary). (Roll three dice.)
5	Creating a Thrall. Intentional, mass property damage (arson). (Roll three dice.)
4	Embracing Turmoil. Impassioned crime (manslaughter). (Roll three dice.)
3	Reaping Faith. Planned crime (murder). (Roll two dice.)
2	Ravaging Thralls. Casual/callous crime (serial murder). (Roll two dice.)
1	Consumption of a soul or Demon. Utter perversion, heinous act (mass murder). (Roll two dice.)

NEW MERITS

Acute Awareness (•••, •••• and •••••)

All Demons can sense the supernatural. Each Demon's Awareness is attuned to his Modus, but some Demons have learned to interpret other Modi specialties as well. The Demon may learn an additional Modus specialty at each level of this merit. (See: Awareness in Chapter 3)

Cult (• to •••••)

Cult members are not Retainers or Thralls (unless those Merits are purchased for that intent). Each member of the cult has his or her own life, although at higher levels they usually give up most of that life. Cults can be used as a form of Status among other Demons (1/2 Cult level rounded down). This pseudo-status does not stack with the normal Status merit.

Rank	Description
1	A tiny group (2-3 people) that will listen to your ramblings and believe some of what you say.
2	A small group of people (3-10) that seek you out. At least one has the "Unseen Sense" Merit that led them to you.
3	A cult of moderate size (10-20) people, that regularly visit you for worship services and rituals. Most demons don't exceed this level for fear of being revealed.
4	You have a large (20-60) group of men, women and children that usually choose to live together in some form of commune. A good example was the Branch Davidians in Waco, Texas.
5	Your cult is huge (61+ people, some who are willing to die for you). Some members have voiced the idea of petitioning the government for religious status, which you of course silenced immediately.

Cults do not generate Faith on their own (although a cult is a good reason to have a Fount). If a Demon wishes to Reap Faith from his cult (as they can do with other mortals), he can only Reap individual cult members one at a time. Although, reaping from the cult may have unexpected results. Such as members leaving the cult or dedicating themselves even more depending on the experience. The only mechanical benefit to reaping a member of your own cult, is one extra die for each dot in the Merit on the reaping roll for the Demon.

Cults are also a source for Thralls. Although, rarely done, a Demon can invest more time and energy into

a member of his cult (while ignoring others) to gain a powerful Thrall. As a Story Teller option, the player may trade ranks in Cult for ranks in Thrall on a one for one basis. This represents the Demon favoring the one cult member to the exclusion of others. Most people don't like being ignored and this includes cult members. The size of the cult suffers due to the Demon focusing on the one mortal, but some Demons find it worth it. **Example:** Tutgar has a small group of mortals that sought him out for his teachings. In the middle of one of his sermons, Tutgar begins paying more attention to Rebecca. He looks in her direction almost exclusively and asks her for her opinion on subjects he is discussing. Afterward, Rebecca is obviously enamored by Tutgar and may be interested in doing more for him. Jeffery, who had a crush on Rebecca, is upset by this turn of events and may not show up at the next meeting. He may even talk his brother into leaving the cult at a later time.

Ensouled Item (••+)

The Demon has an object that has been Ensouled to possess an Evocation, Visage or a permanently Enhanced item. The Merit rank must be one dot higher than the rank of the Ensouled item. (See: "Items of Power" in Chapter 4 for more information on Ensouled and Enhanced items)

False Name (• to •••••)

Every Demon has a True Name that he tries to keep secret, but every now and then it gets out. Demons with this Merit have spread a "False Name" around that helps to hide their True Name. Each dot in this Merit is a dice penalty to any roll to determine, recognize or use the Demon's True Name. This includes beneficial effects as well as undesirable ones.

Fount (• to •••••)

Founts are places which gather and store mortal Faith. They are incredibly rare in today's jaded world. Dots in this Merit represent a Fount the Demon has discovered that few or no other Demons yet know about. A Demon who doesn't hide his Fount is likely to find others using it. By acquiring other Merits such as Status, Haven and Resources a Demon can protect or maintain his investment. Status (Priest) for example, no one would question a Demon who maintains a facade as a priest staying close to or praying in a church. With high Resources and a job as

a museum curator others would rarely examine the Demon's habit of examining a particular piece of art. The Rating of this Merit determines the rank of the Fount and how much Faith gathers there each day. The primary purpose of this Merit is to replenish a Demon's Faith reserves, but a Fount's power makes it useful as a sort of safe haven for a Demon hunted by his own degenerate kin. (See: Faith as a Weapon in Chapter 4) Players may combine Fount Merit dots to determine their Fount's overall rating. For more information on Founts, see the Founts section in Chapter 4.

Legacy (• to •••••)

As a Demon returns to this world, memories from its Exile and before become lost. The few retained memories are jumbled and dream-like and do not make much sense. Since most of the Demon's previous identity is lost and replaced with that of the host. In fact, it is more representative to say that the person (host) begins to have these hazy dream-like memories as they start to develop strange new powers. Those few Demons that have the Legacy Merit are more adept at remembering things from before as well as retaining their demonic identity. The higher a Demon's Legacy rating the more it remembers. Without it, the Demon remembers next to nothing and will not likely think of himself as the anything other than the host. Each time the Demon is attempting to remember something from before his return, have the player roll his Demon's Intelligence + Dominion + Legacy. The more successes, the more detail the Demon remembers. This roll can be called upon by the Storyteller at times when he wishes to "force" memories on the player character as well. Demons without this Merit can still remember their past, but are much less likely to do so. Those without the Merit roll their Dominion score alone and only receive details on exceptional successes.

Note: The Demons of the Modus of Prognatus (Rebirth) cannot purchase this Merit.

Rank	Description
0	The Demon has fuzzy images that don't make much sense.
1	He remembers his Exile and possibly his Daemonic name.
2	He remembers general times and regions (like "Zeus sent me on a mission once, to tell his someone ... something").

3	Specific details of dramatic events are accessible (the specifics of a battle).
4	General details of the Demons past are available (who he served or who served him).
5	"I am Sathrithica, the Wind that Walks." Nearly all of the Demon's past is remembered. Like it was yesterday.

Pact (• to •••••)

The Demon starts play with a Thrall. Thralls provide Faith for the Demon. Each individual Thrall yields the Demon 1 point of Faith per day. Thralls are not Retainers, although they can be with the Retainer Merit. Depending on how they came to be a Thrall, they can tend to be less loyal or devoutly loyal. They must still be treated well, if the Demon wants them to perform. Unlike a Retainer who can simply quit, a Thrall is inextricably bound to the Demon by Faith. The Pact level of each Thrall determines the amount of the Thrall's soul that has been traded to the Demon. A Thrall with a Pact level of 4 is worth more to a Demon than a Thrall with a Pact level of 1. The player may purchase this Merit multiple times, with each new instance counting as a new Thrall. For more information on Thralls and Pacts, see the Thralls section in Chapter 3.

Reliquary (• to •••••)

The Demon has a prepared safe place for his Daemon to go to if his host is ever killed (See: Reliquaries). While a Reliquary is not being used to house a Daemon, it has the ability to store Faith for the Demon. Each Reliquary level allows a Demon to store 2 Faith points within the Reliquary.

The level of the Reliquary is related to its Size and Quality. A Size 3 Reliquary is at least a level 3 Reliquary; it could have additional levels, if the Quality is above zero. Dots in this Merit must be divided up between Size and Quality.

The Reliquary's Durability equals its Quality, while its Structure is equal to its Size + Durability.

Example: An inexpensive (Quality of 1) TV (Size 4) would have a Rank of 5 (1+ 4), a Durability of 1 and a Structure of 5.

Note: Demons on the Modus of Arceo (Binding) are housed within their Reliquary and reinforce its Structure by their presence. The Structure (or health) of a reliquary housing a Demon is equal to the Demon's Stamina + Reliquary Size + Durability.



Rank	Size	Quality
0	Ring / Necklace	Cheap and Fragile
1	Pistol / Puzzle box	Inexpensive and not Impressive
2	Sword / Large Book	Normal Cost and Quality
3	Bike / End Table	Modest value and craftsmanship
4	TV / Desk	Expensive and of good Quality
5	Statue / Mannequin / Small Tree	Exquisite beauty, solid gold, etc.

Sanctuary (• to •••••)

When chosen, the player must split points between Size and Security. Sanctuaries are similar to Havens. They are generally out of the way places or locations hidden. A Church belfry, forgotten cleaning closet or a derelict warehouse can all be Sanctuaries. When combined with the Fount merit, a Demon can have a ready reserve of Faith in his home.

Status (House) (• to •••••)

Each House has its own ranking system for members. Besides acting as normal Status does for other games such as Vampire: The Requiem, Status also affects how much the Demon must pay in "dues". The Demon must pay his House one point of Faith every so often. Whenever a Demon goes to his House for meetings, help, or being summoned, the player rolls his character's Status rank in dice. Failure indicates the Demon must offer up a point of Faith to his House. Success allows the Demon to avoid paying (this time), although he can still offer up a point and possibly gain some favor. Exceptional successes provides the Demon with a point of Faith as he is so well received and valued that he is provided Faith from some other Demon's offering. The Storyteller is encouraged to modify this roll based on recent events (like having just provided a much needed service for the House). Many guess that offered Faith goes directly (or indirectly) to the House Founder, although, some may be skimmed on the way to the top.

Demons that belong to a House, but do not yet have Status, usually pay each visit. Without a dot of Status (or if modifiers reduce the dice pool to zero or less), the player must roll a chance die. A Dramatic Failure means the character must pay 2 points of Faith. These Zero Status Demons don't have any pull with the House's other members.

It is possible for a Demon to possess Status in multiple Houses, but the Demon would only gain the benefits

of one House (his primary) while he must pay his dues to all.

Tainted Object (• to •••••)

The Demon is able to extend his Faith into an object, almost making it part of him (similar to joining with a host). The results are similar to the Werewolf's "Rite of Dedication". The object can be clothing, a weapon, or other piece of equipment. Size affects how many points are required in the Merit (size 2 requires level 2, etc.). Any change to the Demon's form also affects the object (depending on circumstances). Visages that do not affect the Demon's possessions will affect Tainted Objects. This Merit may be purchased multiple times to represent multiple Tainted Objects.

CHAPTER THREE: MIRACLES AND CURSES

INNATE POWERS

AGELESS

Demons do not grow old as long as they have a store of Faith within them. So, theoretically a Demon can live forever, as long as he avoids all dangers. Demons will advance to their physical apex if they are on the Modus of Prognatus (Rebirth) or if they were young when the Daemon joined with them.

AWARENESS

Because of their otherworldly nature yet having understanding of the world, Demons can sense supernatural energies around him. These supernatural effects can be anything from detecting that a person or item is supernatural in some way, to sensing the casting of a powerful Ritual from miles away.

Each of the Modi has a specialty when relating to the awareness, as a side-effect of their chosen method of return.

Roll of Wits + Composure, any successes on the roll will tell any Demon that something is up, but they won't know what it is unless it's in their "area of expertise". Then successes are counted normally with more successes achieved on the roll, the more information gained. One success simply detects that it exists. Two tells the direction. Three adds distance. Four or more gives detailed information (like a specific ability or recognizing who performed the effect). The more powerful the effect is, the easier it is to detect (adding dice to roll at ST discretion). The awareness only works within a certain range and effects get more difficult to detect the further away it is from the Demon. The Demon's Dominion score is the awareness's maximum range in miles and for every mile away the effect is, the roll is penalized by 1 dice.


Modus	Specialty Awareness
Iunctura (Merging)	Spirit magic (Ex: Werewolf gifts, Mage Spirit Arcana, spirit Numina and spirit Influences)
Latrunculus (Occupation)	Places of Power (Founts, Hallows, Nodes, etc. as well as stored energies)
Prognatus (Rebirth)	Mortal magics (Ex: psychic abilities, Mage Spheres, sorcery, Thrall powerz)
Renovo (Reviving)	Life effects (Ex: Domain of Awakening, Life Sphere, healing magic, werewolf regeneration)
Victus Mortis (Reanimation)	Death (Ex: Domain of Death, Death Sphere, ghosts, vampires, zombies, death spirits)
Villicus (Possession)	Inhabitation (Ex: Anything inhabited by an immaterial being including other Demons, Fetishes and other possessed)
Apereo (Incarnation)	Twilight beings (Ex: spirits, ghosts, mages, etc. in the Twilight)
Arceo (Binding)	Items (Ex: Fetishes, Talismans, Relics, Artifacts, Fetters)

IMMUNITY TO POSSESSION

Due to the inherent aspect of being a Demon, all Demons are immune to being possessed. Although, if the Demon is out of Faith, the Demon can be expelled from his host by another possessing being due to a loss on a resisted Wits and Composure roll. Expelled Demons are without a host as if they were exorcised.

INVOCATIONS

A Demon's name is a powerful thing to know. Besides giving summoners and banishers power over the Demon when incorporated into rituals, simply saying the name out loud can draw the attention of the Demon. True Names have even more power and few Demons reveal their True Names to anyone. If a Demon's name (not just True Name) is spoken aloud, that Demon may roll Wits + Composure reflexively. One success allows him to hear and speak



with whoever Invoked the Demon's name. Three or more successes reveal the Invoker's location to the Demon. Exceptional successes allow the Demon to see and hear as if he were standing next to that person. If the Demon's True Name is used, the Demon adds five (5) dice to this roll.

DOMAINS

All Demons have Power over certain parts of existence. These powers are divided into Domains. Each Domains have a series of levels, 1-5.

With access to a Domain, the Demon begins to gain regain a small portion of his lost power with Evocations. These Evocations are rejected by the material world and invoke Turmoil on the Demon, but miracle-like effects are still possible.

Each House has a list of Domains that are linked to the House founder. Because of this, a Demon's House Domains are the easiest Domains for him to learn. Some Domains are common enough that any Demon may learn them fairly easily. All Domains are still available to every Demon, but some are more difficult to learn than others.

House	Domains	
House of the Coming Darkness	Death	
	Patterns	
	Realms	
House of Enlightenment	Awakening	
	Humanity	
	Light	
House of Judges	Celestials	
	Paths	
	Radiance	
House of Mortal Desires	Forge	
	Longing	
	Sin	
House of Resurgence	Beasts	
	Flesh	
	Wild	
Common Domains		
Earth	Flame	Fundament
Storms	Soul	Wind

Evocations

Evocations are the powerful miracle like effects that a Demons can produce. They allow a Demon to command or resurrect the dead, heal the sick and many, many other things. The player must spend Faith and roll a dice pool to activate the Evocation. That roll determines the results of the Evocation. When a Demon attempts to use an Evocation to directly affect a sentient being (mortal, demon, or other

supernatural), the roll is contested. Resolve or Composure, whichever is higher, is rolled for mortals to resist. Supernatural beings, which are harder to affect with Evocations, may resist with Resolve or Composure + the appropriate supernatural trait (Dominion for Demons, Gnosis for mages, Primal Urge for werewolves and Blood Potency for vampires).

Dice Pool

Evocation dice pool rolls consist of: Attribute + Ability + Domain

Duration

Evocations have a couple of new Duration types.

- 1) Lasting Duration - The effect is "permanent" and lasts until something changes it. An example would be healing damage on a person.
- 2) Sustained Duration - The effect lasts as long as the Demon is willing to spend Faith at the rate in the Evocation's description.

Extended Rolls

In some cases, extended rolls are possible for Evocations, by paying Faith cost for each roll. If extended rolls are available, the Evocation will make note of it and how it is done.

Modifiers to Evocation rolls	
Reason	Dice Pool Modifier
Near a Fount of level 2 or 3	1
Near a Fount of level 4 or above	2
Ravaging Thralls	Variable (see below)

Ravaging Thralls

A Demon can increase the power of an Evocation by drawing power from a Thrall. The player may add a number of dice to the Evocation roll up to the Pact level of the Thrall being Ravaged or the Demon's Dominion rating (whichever is smallest). Each extra die gained through Ravaging drains a Willpower point or point of Health from the Thrall.

(See: Thralls for more information on Ravaging)

Turmoil

Evocations have a chance of being affected by Turmoil, a result of the material world's attempted expulsion of the Demon and his own internal torment. Every day, hour, minute and second, the Demon fights to keep his mind and his footing in the material world as it rejects him and his power. The

world is trying to push the Demon out (or maybe the Abyss is trying to pull him back in to Exile). There is also the fact that the Daemon has given up nearly all of his self, power and control to return to this world. Some of this Turmoil is the emotional and spiritual stress on the Demon. When calling upon the Evocations of a Domain, the stress can show itself. Most of the time it is simply lack of control of the effect, like releasing a random burst of flame emanating from the Demon instead of lighting a candle. Imagine Turmoil as trying to walk against a hurricane while writing a letter and you might get the idea. A Demon can combat this Turmoil by limiting their power when using the Evocation. It's much easier to mark a few words down than write the whole letter.

The Demon's Psyche acts as a shield when performing Evocations. When a player rolls for an Evocation, the Storyteller rolls the same number of dice minus the character's Psyche rating. Any successes on the Storyteller's roll indicate a Turmoil effect. Turmoil effects are described for each Evocation. There is never a chance die for a Turmoil roll. If the Turmoil dice pool is reduced to zero or below, there is no chance for a Turmoil Evocation.

Because Psyche is the Demon's defense against Turmoil, those with low Psyches risk it more often than high Psyche characters.

Demons can also combat the Turmoil by throwing more power at the Evocation than is required. Turmoil dice can be "bought off" by spending additional Faith. That is, for each additional Faith point spent by the Demon (above any and all other costs), one fewer Turmoil dice is rolled. This expenditure is done before the Turmoil dice are rolled. Note that Faith expenditure per turn is still limited by Dominion rating.

Turmoil has less of an effect in the Twilight and no effect in the Shadow. However, Turmoil will still have its full effect, if the Evocation is used to affect something in the material world from the Twilight or Shadow.

Modifiers to Turmoil roll Dice Pool Modifier	
Reason	Dice Pool Modifier
Each additional Faith point spent (beyond normal costs)	-1
Demon is in the Twilight	-2
Demon is in the Shadow World	No Turmoil Roll Needed
Psyche	-1 per point of Psyche of the Demon

Purposeful Turmoil

At times, a Demon may wish to call upon the Turmoil effects on purpose. Some of the Turmoil results do have their uses. If the Demon desires those results, he must release a portion of his control over his Psyche. When doing so he also embraces the chaos that his Psyche works so hard to suppress, possibly resulting in a Degeneration roll (See: Psyche). No Turmoil roll is necessary when the Turmoil effect is desired. If the Turmoil effect changes due to the number of successes on the Turmoil roll, use the Evocation roll instead.

Turmoil Sequence

- 1) Determine the dice pool to roll for the Evocation (normally Attribute + Ability + Domain + modifiers). The dice pool may be limited by player in order to reduce or eliminate the Storyteller's Turmoil dice pool.
- 2) Determine the dice pool to roll for Turmoil (Evocation dice pool + modifiers).
- 3) The player rolls Evocation dice pool while Storyteller rolls the Turmoil dice pool.
- 4) Count successes (Evocation and Turmoil).
- 5) Determine Turmoil results (any successes in the Turmoil roll).

Turmoil Roll Example:

John's Demon character, Cleveland, is falling off the roof of a tall building. He wants to use his Domain of the Fundament to decrease his rate of fall. He rolls his character's Strength + Athletics + Fundament (2 + 3 + 3 = 8). His character's Psyche rating is only 6, meaning that the Storyteller rolls 2 dice for Turmoil (8 - 6 = 2). The Turmoil roll yields 1 success, indicating a Turmoil version of the Evocation. If John wanted, he could have only rolled 6 dice and avoided the Turmoil roll, altogether. He didn't want to risk his character's life, so he'll have to deal with the Turmoil this time.

Visages

Visages are parts of the daemon bleeding through into this world. They are aspects of the daemon itself. All Visages stem from the Demon's Domains overflowing upon his physical form. Visages are ranked 1-3. Some Visages are active at all times for the Demon. Other Visages must be activated and only have a limited time they are active (from a few turns to the whole scene).

Gaining Visages:

- 1) Every time the character's Domain increases, the Demon gains a free Visage of a rank less than or equal to the new Domain rank. This does not include Domain increases due to consumption of another Demon (See: Consumption).
- 2) Visages may be bought with experience points, although no Visage may be bought that has a higher rank than the Demon's related Domain rank.

Creating New Visages

There are a lot of similarities between Visages and Domains. The following guidelines should help you create your own.

Basic rules for Visages:

- 1) Visages are spiritual and physical changes to the Demon body. The more powerful ones are usually obvious changes. Most do not affect the world directly. They mainly affect the Demon and how he interacts with the world.
- 2) Visages do not have Turmoil effects.
- 3) In general, there is no dice rolling to activate Visages. Visages are activated by spending Faith or they are always active.

Note: Not all Visages follow these rules. There are exceptions, but most should follow the above rules unless they have a good reason not to abide.

DOMAIN OF AWAKENING

Demon's with Domain of Awakening have an almost unparalleled understanding of the animating force of man, beast and even plant. This understanding allows them to see, work and create life force almost as if they were still the gods of old.

EVOCATIONS

• Check Vitals

It is always nice to know how injured your friends are when you're in a fight. Even better to know how injured an enemy is in the same fight. The Demon is able to recognize and evaluate the health of any and all living things.

Cost: None

Dice Pool: Wits + Medicine + Awakening

Action: Instant and Extended

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Besides simply describing injuries on the target, the Storyteller should tell the player information on Health boxes of the target. Each success reveals the state (empty, Bashing, Lethal, Aggravated) of one Health box, starting from the right hand side (the last boxes to be marked). The more successes gained on the roll, the more information that is gleaned by the Demon. For example: If the observed opponent has 2 unfilled Health boxes with 5 filled with bashing, 1 success would reveal an unfilled box, 2 reveals 2 unfilled boxes, 3 reveals 2 unfilled and 1 Bashing, etc. The Demon must be able to see the target for this Evocation to have any effect. If the creature being observed is able to hide or disguise his injuries in some supernatural way, the roll is contested. Mundane disguises have no affect against this Visage.

Exceptional Success: No additional effect.

Turmoil: The Demon gains more information than normal because he opens himself up too much to the health of his target. Add the number of successes of the Turmoil roll to the Evocation total. Unfortunately, the Demon will suffer the same dice penalties as the target for a number of turns equal to the Turmoil successes.

• • Living Radar

By sensing the life energies that he knows so well, a Demon can realize the location of every living thing within range of the Demon, even sensing living creatures locations within pitch darkness.

Cost: 1 Faith

Dice Pool: Wits + Investigation + Awakening

Action: Instant

Duration: Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can sense the life energy of every living thing within 1 yard per Dominion rank of the Demon. Life energy may be seen even in pitch black darkness, eliminating blind fighting rules and reducing penalties to attacks by the number of successes on the Evocation roll.

Vampires and other undead are not detected with this sense. This can be used as an "undead detector" for those Demons that deal with that sort of thing regularly. Spirits from the Shadow world do appear as "alive", but the Demon cannot sense them across worlds or if they are in Twilight while the Demon is not.

Exceptional Success: The Demon also learns the relative health level of all those within range, but not detailed as with "Check Vitals".

Turmoil: The range of the effect increases by the number of successes on the Turmoil roll, but the vision is hazy and does not reduce blind fighting penalties.

• • • Animate

The Demon is now able to gift objects a crude semblance of life. Cars can drive themselves and wheeled chairs can roll across the floor.

Cost: 1 Faith

Dice Pool: Manipulation + Crafts + Awakening

Action: Instant

Duration: Turns equal to Domain + Dominion

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon animates 1 object of a Size up to his Dominion rank or multiple objects whose combined sizes do not exceed his Dominion rank.

Animated objects gain a semblance of life but do not become “flexible” and acquire a means of movement they did not previously possess (a table cannot bend its legs to run across the floor if the legs did not already have joints). Regardless of size all such animations have base Attributes of Power, Finesse, and Resistance of 1/1/1. Add the number of successes on the Evocation roll to these base Attributes (i.e.: if the player rolled 3 successes, divide those 3 points among the Attributes as desired). The animated object has a speed equal to Size + Power + Finesse. Any Durability it had becomes an Armor rating and it has Health equal to its Structure. Animated objects can be given simple orders (such as Unlock, Attack or Protect) that they continue to carry out even in the Demon’s absence. They listen only to their creator.

These animated items are considered “blessed” and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon’s Psyche rating.

Exceptional Success: No additional effect.

Turmoil: The animated object is more powerful (add Turmoil successes to Evocation successes), but is not controlled by the Demon. It has its own mind and will act based on its own interests.

•••• Healing Hands

It’s a miracle. The Demon can simply lay his hands on the wounded and put their broken bodies back together. The Demon can even use this Evocation to heal himself, if he so desires. With this Evocation the Demon can also lay his hands on the target and force out any impurities in the target’s body. Whatever affliction the target suffers bubbles up out of his or her pores as viscous black bile that quickly grows putrescent then turns to ash. This Evocation can be used to heal the sick and draw out all the poisons of our modern age. Minor toxins such as caffeine and nicotine are easy, but virulent diseases such as AIDS or cancer are more difficult.

Cost: 1+ Faith

Dice Pool: Stamina + Medicine + Awakening

Action: Instant and Extended

Duration: Lasting

Roll Results

Dramatic Failure: The Evocation fails and the Demon receives 1 point of Aggravated damage.

Failure: The Evocation fails with no effect.

Success: When healing damage, each success heals one level of Bashing, Lethal or Aggravated damage. Damage is healed in order of severity, starting with Bashing. One Faith must be spent per point of Aggravated damage healed. Once healed, no scarring

remains of the injuries. In fact, previous scarring can be removed through use of this Evocation. The Demon may continue to heal in an extended action (rolling each Turn). If the Demon cannot spend enough Faith per round to equal the successes for healing Aggravated damage, he may sacrifice his action in subsequent rounds until all the successes and Faith are spent.

If used to heal a sickness or remove poisons or disease, one success is all that is required. The Demon can draw out poisons and cancerous tissue harmlessly. Alcohol or caffeine are simple while Cancer or AIDS incur a -3 penalty to the Evocation roll. If the Victim is in the terminal stages of Cancer the difficulty might be as high as -6.

Exceptional Success: No additional effect.

Turmoil: Attempts to heal prevent the Demon from supplying the healing energies himself and instead, pulls them from life around him. Plants, insects, animals and people take the damage healed on the target starting with the closest and radiating out for a distance equal to 1 yard per dot of Dominion the Demon possesses. Damage type healed is damage type transferred (Bashing for Bashing, Lethal for Lethal, etc.) This damage can be resisted with Stamina. Any damage not transferred (left over) is not healed on the target.

When cleansing, the Demon cannot draw out the disease or toxin without transferring it to another body. The Demon must succeed in a grapple attempt on a second target. If that second target then fails a Stamina roll, the disease or toxin is transferred into his body. If it is not transferred in a number of Turns equal to the Demon’s Dominion score, the bile takes up residence in the Demon and begins to affect him normally.

••••• Resurrection

The power over life and death is much sought after one. With this Evocation, the Demon can now bring the dead back to life. The process can take moments to days, depending on how long the body has been dead.

Cost: 3 Faith

Dice Pool: Stamina + Occult + Awakening

Action: Extended (1 roll per hour)


Duration: 1 Day, Sustained

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The number of successes required are equal to the number of hours the body has been dead



(rounded up). Any additional successes, past those needed to resurrect, heal the newly resurrected an equal number of Health boxes. Unfortunately, the animating life force is not perfect and wears off in one day. The Duration can be Sustained by spending a point of Faith every day to extend the Duration indefinitely. This recurring expenditure can be transferred to the resurrected by means of a Pact (costing 1 Pact dot) or without a Pact if the resurrected has his own store of Faith (such as another Demon).

Exceptional Success: No additional effect beyond healing more Health boxes.

Turmoil: The return of life to the body was a violent and chaotic one that did not recall the soul. The body is alive, but lies vacant. The first spiritual being (ghost/soul, spirit or Daemon) that gets to the body can inhabit it, even if it does not have the possession Numina. Note: A Daemon that inhabits the body will belong to the Modus of Latrunculus (Occupation).

VISAGES

The Visages of Awakening alter the Demon in less visible ways than most Visages, but remain equally potent.

Rank 1 Visages

Demonic Health

Cost: None

Duration: Always Active

The life energy that animates every living thing flows into the Demon much easier than normal, making it that much harder to be put down. This Visage gives the Demon one additional Health box beyond the normal Stamina + Size calculated Health.

Doctor's Touch

Cost: None

Duration: Always Active

With the knowledge of the life giving forces that animate the living, the Demon is a diagnosing wizard. He always seems to know what is wrong with someone well before many doctors would. This Visage doubles the Demon's Medicine rating (adding up to his rank in the Domain to Medicine rolls).

Healing Aura

Cost: None

Duration: Always Active

By simply being in the presence of the Demon, wounds heal faster than normal. Anyone within 1 yard per Dominion rank of the Demon has the benefits of the *Quick Healer* Merit. Once they leave this range the benefits are gone, but not any healing that may have occurred because of the benefits.

Understand Life

Cost: None

Duration: Always Active

The Demon immediately grasps any creature's purpose in its environment, as a scavenger, predator or janitor and the manner in which it performs that function. The Demon doubles his Investigation, Animal Ken or Streetwise rating when trying to determine a creature's place in life. The maximum bonus gained is equal his rank in this Domain. If the creature being observed is able to hide or disguise himself in some supernatural way, make a contested roll using the Demon's Wits + Investigation + Awakening. Mundane disguises have no affect against this Visage.

Rank 2 Visages

Robust Body

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon is more resistant to bruising and cuts, making him more difficult to injure in a fight. Bruises seem to refuse to form. Blood doesn't flow but from the most grievous of wounds. While this Visage is active, subtract the Demon's rank in this Domain from any damage received (minimum of 1 point of damage taken).

Unearthly Stamina

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon is filled with physical energy. He is able to perform vigorous activities much longer than normal men. While this Visage is active, add the Demon's rank in this Domain to his Stamina for any dice roll involving endurance. This includes, but is not limited to running, staying awake, holding his breath, resisting toxins (such as alcohol) and resisting exposure. Note: This Visage does not increase Stamina derived attributes (such as the Demon's Health rating).

Rank 3 Visages

Healthy as a Horse

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

These Demons never seem to go down in a fight, or at least not until the end of the fight. For the duration of this Visage, the Demon gains a number of dots in Stamina as his rating in this Domain (recalculate Health accordingly). This increase ignores the normal maximum Attribute rating. The Demon's Stamina and Health return to normal when the Visage ends. Any damage from these extra Health boxes are upgraded when the Health boxes disappear, possibly killing the Demon in the process.

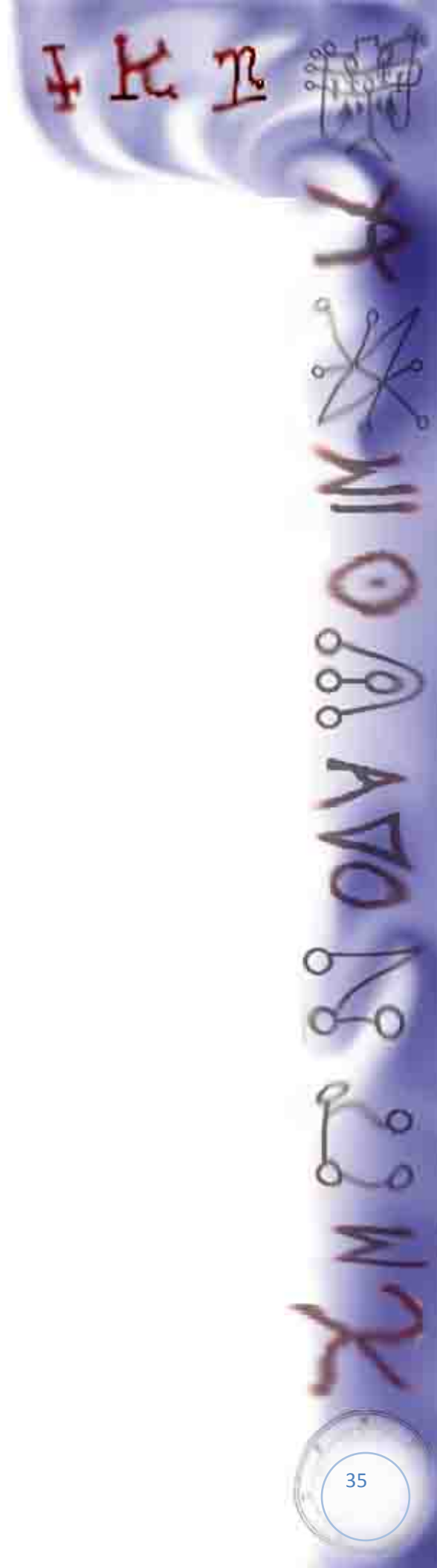
Regeneration

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

When injured, these Demons spring back much faster than normal. They heal from all but the most grievous of wounds astoundingly swift. The Demon's healing rate is incredible, healing 2 Bashing or 1 Lethal damage per turn. Aggravated damage is unaffected by this Visage.



DOMAIN OF BEASTS

Man believes that he is the master of the beasts across the land, but Demon's know the truth. Beasts show man respect, but are the servants of Demons above man.

EVOCATIONS

• Summon Beasts

With this Evocation the Demon can get a sense of the local fauna and even summon it to his side for protection. Summoned beasts behave as they normally would in the Demon's presence, but attack those that attack or overtly threaten the Demon as if they themselves had been attacked. This Evocation overcomes the flight instinct. The Demon becomes the corner into which they are forced so even an animal inclined to flee will feel it has no choice but to stay and fight as long as the Demon does. With the expenditure of an additional 3 experience, the Demon may learn to summon insect swarms as well.

Cost: None

Dice Pool: Wits + Animal Ken + Beasts

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon gets a sense of the animal populations around him out to a radius of 1 mile per Dominion and in what direction concentrations of a specific animal type may lay. Finding a specific animal is outside the scope of this Evocation's power, however, creative thinking and deductive reasoning can accomplish such a task.

Once the Demon has a sense for the area he can summon 1 beast per success. Beasts move at their running speed to the Demon's side, but cannot overcome barriers that the animal simply cannot handle. Large dogs might hurl themselves through a window, but they could not open a door. It can usually be assumed the animals will arrive in 1 to 10 minutes. If he Demon chooses to summon a swarm of insects in which case each success represents how many square yards the swarm occupies.

Exceptional Success: The animals move as if possessed to the Demon's side and arrive in half the time dictated by the storyteller.

Turmoil: The beasts are in a fighting frenzy and cannot be controlled by the Demon. However, this frenzy gives them a bonus to all attacks equal to the number of successes on the Turmoil roll.

• • Command the Beasts

The Demon can give a Beast or swarm a simple command such as "Attack her!" or "Gather those!" which they must obey for the duration of the scene. To change commands the Demon must use the Evocation again.

Cost: None

Dice Pool: Presence + Intimidation + Beasts

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The target animal or swarm obeys the command until the end of the scene or they complete the task. A beast set to attack someone will dog that individual until the end of the scene, their own death or that of their prey.

Exceptional Success: The Demon may give the animal or swarm a complex order consisting of several parts such as "Go to this location and kill the brown haired man then bring me his wallet." The ST sets the limit to this Evocation's usefulness.

Turmoil: The animal becomes inspired to frenzy. It cannot follow instructions other than to attack and receives a + 2 bonus to those attacks.

• • • Possess Beast

The Demon falls comatose as his power and senses reach out to an animal in sensory range and seize control of it. The animal acts as the Demon wills it and can thus complete complex tasks it might not normally be able to such as typing up a suicide note or programming a VCR.

Cost: 1 Faith

Dice Pool: Intelligence + Empathy + Beasts

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon seizes control of the beast, seeing what it sees and so on. The Demon can employ

Evocations as if physically present with the animal. If the animal dies, the Demon suffers a level of Bashing damage and is returned to his body. While possessing an animal the Demon has limited knowledge of his own body's well being (He will know if his body is touched or harmed in any way).

Exceptional Success: The Demon is able to split his consciousness between the animal and his body. The Demon is limited to performing actions at only one location at a time and it takes the Demon one round of concentration to change which body can take an action.

Turmoil: The Demon leaves his body completely to control the beast, so his conscious is less fettered by the Psyche. While this way the animal attacks with a + 2 bonus and the Demon has no knowledge of the status of his body.

•••• Animal Form

The Demon can transform into any beast of the earth, sky or water. With effort, a Demon may even assume the form of an extinct great beast such as a Dinosaur.

Cost: 1 Faith (+ 1 Willpower)

Dice Pool: Stamina + Survival + Beasts

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon transforms into any creature of size 1 to 5 + Dominion. He becomes a common example of the type. If he spends a point of Willpower he can attempt to become an extinct animal and/or of Size 10 + Dominion score.

Exceptional Success: Even regular beast forms become a powerful variety of the beast with heavier bones and thicker hide. The Demon gains 1 additional point of Armor while in this form.

Turmoil: Regardless of the form chosen the animal comes with large fangs and claws, this can be horrifying when the form is that of a cow. These fangs and claws give the Demon + 1 to Lethal attacks while in this form.

••••• Control Evolution

The Demon now has such potent control over animal life he can choose to evolve or devolve a beast with a thought, or even combine the two effects creating a horrific beast.

Cost: 2+ Faith

Dice Pool: Manipulation + Science + Beasts

Action: Instant

Duration: 1 Round per Success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success can add 1 to an animal's physical attributes or size as the Demon devolves it into a more primeval form. Conversely, the Demon can add dots to the beast's mental attributes gifting it with a vicious and brutal cunning. Finally, each success can be used to add 1 point of Armor to the animal by giving it a thicker and heavier hide.

Exceptional Success: No additional effect.

Turmoil: The burden of the transformation is so great the animal flies into a pain maddened frenzy, attacking the nearest living thing with a + 2 bonus. This persists until the Evocation ends.

VISAGES

Beastly Visages reveal the primal nature of the Demon. Bringing forth fur and fangs in the extreme cases or simply making the Demon seem more predatory.

Rank 1 Visages

Animal Attraction

Cost: None

Duration: Always Active

The mating habits of many animal species (including humans) are affected in some way by pheromones, body motions and subtle vocal sounds. Due to his more animalistic nature the pheromones, subtle body motions and vocalizations of Demons with this Visage produce a much stronger affect on the opposite sex than the average human. Add the character's Animal Ken rank to any Seduction, Persuasion or Intimidation rolls against a person of the opposite sex.

Animal Friendly

Cost: None

Duration: Always Active

Animals can sense the beast within the Demon. Either the Demon smells a bit more like animal than man or he simply holds himself in a way understood by the beasts. Whenever the Demon interacts with an animal, add the Demon's rank in this Devotion to his Animal Ken rating. This does not include any use of an Evocation or another Visage.

Night Vision

Cost: None

Duration: Always Active

Many animals have the ability to see perfectly well in the night. Some of these nocturnal beasts seem to see in utter darkness. With this Visage, the Demon can see much better in the darkness than normal as the character's pupils dilate much further than normal. Add the character's rank in Animal Ken to any perception rolls that are penalized due to low lighting conditions.

Sharp Senses

Cost: None

Duration: Always Active

One of the Demon's senses (sight, hearing, smell, touch or taste) is above and beyond that which even the most sensitive of humans possesses. When this Visage is chosen, pick one of the five senses. When using that sense for Perception checks, the character gains a number of dice equal to his rank in this Domain. This bonus does not affect Awareness rolls as Awareness does not utilize the normal five senses. This Visage may be purchased multiple times, each time relating to a different sense.

Rank 2 Visages

Camouflage

Cost: 1 Faith

Action: Instant

Duration: Scene

Like the chameleon, the Demon can change her coloring to blend in with the surroundings. The Demon's skin and clothing change color to match patterns around him. This includes heat patterns as well (so infrared sensors are likewise affected), but not sound or scent. When the Visage is activated, the Demon gains a bonus to Stealth rolls equal to his rank in this Domain for the remainder of the scene.

Skin of the Beast

Cost: 1 Faith

Duration: Scene

The Demon's skin grows scales, becomes thick or body hair grows long and thick, giving the Demon two points of armor. This armor is equally effective against firearms and general attacks. The appearance of the armor depends on the Demon and can be furry, scaly or chitinous.

Poisonous

Cost: 1 Faith

Duration: Scene

The Demon produces venom, deliverable through glands in the skin, fangs, or even in an aerosol from the mouth. The poison's Toxicity is equal to the Demon's rank in this Domain. The Demon is immune to its own venom. For more information on poisons and toxins, see World of Darkness Rulebook, p. 180.

Tail

Cost: 1 Faith

Duration: Scene

The Demon grows a tail. The tail would add an extra number of dice to rolls involving balance equal to the Demon's rank in this Domain.

Rank 3 Visages

Fang and Claw

Cost: 2 Faith

Duration: Turns equal to Domain + Dominion

The human is one of only a few animals on this planet without a natural form of attack. Men use tools, but the average animal must rely on its natural weaponry. When this Visage is activated, the Demon grows claws, fangs, horns or some other form of natural weapon. Each attack mode (bite, claw, gore, etc.) must be bought as a separate Visage. Bite attacks that are developed by means of this Visage do not require a grapple, and are made without penalty; the Demon's jaws may distend in ways that a human jaw does not. When the Visage is activated, the Demon gains a +2 bonus to "unarmed" Strength + Brawl attacks. These attacks now do Lethal instead of bashing damage. Only two instances of this Visage stack their bonuses to attacks. Thus, a Demon with 3 versions of this Visage only gains a +4 bonus to attack, just as a Demon with 2 versions of the Visage.

Wallcrawling

Cost: 2 Faith

Duration: Turns equal to Domain + Dominion

The Demon may have microscopic hooks or octopus-like suckers on its hands and feet, or secrete some form of adhesive. He can grab and hang on to things and people with ease, and even climb sheer surfaces. The Demon gains two bonus dice to grapple checks and climbing checks. In addition, he does not suffer

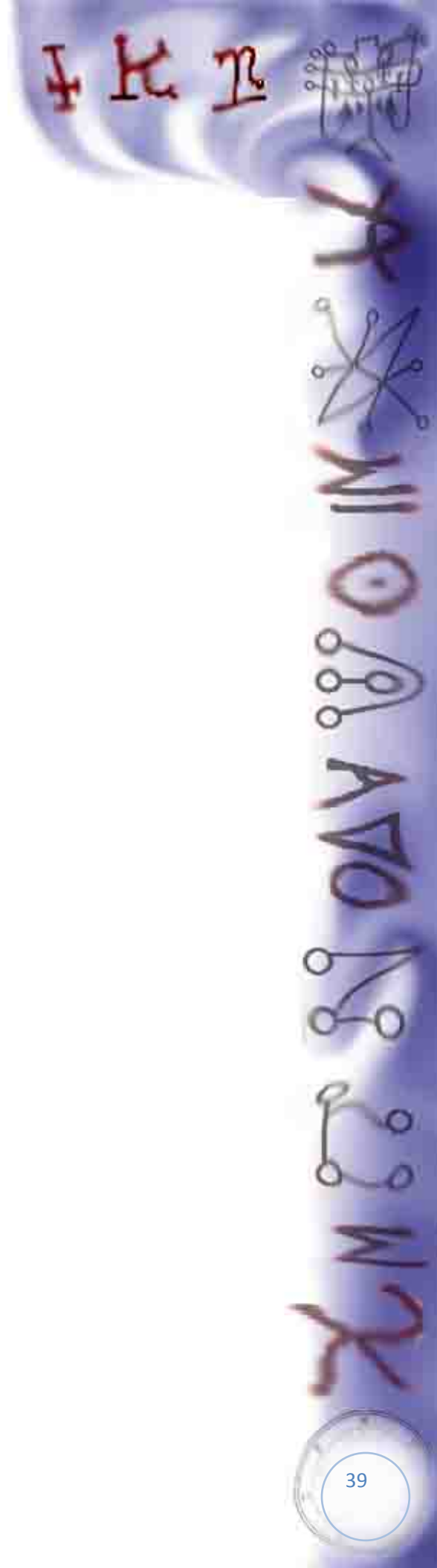
penalties to climbing rolls for lack of tools, a sheer slope or lack of hand holds.

Wings

Cost: 2 Faith

Duration: Turns equal to Domain + Dominion

The Demon grows the wings of an insect, bird or bat. The character the ability to 'glide' as a Reflexive Action. He takes no damage from falling and he can glide up to three times the height of the fall in horizontal distance. As an Instant Action, the Wings allow him to fly at five times his normal speed.



DOMAIN OF CELESTIALS

Power over the Demon condition is a much sought after ability of the Returned. This Domain gives a Demon power over himself, his Thralls, the world's reaction to him and the powers of other Demons.

EVOCATIONS

• Lamp of Faith

With this Evocation the Demon see the Faith of those around him. This can give the Demon a sense of a mortal soul's purity, a dim guttering flame indicates one of low Morality while a bright blaze might be one of great virtue.

Cost: None

Dice Pool: Wits + Investigation + Celestials

Action: Instant

Duration: Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can see the Faith of Mortals and Demons and get a rough sense of a Demon's reserves or a mortal's Morality. Faith (not a mortal's Morality) may be seen even in pitch black darkness, eliminating blind fighting rules and reducing those penalties to attacks by the number of successes on the Evocation roll.

Exceptional Success: No additional effect.

Turmoil: The Demon senses all types of supernatural energy, not just Faith. Unfortunately, he cannot tell how much is present, but each type of energy will appear differently to the Demon.

• • Send Vision

This Evocation gives the Demon a means of instructing Thralls who Invoke him seeking guidance or orders or it can be used to silently pass orders to a Thrall in sensory range. Its utility has suffered in the modern era, but such messages cannot be eavesdropped upon.

Cost: 1 Faith

Action: Instant

Duration: Scene

Dice Pool: Presence + Expression + Celestials - Target's Resolve (if resisted)

Action: Instant

Duration: One Round per Success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon grants his Thrall of a Vision dictating the course of action his Thrall should take. This is excellent for a Cyrano style seduction.

Exceptional Success: If the Thrall does as the Vision dictates his actions are bolstered by Faith and he receives a + 1 bonus to those actions for the Duration of the effect.

Turmoil: The Demon gives the Thrall a maelstrom of confusing visions. The Thrall cannot perform any actions besides defending himself until he receives a number of successes on an Extended Resolve + Composure roll equal to the Turmoil successes. If the Thrall is under any form of mind control when this Turmoil effect hits, each Turmoil success cancels out one success of the mind control. Extra Turmoil successes spill over to affect the puppeteer as if he were the Thrall, requiring the Resolve + Composure roll as above.

• • • Pillar of Faith

In ages past Demon's used this Domain to further empower their comrades for with this Evocation the Demon may bolster the Evocations of others.

Cost: None

Dice Pool: Manipulation + Persuasion + Celestials - Target's Resolve (if Resisted)

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon must have a readied action or not yet acted in the turn in order to use this Evocation. If the target is not in sensory range the Demon can employ this Evocation in response to being Invoked. Each success rolled for Pillar of Faith becomes an additional die the target may roll for their next Evocation.

Exceptional Success: No additional effect.

Turmoil: The Demon's Turmoil taints the empowered Evocation and regardless of that Evocation's roll, if the Evocation is successful the Turmoil effect occurs.

•••• Attune Fount

The Demon invests his own (or another Demon's) Faith into a Fount, causing it to be attuned to him (or the other Demon). Attuned Founts do not damage the Demon if he has a low Psyche.

Cost: 2 Faith

Dice Pool: Stamina + Occult + Celestials - Fount Rating

Action: Instant

Duration: Permanent

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon must be at the Fount in question (possibly taking damage from the Fount) when using this Evocation. Only one success is needed, but the number of successes gained on the roll are used to resist attempts by other Demons to attune the Fount to them. The Evocation only last until the Fount is Attuned to another Demon.

Exceptional Success: No additional effect

Turmoil: The Fount does not attune, but instead yields up twice its rating in Faith to the Demon. Once it has done this, the rating of the Fount drops by one. Abyssal Reclaimers use this version of the Evocation to destroy Founts when they need Faith.

••••• Gauntlet of Faith

With this immensely powerful Evocation the Demon can seize another's Evocation as it comes into being or at any time during its duration, redirecting it or negating its effect entirely.

Cost: Equal to the cost of the target Evocation (minimum 1)

Dice Pool: Intelligence + Crafts + Celestials vs. Target Evocation roll

Action: Instant

Duration: As targeted Evocation

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon may use this Evocation as a "Dodge action" if he has not acted yet in the Round. If the successes of the Demon using Gauntlet of Faith exceed those of the targeted Evocation the Demon takes control of the targeted Evocation.

Exceptional Success: No additional effect.

Turmoil: The Demon's Turmoil backlashes against the targeted Evocation's original master dealing one point of Lethal damage.

VISAGES

Celestial Visages reveal the Demon's authority over his own being. They help him overcome his weaknesses while enhancing his own demonic existence.

Rank 1 Visages

Celestial Awareness

Cost: None

Duration: Always Active

The Demon can sense the supernatural world around him more strongly than other Demons. Add the Demon's rating in this Domain to Awareness rolls to sense supernatural effects (see "Awareness" in the "Innate Powers" section at the beginning of this chapter).

Knowledge of the Invoker

Cost: None

Duration: Always Active

Do not speak the names of Demons, for they can hear you and may take offense. Demons with this Visage can hear their names more clearly than others. The Demon adds his rank in this Domain as a bonus to see, hear and speak with those that invoke his name (see "Invocations" in the "Innate Powers" section at the beginning of this chapter).

Reaper of the Faithful

Cost: None

Duration: Always Active

These Demons can pull the Faith from a mortal much easier than normal. The Demon adds his rank in this Domain as a bonus to Reaping attempts (see "Reaping" in the "Mortals" section in Chapter 4).


Rank 2 Visages

Fortified Psyche

Cost: 1 Faith

Duration: Scene

This Visage is most useful to those Demon's with low Psyches. These Demons are able to resist the world and its effects with their Psyches a bit more. Add the Demon's rating in this Domain to his Psyche when determining damage from Founts, resisting rituals (like exorcisms) or Turmoil dice.



Rank 3 Visages

Celestial Flame

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon sheaths himself in a white flame of pure Faith that does not burn, but provides armor against any supernatural attack. The Demon gains an armor rating equal to his rating in this Domain. This armor only works against direct supernatural attacks such as a jet of fire from the hand of another Demon or a psychic assault by a Mind Mage. If the damage is indirectly supernatural, such as a bite from a zombie, the armor does nothing.

DOMAIN OF DEATH

The gods would say that they are the ones that created death, but without the humans afraid of death many death gods would never had existed.

EVOCATIONS

• Corrosion

This Evocation can be used to accelerate the process of corrosion of non-living matter into its component particles.

Cost: None

Dice Pool: Stamina + Science + Death

Action: Instant

Duration: Lasting

The Demon must be able to touch his intended target to perform this Evocation.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Successes achieved on the Evocation roll must exceed the Durability rating of the item to cause any Structure damage. So, if a wall has 1 point of Durability, any successes achieved in excess of one remove Structure points from the target. If the Demon spends a point of Faith, he is able to ignore any Durability that the item may have. If performed on a dead body (one whose health has been reduced to zero) each success removes a dot of Stamina. When all the dots have been eliminated, the body is reduced to dust. Walking corpses (like vampires or zombies) that still have points in their Health trait cannot be affected by this Evocation.

Exceptional Success: No further benefit is gained.

Turmoil: Demons that lose control, corrode objects in the area as opposed to single targets. Every object (floors, walls, cars, guns) within a radius of yards equal to the character's Dominion score is affected.

• • Decay

Similar to the Corrosion Evocation above, this Evocation accelerates the process of decay. Instead of affecting non-living matter, this Evocation affects the living and even the unliving.

Cost: None

Dice Pool: Stamina + Medicine + Death versus target's Stamina + Dominion

Action: Instant

Duration: Lasting

The Demon must be able to touch his intended target to perform this Evocation. (See "Touching an Opponent," p. 157 of the World of Darkness Rulebook.)

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success inflicts one health level of lethal damage. Armor does not gain the target any benefit, unless it is mystical in origin.

Exceptional Success: No further benefit is gained.

Turmoil: Losing control affects those in the area as opposed to a single target. Everyone (but the character) within a radius of yards equal to the character's Dominion score is affected.

• • • Vision of Mortality

There is nothing more disturbing than having your soul forcibly ripped from your body only to have it slam back in a moment later with a force that knocks you off of your feet. This Evocation doesn't actually allow a Demon remove a person's soul. It still remains attached to the person. It is merely pulled and stretched like taffy until it slips from the Demons grip and springs back into its body.

Cost: None

Dice Pool: Strength + Occult + Death versus target's Composure + Dominion

Action: Instant (resisted)

Duration: Turns equal to successes


The Demon must be able to touch his intended target to perform this Evocation. (See "Touching an Opponent," p. 157 of the World of Darkness Rulebook.)

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success equals a number of turns that the Demon can hold on to the target's squirming soul. Unless they spend a Willpower point per action, neither the target nor the Demon can perform any other actions while the Demon is maintaining his hold on the soul. Both the victim and the Demon lose their defense rating during this time unless the Willpower point is spent. The Demon releases the soul early if he takes any damage or just decides to let go. Once the soul is released (or slips out of the



Demon's grasp), the victim loses 1 Willpower point per turn his soul spent in the grips of the Demon. Mortals immediately abandon their actions and flee from the Demon's presence, while Demons (or other supernatural creatures) that are the subject of this Evocation may make a Wits + Composure roll to remain. Fleeing victims must flee for a number of turns equal to the Demon's Dominion score.

Exceptional Success: The Demon can perform other non-Evocation actions while holding on to the victim's soul without the need to spend Willpower points.

Turmoil: The Evocation additionally warps the victim's soul in such a way that he may gain a derangement. Unless he gains more successes on a Wits + Composure roll than the Turmoil roll received, the victim gains a minor derangement or increases a minor into a major derangement.

•••• Unlife

This powerful Evocation allows a Demon to animate a dead body without the presence of a soul or vital spirit, creating an unliving creature completely under the Demon's control.

Cost: 1 Faith

Dice Pool: Stamina + Medicine + Death

Action: Instant (or Extended, if desired)

Duration: 1 Day or Sustained

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: A walking dead creature has only one point in each of its Attributes upon creation (Power 1, Finesse 1 and Resistance 1), though each extra success can be used to add additional points in any Attribute, at the player's discretion. These creatures do not suffer wound penalties in combat, using their full dice pools at all times. Their Health points must be reduced completely with aggravated damage before being destroyed. Undead minions are mindless automatons, acting solely according to your Demon's will. Each time your character wants one of her minions to perform an action, make a Wits + Composure roll. If your character controls more than one creature at a time, subtract the number of minions being controlled from this roll. Not all need to be controlled each turn. If they are not told what to do, or if the Wits + Composure roll fails, the zombie will continue the last action it was commanded to perform.

Alternatively, a Demon can program a minion to perform a rote set of instructions; one action per point of Wits that the Demon character possesses, by spending a Willpower point. Since these instructions

are transmitted mentally, it's possible to create a detailed set of commands, including complicated travel routes and detailed physical descriptions. Once programmed, however, a minion cannot be given further commands. If the Demon uses her will to command the minion to perform an action outside the realm of its instructions, its programming is lost.

Demon's can raise and control a number of minions equal to their Dominion score at one time. The bodies must be within the character's Dominion score in yards to be affected.

This Evocation lasts until a day has passed or the creature is destroyed. The Duration can be Sustained by spending a point of Faith every day to extend the Duration indefinitely.

(See: Zombies in the Antagonist section)

Exceptional Success: No further benefit is gained.

Turmoil: The number of dead bodies animated is not limited by the Demon's Dominion score, only by the number of dead within range. Unfortunately, they are uncontrollable flesh-eating monsters. By spending a Willpower point, the Demon can at least convince them that he is not on the menu. These zombies cannot be dismissed by the Demon and will continue until they are destroyed or decompose naturally.

••••• Extinguish Life

The simple touch of the Demon can mean death. By placing a hand on a living body and exerting his will, a Demon can sever the victim's soul from the target's body, killing him instantly. Even if the Evocation fails to completely sever the soul, it still produces an icy chill that saps the vitality from the victim's body as he realizes his soul is being torn away.

Cost: 1 Faith

Dice Pool: Strength + Occult + Death versus target's Composure + Dominion

Action: Instant (resisted)

Duration: Lasting.

The Demon must be able to touch his intended target to perform this Evocation. (See "Touching an Opponent," p. 157 of the World of Darkness Rulebook.)

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success causes one point of aggravated damage as the victim's soul is torn away. If the victim is a mortal and the number of success exceed his Willpower or remaining Health (whichever is less), his soul is immediately severed from his body and he dies. If the target is a Demon (or other supernatural), the

connection is tighter, so the damage must exceed his Willpower + Dominion or remaining Health + Dominion before being disconnected from his body. Use of this Evocation on mortals can and normally does create ghosts. With the use of the Domain of the Soul, this newly severed soul can be captured and possibly used. The soul will only stick around for the next turn, so the Demon must be quick. If the damage did not exceed the victims Health, but still severs the soul, the body remains alive (and vacant) for a number of turns equal to its Stamina. Such bodies may be possessed by Daemons (or spirits and ghosts with the proper Numina) without a host.

Exceptional Success: No further benefit is gained.

Turmoil: The lack of control in this version of this Evocation shreds the target's soul instead of severing it from the body. Each success inflicts one point of aggravated damage directly to the target's soul. Once the target's health is full of aggravated damage, its soul is shredded into pieces and he dies. Shredded souls are destroyed and do not yield ghosts. Demons can be permanently destroyed by use of this version.

VISAGES

The pale caul of the Visages of Death is a grim reminder of mankind's mortality. These Visages can leave a person with a cold chill or cause the putrid scent of death to linger in the air.

Rank 1 Visages

Chill of the Grave

Cost: None

Duration: Always Active

The dead do not sweat or shiver. As the Demon becomes more like the dead, temperatures have little affects on him. This Visage gives the Demon a form of armor against heat and cold. For every rank in this Domain, the Demon gains a bonus dice to resist the ill effects of extreme heat or cold. This Visage does not make the Demon fireproof or freeze resistant, but his body can resist things like heat stroke and hypothermia.

Dead Man's Stare

Cost: None

Duration: Always Active

The Demon seems to look right through a person, perhaps into their very soul. Because of this, people feel uncomfortable around the Demon. This uncomfortable feeling give the Demon a number of

bonus dice to Intimidation rolls equal to his rank in this Domain. Unfortunately, Socialize rolls are penalized by the same amount in any scene he has used those bonus dice.

Rank 2 Visages

Deathly Silence

Cost: 1 Faith

Action: Instant

Duration: Scene

The quiet of the dead is a reminder of what the Demon represents to mortals. While this Visage is active, the Demon makes absolutely no noise. The silence extends to any item the Demon is touching (up to his Domain rank in size). But not to anything dropped, thrown or otherwise not touching the Demon, is unaffected. So a gunshot is muffled, but the bullets ricochet is not. The Demon may deactivate this Visage at any time (usually to speak), but must pay the Faith cost again if he wishes to reactivate it.

Pestilence

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon's body becomes covered in pustules that fester with putrefaction. Anyone that strikes him in melee is splattered by disgusting pus. Any time someone is sprayed they must succeed at a Resolve + Stamina roll penalized by the Dominion of the Demon. If they fail the roll, the victim becomes violently ill from the experience and begins vomiting forth his last meal in response to the revolting seepage. The convulsions continue until the victim succeeds at a Resolve + Stamina roll. While under the affects of the sickness, the sufferer can do nothing but try to control the spasms, though he may defend himself as normal if attacked.

Rank 3 Visages


Personification

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

Death, at least the bodily image of death, has always been portrayed as a black robed skeleton. When a Demon activates this Visage, he takes on the personification of Death as his flesh fades to reveal a bleached skull and bones. While this Visage is activated, the Demon ignores a number of points of



damage equal to his rank in this Domain per turn (not per attack). Bullets slip between ribs and blades slide off bone. Since there is no flesh available, all Lethal damage is converted down to Bashing.

Death's Refusal

Cost: 2 Faith

Action: Reflexive

Duration: Special

The Demon's intimate knowledge of death allows him to recover from his own demise. This Visage is different from normal Visages in that it is only activated upon the death of the character. If the Demon ever dies while he still possesses at least 2 points of Faith, he only remains dead for 1 turn. After that time, his body is revived with 1 box of Health healed for every 2 dots of Dominion.

DOMAIN OF EARTH

The power to collapse buildings and whole cities lies within the power of the Earth. A Demon with Domain over Earth controls these forces. The ground holds no secrets from these Demons and it gives up its treasures at the Demon's behest.

EVOCATIONS

• Dowsing

This Evocation allows the Demon to find the things the ground hides. Precious metals, crystals, bodies and water, if it is under so much as an inch of earth this Evocation can allow the Demon to find it, provided he has at least an idea of what he's looking for. It can even find a body buried in concrete or other such derivative products.

Cost: None

Dice Pool: Wits + Investigation + Earth

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can either get a general sense of things buried in the earth within sensory range (about 200 yard radius) or he can attempt to locate a specific thing or type of thing out to a range of his Dominion in miles. The more successes on the roll, the more detail that is revealed. The weakness is that the Demon gets no sense of things simply lying on top of the earth, so a thirsty Demon in the woods might wander for miles searching for an underground stream while a raging river winds a few hundred feet in the other direction.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon can only get a general sense of things no matter how many successes he gets on the roll.

• • Bury

The Demon must touch his target to affect it. This Evocation allows a Demon to bury an immobile or incapacitated target in the earth without the use of a shovel.

Cost: None or 1 Faith

Dice Pool: Strength + Athletics + Earth

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The target is buried under 1 foot of earth per success. Targets must be at rest in order to be so buried, so while an unconscious person might be buried a struggling victim in a grapple could not. This Evocation is only effective in earth, sand and perhaps concrete or stone; though such hard materials require the expenditure of a point of Faith. A Demon cannot bury a target in ice, snow, or linoleum etc.

Exceptional Success: The Evocation clears away any evidence of the earth having been disturbed.

Turmoil: Rather than burying the target the Demon creates a quagmire of loose dirt, sand or mud in a radius around himself equal to his successes in yards. Anyone caught in the radius must spend an Instant Action to extricate themselves or they cannot move, but may otherwise act normally.

• • • Treasures of the Earth

This powerful Evocation allows the Demon to force the Earth to give up its buried treasures. Anything the Demon might find with Dowsing can be called up and laid at the Demon's feet.

Cost: 1 Faith

Dice Pool: Intelligence + Investigation + Earth

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Provided the Demon is in a place with such reserves, each point of Faith spent summons one uncut precious gem or 1 kilo of raw minerals of the Demon's choice allowing him to summon lumps of gold or iron as desired. If the Demon so desires, he can summon out a buried corpse or only the gold fillings in its skull and the gold watch on its wrist. This Evocation can extricate a corpse from a concrete bridge support or the like. If summoning something from the ground, the Demon can have it appear anywhere within sensory range, allowing anonymous gifts or a chance to scare someone by having a dead body erupt from the earth at their feet.

Exceptional Success: The Evocation leaves no trace of the earth having been disturbed.

Turmoil: The summoned objects or materials are ejected explosively from the ground or stone dealing a point of Bashing damage to anything within a yard of its exit point.

•••• Burrow

The Demon can use this Evocation to tunnel through earth, sand or stone leaving tunnels behind him or not as desired. This can be a devastating weapon if applied to a structure's foundation. A Demon can transform such a foundation into Swiss cheese quite quickly.

Cost: 1 Faith per round

Dice Pool: Dexterity + Survival + Earth

Action: Instant

Duration: Varies

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can travel at half speed through any kind of earth, even solid stone or concrete leaving a tunnel behind him or not as desired, thus a Demon with sufficient reserves of Faith can destroy building foundations or rapidly create sink holes, moats or other such manipulations of earth.

Exceptional Success: The Demon may move at normal speed.

Turmoil: The Demon leaves a wake of destruction roughly 1 yard wide on the surface when traveling underneath. This deals Bashing damage to anything in contact with the earth equal to the number of Torment successes.

••••• Rattling the Earth's Bones

This Evocation is a disaster movie come to life. The Demon sends his Faith into the Earth and roils it into a tumultuous nightmare that shatters buildings and casts living beings to the ground. If the Demon cannot spend the required cost in one round he may sacrifice his Action, Movement and Defense each round until a sufficient charge is gathered.

Cost: 3 Faith

Dice Pool: Strength + Survival + Earth

Action: Instant

Duration: 1 Round per success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon affects a radius of his Dominion x 10 yards dealing Bashing damage equal to his Dominion + Domain rank. Any animate being other

than the Demon and not rooted to the ground immediately suffers a knockdown and the Demon's rank in this Domain as damage. If they regain their footing, they are knocked to the ground again on the Demon's next initiative. If they stay prone they suffer a -5 penalty to all actions as the roiling tumult of earth makes almost anything nearly impossible but suffer no further damage. Structures sitting on or rooted into the ground immediately suffer damage equal to the Demon's rank in this Domain; which ignores durability though vehicles with rubber tires receive their durability they are rapidly rattled out of the area or into each other. This Evocation does not function on bridges, aircraft, or floors above first or the basement.

Exceptional Success: No further benefit is gained.

Turmoil: The ground continues to roil a number of rounds equal to the Turmoil successes, but the Demon is not immune to the quake's effects. Only if the Demon lies prone the first turn can he ignore the damage caused by the shaking.

VISAGES

Dirt and stone are the Visages of the Earth. These Demons always appear dusty or dirty and track a bit dirt just about wherever they go. Dirty doesn't always mean gross. A powdering of granite dust can add a sparkle to just about anything.

Rank 1 Visages

Heavy Bones

Cost: None

Duration: Always Active

The Demon's bones are super-dense and rock hard. The Demon gains a number of points of armor against Bashing damage equal to his rating in this Domain. Unfortunately, the Demon is heavier than he looks; weighing 25% more than expected. This extra weight requires extra strength to maneuver, slowing him down by decreasing the Demon's Speed rank by 1.

Rank 2 Visages

Sandy Flesh

Cost: 1 Faith

Action: Instant

Duration: Scene

Attack a sand castle with a knife and not too much happens. A stab makes a little hole, but it doesn't bleed. When this Visage is activated, the Demon's soft

tissue becomes like sand. Because of this, any lethal attack on the Demon is converted to Bashing and halved. Aggravated and Bashing damage of any kind is treated normally.

Rank 3 Visages

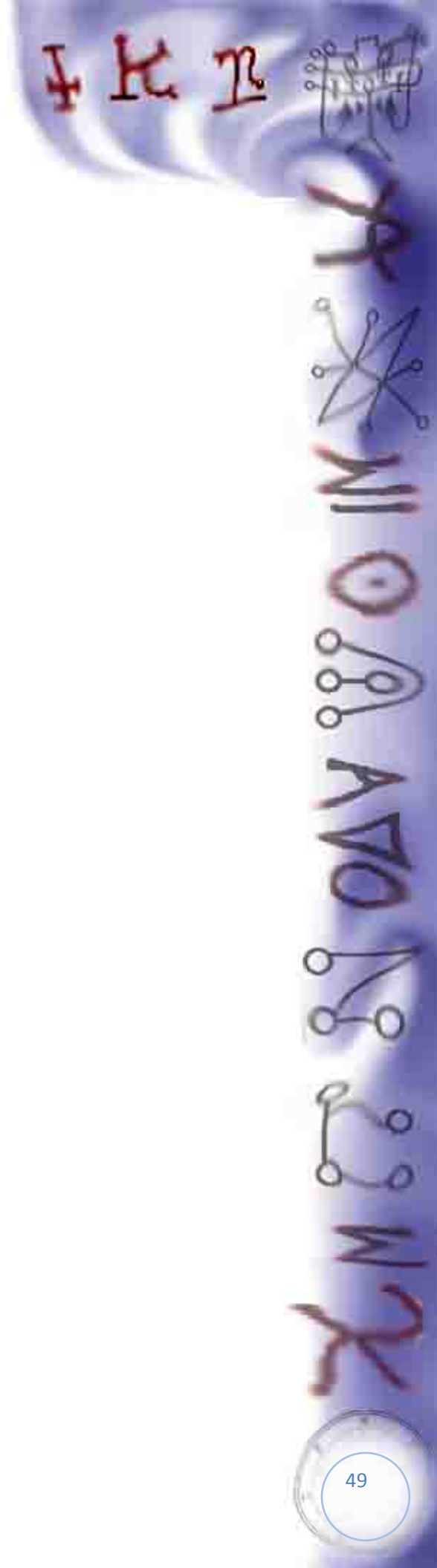
Mountainous Form

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon is like a Mountain. Each level the Demon has in this Domain provides a + 1 to Size; so 1 dot gives an average (size 5) character a size of 6. The 1st, 3rd and 5th levels add 1 Strength, 1 Stamina and 1 Armor vs. Bashing, but reduces Defense by 1. Thus, a Demon with 5 levels in the Domain would have + 3 Strength and Stamina, 3 Armor vs. Bashing and -3 to his Defense (cannot reduce Defense below 0).



DOMAIN OF THE FLAME

Perhaps the most popular element when thinking of Demons, fire is as much a destructive force as it is a tool. Prometheus is said to have brought fire to mankind. Giving them a tool to fight back the night, forge weapons and cook meals. Prometheus may or may not have been a Demon teaching man how to harness the flame, but the true power of fire is still in the hands of the Demons.

EVOCATIONS

• Fuel

The Demon begins his mastery of flame with the ability to empower an existing blaze causing it to increase in size or intensity.

Cost: None

Dice Pool: Stamina + Survival + Flame

Action: Instant

Duration: Concentration

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success increases the fire's size by one regardless of the fire's fuel source. This is highly effective against swarms.

Exceptional Success: No additional effect.

Turmoil: The intensity of the fire increases to a blistering heat like that of hell. It does not increase in size but the damage does increase by 1 point per Turmoil success. This is no more effective against swarms than a fire of the original size, but if wielded on the end of a torch can increase the equipment bonus on a weaponry roll.

• • Ignite

This Evocation allows the Demon to start fires through sheer force of will. Only objects can be targeted at this level though held equipment is as valid a target as any.

Cost: None

Dice Pool: Intelligence + Science + Flame

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: One targeted object within sensory range ignites and suffers one level of Structure Damage that ignores Durability. An object will continue to burn if the circumstances allow otherwise the fire dies at the end of the round. Different materials may be harder to ignite than others of course. Exceptionally combustible substances (gasoline) may provide a + 1 benefit. Wood, Paper, Cloth and the like are at no penalty. Plastics might be -1 while exceptionally damp or wet materials might be -3. Metals are -5 for substances like magnesium but might be as high as -10 for steel. Patently flame retardant substances such as water cannot be ignited with this Evocation.

Exceptional Success: Regardless of circumstance the fire burns until the end of the scene or the fuel source is gone. This fire continues to deal structure damage despite Durability each round.

Turmoil: The Demon cannot limit the effect to a specific object; instead every flammable object within a radius of Dominion in yards ignites.

• • • Command Flame

The Demon controls the fire, not just causing it to swell as if adding Fuel, but move and even burn as the Demon sees fit. Now the Fire is fueled by a constant trickle of the Demon's Faith, allowing it to move across a sheet of rice paper without scorching it or away from its fuel where the Demon can let it die harmlessly.

Cost: 1 Faith

Dice Pool: Presence + Intimidation + Flame

Action: Instant

Duration: Concentration

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Evocation allows the Demon to spend an Instant Action to direct the fire as desired. Any Round the Demon does not direct the fire he suffers a -2 penalty to all Dice Pools to maintain concentration. When directing the fire the Demon may move the blaze up to his Dominion + Domain rank yards per round and have it lash out with an attack roll equal to its size penalized by the target's Defense.

Exceptional Success: No additional effect.

Turmoil: The Demon must continually concentrate and cannot take any other actions while controlling the flames. Due to the intense concentration, the

flames gather strength, adding the number of successes on the Turmoil roll to damage.

•••• Ride the Flames

The Demon uses the power of its Faith to not just command the fire, but to become it.

Cost: 2 Faith

Dice Pool: Stamina + Survival + Flame

Action: Instant

Duration: One Round per Success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon becomes a column of fire Size 5 + Dominion. The Demon uses this Size rating + Brawl to attack foes ignoring normal armor and dealing Lethal damage. The Demon races along at double his normal speed and can go anywhere air can reasonably go, through the crack under a door, along the ceiling etc. Anything coming into contact with the Demon's fiery form suffers one point of Lethal Damage from the flames. Finally the Demon cannot be harmed by fire or physical attacks.

Unfortunately, during this change, the Demon cannot physically manipulate anything. He does not have physical hands to hold an object or open a door. Anything he attempts to touch can take damage from the flame.

Exceptional Success: The Demon's Size increases by an additional + 1.

Turmoil: The Demon's transformation is only partial, he is still vulnerable to physical attack and uses his regular Attribute for Brawl attacks, but the fires are so intense they deal Aggravated damage and ignore Durability of objects. Unfortunately the hungry flames try to consume the blackened remains at the center of the blaze and each round he does not deal damage to something he suffers a point of lethal damage.

In this form, he may touch and hold items, but they will take damage as normal.

••••• Firestorm

This power epitomizes fire's ability to pave the way for renewal. The Demon conjures a Firestorm with a radius of Dominion + Domain x 10 yards. The only shield is Faith or great sacrifice. It rages over an area scourging the souls of Mortals and Demons alike.

Cost: 1+ Faith, 1 Willpower

Dice Pool: Strength + Science + Flame - Gauntlet Strength

Action: Instant

Duration: One Round per point of Faith

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: When the Demon Evokes the power he creates a storm of flame that scourges people's very Souls. It scours clean an area's Resonance starting with the surface or most recently acquired Resonance (the ST adjudicates the exact effects of this). For those present besides the Demon the Storm deals one level of Aggravated Damage per round. A Demon can spend a point of Faith each round to negate this damage. Mortals and Thralls can spend 2 Willpower per turn to negate this damage. Supernatural creatures can move their own reserves of supernatural Essence, Mana or Vitae in such a way as to shield themselves. This consumes 3 points of such a reserve. When that reserve is exhausted they can begin spending Willpower though need only spend 1 per turn.

Exceptional Success: Mortals and Thralls who can still "stumble upon" higher Morality gain one Dot of Morality.

Turmoil: The storm manifests not only as Faith but as dancing sparks that rain in the affected area as well dealing 1 Lethal damage per Round. The prevalence and heat of these burning motes makes the only sure defense fleeing the affected area.

VISAGES

The Visages of the Flame quicken the Demon and redden his skin. His hair may flicker like flames and he always smells of smoke. Demons with these Visages are what gave people the images of demons wreathed in flame.

Rank 1 Visages

Run Hot

Cost: None

Duration: Always Active

The Demon always feels hot to the touch. He has a body temperature of 104 degrees Fahrenheit instead of the 98.6 most mortals have. Cold and heat do not seem to affect him. The Demon gains a number of dice equal to his rank in this Domain on any Stamina roll to resist the effects of hot or cold.

Rank 2 Visages

Firewalk

Cost: 1 Faith

Action: Instant



Duration: Scene

The Demon becomes resistant to harm from normal flames. The Demon may shrug off two levels of fire damage per turn, and may spend Faith to reduce the damage further. Each point of Faith spent during a turn negates an additional two points of fire damage. For fire damage ratings, see page 180 in the World of Darkness Rulebook.

Rank 3 Visages

Fiery Blood

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon's blood becomes made of liquid fire. While this Visage is active, anything that comes in direct contact with the Demon's blood takes an automatic point of fire (Lethal) damage. This damage ignores Durability up to half of the Demon's Dominion rank rounded down (whether supernatural Durability is affected is up to the Storyteller). The Fiery Blood only damages what it comes in contact with. Lethal damage attacks usually spill blood. A claw rake will give the attacker burned claws while a sword attack will melt part of the sword. The Demon is immune to his own blood's effects. The Demon is even able to use his blood as an attack, if he is willing to injure himself (taking 1 Lethal) to open a vein and fling the blood in a Dexterity + Athletics roll.

DOMAIN OF THE FLESH

The body can be molded like clay by Demons of the Flesh. The surgeons of the infernal world, these Demons can alter themselves and others to ignore wounds or achieve breathtaking beauty.

EVOCATIONS

• Lesser Master of Self

The Demon can use this Evocation to change minor aspects of his physical appearance or overcome minor weaknesses of the flesh.

Cost: None

Dice Pool: Stamina + Expression + Flesh

Action: Instant

Duration: Special

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each Success allows the Demon to change one minor aspect of his appearance such as hair/eye/skin color (though only natural hues can be accomplished), nose size or an addition or loss of a few inches in height or girth.

The Evocation can also be used to reduce wound penalties or overcome those associated with drugs or poison, each success reduces the penalty by 1.

Physical changes and ignoring wound penalty effects only last the scene.

The Evocation can also be used to overcome the need for hunger, sleep and water though only temporarily. In this case each success becomes 1 day the Demon need not eat, drink or sleep, at the end of this time however the Demon must return to a normal pattern for an equal length of time or he loses 1 point of Stamina each day until he does.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon's appearance becomes predatory, his eyes grow slightly larger, his canine teeth become more pronounced and his fingernails lengthen almost into claws and his body produces a faint musk detectable by animals. The Demon gains the 9 again rule on Intimidation rolls for the duration and most animals will shy away from him rather than risk a confrontation.

• • Manipulate Nerves

The Demon can touch someone and perform the same effects as Lesser Master of Self. Allowing others to overcome hunger, pain or drugs or slightly altering their appearance. However, he now has the power to coax a body to perform, improving reflexes and perception. He can also overcome severe nerve damage temporarily allowing the paralyzed to walk or those wracked with constant pain to rest easy.

Cost: None

Dice Pool: Manipulation + Medicine + Flesh

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success can be used as Lesser Master of Self but on another. The Demon may also give the target a + 1 to Initiative and Wits rolls to notice or sense things. Finally he may temporarily repair even severe nerve damage allowing the paralyzed to walk etc.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon tunes the target's nerves so tightly they become easily excitable, ready to lash out or flee any moment. The near constant rush of adrenalin in response to stimuli gives them + 1 Strength for the duration, but leaves them feeling quite tired afterward.

• • • Greater Master of Self

This Evocation is quite potent allowing many alterations and transformations to be made to the Demon. The Demon may temporarily restore lost limbs and organs, significantly increase his Size or assume the appearance of another.

Cost: 1+ Faith

Dice Pool: Manipulation + Expression + Flesh vs. Stamina + Dominion (if resisted)

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: This Evocation is capable of significant and refined alterations to appearance allowing the Demon to alter his appearance to match that of another, each success used in this way sets the difficulty for another to see through his disguise if they view him

suspiciously. So if a Demon uses 3 Successes to make his target look like a mob boss his goons won't even roll until he does something out of character, at that point the goons will roll Wits + Composure or Wits + Subterfuge and will need 4 or more Successes to see through the deception. Any Demon that assumes the likeness of a celebrity had best be prepared for everyone eying him suspiciously. The Domain of Longing synergies exquisitely with this power.

With these changes, the Demon may devote 1 Success to increasing or decreasing his Size by 1 in order to represent a larger man or small child.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon or his target take on the same predatory appearance associated with the Lesser Master of Self but now his bodily fluids have become charged with Turmoil as well. Any fluid exchange poisons the recipient with a toxin as potent as ammonia.

•••• Regenerate

Each success heals 1 level of bashing or Lethal Damage, healed damage does not return at the end of the scene. Each success can also replace a specific limb or organ or undo the atrophy of a comatose or decrepit old patient restoring them to regular mobility.

Cost: 2 Faith

Dice Pool: Stamina + Medicine + Flesh vs. Stamina + Dominion (if resisted)

Action: Instant

Duration: Instant or 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success heals 1 level of bashing or lethal damage or can stabilize a dying patient. A Success can also be used to restore a lost organ or limb for the Scene. Finally, the atrophy of age or years of inactivity can be washed away restoring the target to full mobility.

Exceptional Success: No further benefit is gained.

Turmoil: Despite the Demon's best intentions his subjects are transformed into horrors of twisted limbs and grotesque scars. Subjects with the Striking Looks Merit keep the Merit because they are Strikingly Ugly, others gain the Merit at 2 dots.

••••• Mold of Man and Beast

The Demon can now visit a classic curse upon a target by turning them into an animal. He may also employ all the effects of Greater Master of Self on another. Finally, he may sunder that which he can mold with a

touch.

Cost: 3 Faith

Dice Pool: Manipulation + Science + Flesh vs. Stamina + Dominion

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each Success deals one level of Lethal Damage to any living target the Demon can touch, man or beast. He can transform himself or a target into an animal of his choosing but no larger than his Dominion + Domain in Size and cannot mix attributes of animals that couldn't breed together naturally. Targets so changed retain their own mental and social stats but gain the physical Attributes of the animal. They may be affected by Domain of Beasts but can resist with Resolve + Dominion.

Finally, he can employ all the effects of Greater Master of Self on another.

Exceptional Success: No further benefit is gained.

Turmoil: The target becomes a murderous carnivorous beast of some sort. Despite the Demon's intent. The animal rages for the Demon's Dominion in rounds before collapsing and reverting to its natural form. The beasts are fully subject to Domain of Beasts.

VISAGES

The Visages of the Flesh alter the Demon in dramatic visible ways like: gaining extra arms, bulking up muscle like the Incredible Hulk, and more. Even at low levels, these Demons stand out as different.

Rank 1 Visages

Gorgeous

Cost: None

Duration: Always Active

The Demon is the epitome of attractiveness. Add the character's Domain rating to any Presence or Manipulation roll that character can use his looks to affect others. Combined with the Striking Looks Merit, this Visage can have dramatic effects.

Poison Resistant

Cost: None

Duration: Always Active

The Demon's body resists the effects of poisons much greater than the average body. Add the Demon's

rating in this Domain to all Stamina rolls to resist the effects of poison. This includes any type of chemical or drug like: poisons meant to kill, incapacitate, entertain or cause the victim to tell the truth. Even if the poison does not allow a roll to resist, this Visage give the Demon a roll.

Rank 2 Visages

Blinding Beauty

Cost: 1 Faith

Action: Instant

Duration: Scene

When this Visage is active, the Demon becomes supernaturally beautiful to onlookers. So beautiful, in fact, that the weak willed have trouble looking away. Those that see the Demon must roll Wits + Composure to look away. This added beauty gives the Demon the 9-again rule to Presence and Manipulation rolls (save Intimidation) involving his looks.

Unfortunately, this extra attention makes the Demon easy to spot, giving others a three dice bonus to notice her (including when the Demon is trying to hide).

Many Eyes

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon sprouts extra eyes, popping up anywhere (and sometimes everywhere) on her body. These extra eyes allow the Demon to see all around her in 360-degrees and provides a dice bonus to all Perception rolls equal to his Domain rating. Any vision based Evocation or Visage works through these eyes as they do through the Demons two normal eyes.

Rank 3 Visages

Extra Limbs

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon grows additional limbs (max equal to his Domain rating), arms and/or legs. The effects depend on the nature of the limb: extra arms would add to grapple or climbing rolls, extra legs can help resist knockdowns or add to Stamina for running. Exact effects of multiple limbs are up to the Storyteller, but a bonus dice per additional limb is common.

Gristled Armor

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demons flesh grows thick and hard, absorbing blows and deflecting cuts. For the duration of the Visage, the Demon gains armor equal to his Domain rating against Bashing and Lethal damage. The armor is halved against Aggravated damage (round down).

Physical Prowess

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon's near absolute control over the flesh reveals the Demon as the epitome of the physical form. This Visage allows the Demon to temporarily increase the rating of the associated Physical Attribute by his rating in this Domain. By spending a Faith point, the Demon increases an Attribute by his rating in this Domain for the Duration. The Physical Attribute is selected when the Visage is purchased. This Visage can be purchased multiple times. Each time it is purchased, it relates to another Physical Attribute. **Example:** Jane's Demon, Selina, has the Visage "Physical Prowess (Dexterity)". By spending one Faith point, before her character gets thrown off of the roof of a tall building, she increases her characters Dexterity from its normal rating of 4 to 6 (2 dots in the Domain) for the next few Turns. Just in time for her to grab that flagpole sticking out of the side of the building. Jane can also buy "Enhancement (Stamina)" to do the same with her character's Stamina in case, the next time, there is no flagpole.

DOMAIN OF THE FORGE

The gods taught man how to shape and use tools to improve their lives. For Demons that rule over the Domain of the Forge, tools are created, shaped and perfected with ease.

EVOCATIONS

• Alter Size

Similar to the Earth's ability to compress coal into diamonds, a Demon can compress or expand items without destroying them. A sword can become the size of a letter opener or a needle can become a javelin.

Cost: 1 Faith

Dice Pool: Strength + Crafts + Forge

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: By pressing or pulling an object, the Demon can condense or enlarge it. Each success moves one point from Durability into Size or vice versa (Structure remains unchanged). Durability may be reduced to 0, but Size may only be reduced to 1 with this alteration. At the end of the scene, the object will return to its previous Size and Durability.

By spending an additional Faith, the Demon can alter the Size and Durability further than what is limited above. Structure may now be increased or decreased as well.

Exceptional Success: The Demon does not need to spend Faith to increase or decrease Structure.

Turmoil: The Evocation works as normal, but at the end of the Duration, the item falls to pieces and is usually destroyed, taking damage equal to the number of success on the Turmoil roll.

• • Hammer and Anvil

With but a touch, the Demon can reshape an object as desired. While this power gives the Demon the ability to shape objects with his bare hands as if they were clay, the Demon still needs the raw ability to create what is desired.

Cost: 1 Faith

Dice Pool: Strength + Crafts + Forge

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Successes must exceed the Durability of the item in order to reshape it. However, if the Demon is only attempting to damage/destroy the item, successes ignore Durability and inflict Structure damage instead. Objects remain in their altered shape after the scene has ended.

Exceptional Success: Changes to the object are so perfect that attempts to use the object are easier. Add 1 dice to dice pools that use the item.

Turmoil: The Evocation can only be used to damage objects, but damage is increased by the number of successes on the Turmoil roll.

• • • Infinite Reload

With this Evocation, the Demon always seems to have plenty of whatever he needs. Never having to reload a gun or make change for a soda pop machine. As long as the Demon possessed at least one of whatever he needs when the Evocation was activated, he will not run out. An ammo clip with only one bullet left, suddenly becomes an endless clip. Want to pull a quarter out of someone's ear, why not pull out a handful. The Demon seems to pull out an unending supply of whatever he needs.

Cost: 1 Faith

Dice Pool: Manipulation + Crafts + Forge

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: One success is all that is needed to activate this Evocation. As long as the Demon has one of the items on his person that he wants to duplicate, he has an endless supply. The only restrictions are that the items cannot be larger than Size 1, they must be normal items of their type (no magic bullets) and he must have had at least one example of the item on him at the time of the Evocation activation. All items created are exact duplicates of the originals. If the original bullet is a dud, so are the duplicates. Once the Evocation ends, all the duplicated items and the original of any duplicates disintegrate into nothingness.

Exceptional Success: The Demon was able to improve on the objects functionality. The duplicate grants a +1 Equipment bonus above the norm.

Turmoil: These duplicates don't last long, only one round per success and then they burn out. When the object burns away, roll the number of successes on the Turmoil roll as dice in damage to anything still touching it. Bullets, knives, and arrows still in your opponent can sear away flesh as the object burns away into nothing. Circumstances vary whether or not armor works against this damage and is up to the storyteller.

•••• Alchemy

It was a Demon that first showed man how to change earth into concrete, iron into steel and sand into glass. Demons kept the best for themselves. At this level of the Domain, a Demon can convert one substance into just about any other. Only states of matter cannot be changed. The Demon can spin straw into gold, but cannot turn a door into a puddle of water.

Cost: 2 Faith

Dice Pool: Intelligence + Science + Forge

Action: Instant

Duration: Scene, Day or Sustained

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Evocation requires one success per point of Structure of the object being converted (possibly taking multiple turns). Partial changes are possible, but usually are worthless for their intended purpose or fall apart quickly.

These items are considered "blessed" and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon's Psyche rating at the time of the conversion.

The object will change back to normal at the end of the scene. The duration may be increased to a day by the expenditure of an additional point of Faith when evoked. This expenditure can become recurring (spending a point of Faith every day) to extend the duration indefinitely.

Exceptional Success: No additional effect gained.

Turmoil: When the Demon loses control of the energies used to alter an object, that object takes damage equal to the number of success on the Turmoil roll after a number of turns equal to the Demon's Dominion rank, bypassing any Durability the object might have. Anyone or anything touching the object at the time it takes damage, takes Lethal

damage from a dice pool the size of the Turmoil successes.

••••• State Change

The Demon can manipulate the state of any inanimate matter she touches. She can walk on water or air and break down solid objects into their component particles.

Cost: 3 Faith

Dice Pool: Intelligence + Science + Forge

Action: Instant

Duration: Scene (Day or Recurring, see below)

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: One success per Structure point (or Size if affecting a gas or liquid) of the object is required to change the objects state to any other state. Partial changes are not possible, effects are all or nothing.

Note: Although "plasma" is a state of matter, this Evocation does not change the temperature of the material and cannot change the state to "plasma". Solid objects changed into liquids or gases want to remain in a coherent state, but physical disruption is possible with minor force. A concrete wall changed into concrete smoke can be walked through easily.

These items are considered "blessed" and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon's Psyche rating at the time of the change.

At the end of the duration, the material affected returns to normal, converting any changes made to the it in the altered state (such as a table being changed into liquid and half of it is scooped away will return as a partially destroyed table). The duration may be increased to a day by the expenditure of an additional point of Faith when evoked. This expenditure can become recurring (spending a point of Faith every day) to extend the duration indefinitely.

Exceptional Success: No additional effect gained.

Turmoil: When the Demon loses control of the energies used to alter an object, that object takes damage equal to the number of success on the Turmoil roll after a number of turns equal to the Demon's Dominion rank, bypassing any Durability the object might have. Anyone or anything touching the object at the time it takes damage, takes Lethal damage from a dice pool the size of the Turmoil successes.

VISAGES

Unlike other Domain Visages, the Visages of the Forge affect the items he carries as well as the Demon himself. Swords sharpen and guns grow larger.

Rank 1 Visages

Weaponize

Cost: None

Duration: Always Active

Any object can be used as a weapon, but these Demons know how to do it best. With all of their knowledge of weapons, the Demon knows the best part of an object to use as the handle or edge and they are never awkward in his hands. A Demon with this Visage does not suffer Improvised Weapon penalties and uses the larger of the objects Size or Structure as the dice modifier when using it to attack.

Wrote the Manual

Cost: None

Duration: Always Active

This Visage gives the Demon an innate understanding of an object and its intended function, simply by running his hands over it or working its moving parts. The Demon has innate understanding of how any object touched is constructed and the way it works. For any mechanical object, use the Demon's rank in this Domain as the relevant Skill, if it is higher than the Skill required. He can even operate devices he has never seen before as though he possesses familiarity with its capabilities, meaning that Skill penalties do not apply either.

Rank 2 Visages

Balancing the Blade

Cost: 1 Faith

Action: Instant

Duration: Scene

Tools are the product of the Forge. Thanks to the Demon's power, anything he uses seems to have been created by a master craftsman. Wrenches grip tighter. Swords are sharper. Gun sights are more accurate. Simply by touching the object, the Demon is able to increase the efficiency of tools and weapons. While in physical possession of a tool or weapon, the Demon activates this Visage and may add his Craft rating to the object's dice modifier as a bonus. The maximum bonus gained is equal his rank in this Domain or the tool's normal modifier, whichever is lowest. The bonus goes away the instant the Demon is no longer

in contact with the tool. Only normal "mundane" items are affected by this Visage. Enhanced, Enchanted or other abnormal items are not affected.

Suit of Armor

Cost: 1 Faith

Action: Instant

Duration: Scene

When this Visage is activated, the Demons body becomes covered in what appears to be a medieval suit of armor. While designs may vary from Demon to Demon, it is always obviously a suit of armor. When the Visage is activated, the Demon's cloths and/or skin harden, stretch and expand into this new armor. The character gains a number of points of armor equal to his rank in this Domain and the armor has the bullet proof quality. This armor does not stack with mundane armor.

Rank 3 Visages

Magnetized

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Forge

When this Visage is activated, the Demons body emits a strong magnetic field sometimes causing small loose metal objects to jump and stick to the Demon. With contact, the field is so strong that if someone wishes to remove an item from the Demon (such as a sword they just attacked him with), they must roll Strength vs. the Demons Strength + Dominion. Although the field is strong Demon is able to remove objects from himself easily. The field is even strong enough to support the Demons weight, if touching something like a steel girder. Unfortunately, the field is so strong that bullets want to hit him, giving attackers an extra dice when firing at the Demon. Luckily for the Demon's friends, anyone shot at within one yard per the Demon's Dominion score receives an extra dot of armor as the bullets are pulled towards the Demon instead.

Repair

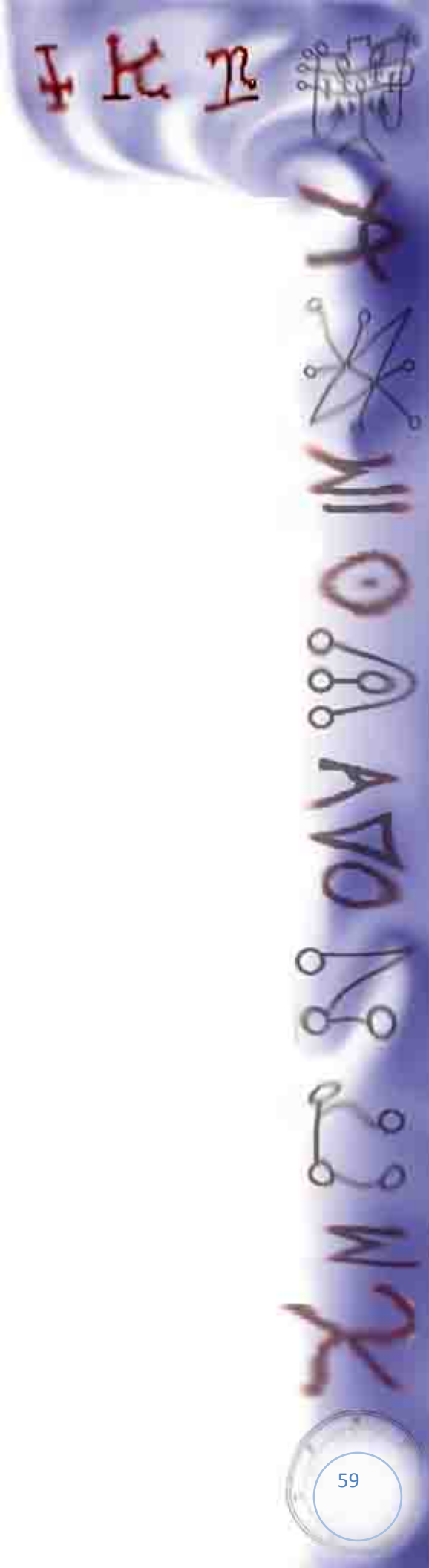
Cost: 1 Faith per point of Structure

Action: Instant

Duration: Lasting

By running his hands over a broken object, the Demon can return devices to pristine quality. The object is repaired by a number of Structure points equal to the Faith spent (max = Demon's Dominion + Domain rank). The Demon can continue, through additional actions, to apply this Visage more times in

order to repair the object further. These items are considered “blessed” and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon’s Psyche rating at the time of the repair.



DOMAIN OF THE FUNDAMENT

Demons knew the concept of gravity, movement and kinetic energy long before mankind started dropping apples, balls and feathers to figure it out.

EVOCATIONS

• Influence Gravity

The Demon can alter the way gravity affects her body, allowing her to leap enormous distances, hang suspended in the air or plunge at her foes like a meteorite. Demons who defy gravity aren't weightless, per se ~ they are still affected by outside forces as normal.

Cost: None

Dice Pool: Strength + Athletics + Fundament

Action: Instant

Duration: One turn.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Use the normal jumping rules (See: World of Darkness rulebook page 66) with the above dice pool and multiply the height or distance by 10. If used to avoid falling damage, each success subtracts 3 bashing or lethal wounds from the fall's damage. If used to speed your decent, each success adds 3 levels of bashing damage from the fall.

Exceptional Success: The demon can completely cancel the effect of gravity, able to float in mid-air. This effect also lasts the scene. Note that when combined with some form of propulsion (wings for example) flight is possible.

Turmoil: Normal roll result occurs with the added effect of the gravity surrounding the Demon randomly increasing or decreasing within a number of yards around the Demon equal to his Dominion score. The Storyteller is free to use her discretion when describing the chaotic effects that occur around the Demon. The random gravity effect lasts a number of turns equal to the Demon's Dominion score.

• • Direct Gravity

The Demon can access the micro-gravitational fields of solid objects such as walls to reorient which way is "down". Allowing her to run up walls or walk on a ceiling.

Cost: None

Dice Pool: Strength + Athletics + Fundament

Action: Instant

Duration: A number of turns equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon is able to choose the direction of gravity for herself by altering her gravity to come from nearby objects (such as a wall or ceiling. Once the direction is chosen (up, left, right, forward, etc.), it remains that direction for the remainder of the duration, unless this Evocation is called again. The Demon must be near an object of greater mass than her to redirect her gravity in that direction. The range limit is the Demon's Dominion score in yards (if the ceiling is too high, it cannot be chosen as the new source of gravity). Note that when Evocation is over, normal gravity reasserts itself. This can be very dangerous if the Demon was walking across a high ceiling.

Exceptional Success: For the duration of the effect, the Demon can change the direction of her gravity as a reflexive action, allowing her to walk on all four walls, the ceiling and the floor with a single use of the Domain.

Turmoil: Objects and people touched during the duration of the Evocation, receive 1 point of bashing damage (regardless of Durability) each round of contact due to the warping of gravity. This effect shows up as footprints and hand prints in the walls and ceilings climbed upon, while living things receive bruises.

• • • Dampen Inertia

The Demon can reduce the inertia of anything that touches her, slowing it down or stopping it in its tracks. Bullets fall away from her skin without harm. She can snatch projectiles out of the air (provided she can see them), or block a broadsword with her pinky finger.

Cost: 1 Faith.

Dice Pool: Stamina + Science + Fundament

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success gains the Demon a form of armor subtracting dice from the attack. This armor protects him from damage caused by moving objects (such as bullets, knives, fists, or the ground) by slowing (or stopping) them as they touch the Demon's skin (this includes falling damage as well). Thus, other forms of damage such as acid, lightning, and fire are unaffected. To actually snatch a projectile out of the air, add the Demon's Fundament rank to the Dexterity + Athletics roll for catching objects. (See pages 67 and 68 of the World of Darkness rulebook for rules on catching objects.) **Note:** A projectile must be seen to be able to catch it. This armor is stackable with normal armor (like a Kevlar vest).

Exceptional Success: No further benefit is gained.

Turmoil: Objects are not caught, but they are blocked. Blocked attacks fly off in a random direction. If the random direction would endanger another, re-roll the blocked attack roll. Armor bounces the attacks off in random directions just as blocked attacks.

•••• Acceleration

The Demon can affect the speed of her own body, granting her supernatural speed or force.

Cost: 1 Faith

Dice Pool: Varies

Action: Instant

Duration: A number of turns equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: There are three possible effects (only one of which is chosen when evoked)

1) Roll Dexterity + Athletics + Fundament. Each success adds the Demon's normal speed to itself, doubling it with one success and tripling it with two successes. A speed rating of 8 becomes 16 with one success and 24 with two.

2) Roll Dexterity + Athletics + Fundament. For the duration of the effect, add the number of successes as dice to any melee, brawl, or thrown object attack.

3) Roll Dexterity + Wits + Fundament. The Demon increases her reaction speed. She retains her defense rating against ranged attacks and can also add the number of success rolled to her initiative for the duration of the Evocation.

Exceptional Success: No further benefit is gained.

Turmoil: As normal, but the accelerations of the Demon so disturbs the air around her that she is surrounded by an aura of blistering heat that radiates out a number of yards equal to the number of

successes on the Turmoil roll. Living beings caught within the area of effect suffer one level of bashing damage.

••••• Phase Out

The Demon can move himself (and held objects) temporarily out of phase with the rest of the world. Although he is still visible, his new "phase" makes him temporarily invulnerable to normal physical attacks. Allowing bullets to pass through him without harm and even allows the Demon to pass through solid objects such as walls.

Cost: 1 Faith (+ Varies)

Dice Pool: Dexterity + Science + Fundament

Action: Instant

Duration: A number of turns equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Demon stuns himself for 1 round, unable to perform any actions.

Failure: The Evocation fails with no effect.

Success: The Demon may ignore any physical object that passes through him (including attacks) and any object that he passes through. However, each turn that a physical object passes through him (or vice-versa) he loses one point of Faith. Multiple attacks in the same turn only cost the Demon 1 additional Faith point, although walking through a large object may take multiple turns costing multiple Faith. If the Demon ever runs out of Faith while out of phase, he returns to normal immediately. Returning to normal while phasing through objects will cause lethal damage to the Demon. Exact damage depends on the situation and is up to the ST.

Exceptional Success: Faith is not lost when objects pass through the Demon (or vice-versa).

Turmoil: Lack of control by the Demon prevents him from phasing out completely. Damage is not ignored, but only halved. However, the object passing through the Demon takes the other half as the Turmoil affects the object. This damage ignores durability ratings. Bullets are destroyed and fists are mangled. If there is no damage to divide (ex. Walking through a wall or a slow hand passing through an arm) The object and Demon both still take 1 point of lethal damage each.

VISAGES

The Visages of the Fundament alter the Demon in less visible ways than most Visages, mainly changing his reaction to the world and the world's reaction to him.

Rank 1 Visages

Inhuman Reflexes

Cost: None

Duration: Always Active

With super-human reflexes, the Demon can outdraw even the fastest gunfighter. This Visage grants a bonus to Initiative equal to his rank in this Devotion.

Moon Hopping

Cost: None

Duration: Always Active

Gravity does not affect the Demon's body normally. When the Demon jumps into the air he hangs longer, travels further and rises higher. Use the normal jumping rules (See: World of Darkness rulebook page 66) and add Demon's rank in this Domain to the number of successes (not dice pool).

Rank 2 Visages

Accelerated Sight

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon is able to see things as if they were moving at much slower speeds. This includes things such as flying bullets or subliminal message flashes in movie theaters. When in use, this Visage is normally visible as eyes blurring over as they move so quickly their details cannot be made out.

Not only does this Visage grant the Demon the ability to see things that are "quicker than the eye", but it also give the Demon his Defense against ranged attacks as if they were normal melee attacks.

Streak

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon's blurring speed allows him to move much faster than normal. Add the Double the Demon's rank in this Domain to his Speed. The Demon is so fast that he may even spend part of his time moving along a vertical surface such as a wall, but he will fall if he tries to spend more turns than his rank in the Domain running on a vertical surface.

If the Demon possesses another form of movement (flight, swim, etc), that speed is also increased by a like amount.

Rank 3 Visages

Double Strike

Cost: 2 Faith

Action: Reflexive

Duration: Turns equal to Domain + Dominion

The Demon moves with blurring speed and is able to attack an opponent an additional time per round. The Demon keeps his Defense when using this Visage, but may only attack the same opponent with his additional attack. This effect stacks with Fighting Style Merits that allow a second attack, giving the Demon a third attack. However, if the Merit would cause the Demon lose his Defense, the Demon still loses his Defense.

Unmovable

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon cannot be moved from the spot he activates this Visage. Not only is he unable to be moved, he cannot be harmed by moving objects. Bullets flatten against his skin and fall to the floor. He can stand in front of a train and remain unmoved and unscathed as the train engine collapses in upon itself while the rest of the cars derail. Unfortunately, he cannot move at all while he has the Visage active. The Demon can end the Visage early, if he wishes to act, but he will lose the benefits of the Visage. Note: Not all damage is caused by moving objects. Damage from acid, fire, lightning, or Demonic Evocations are unaffected by this Visage.

DOMAIN OF HUMANITY

Nowadays, most Demons like to blend in to humanity. Now that they aren't nearly as powerful, pretending to be human seems to be the best course of action. This Domain helps them fit in and interact directly with humans much easier than their millennia old minds could do normally.

EVOCATIONS

• Language of the Ages

This Evocation allows the Demon to conjure the ancient memories of the first languages into the mind of humans and speak in the "ideal" language that all mortals instinctually know and understand.

Cost: None or 1 Faith

Dice Pool: Intelligence + Empathy + Humanity

Action: Instant

Duration: A number of turns equal successes or scene.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success becomes 1 Turn the Demon can communicate thusly or by spending 1 Faith the Duration can be extended to 1 scene. This is an overt effect as the mortal hears unrecognizable syllables that their mind puts together to unexpectedly form meaning. While this Evocation is active the Demon is capable of speaking the ideal language and can understand any and all forms of communication.

Exceptional Success: The effect is extended to the whole scene without the need for the Faith expenditure.

Turmoil: The Demon cannot help but speak with spiteful invective. The manner of speech lends itself to intimidation providing the 9 again rule on such rolls but taking away the 10 again rule on persuasion rolls.

• • Insinuate

With this Evocation, the Demon can seem to make friends very quickly. Meeting a stranger at a bar and talking like old friends after only moments. These new friends reveal business plans and family troubles almost without any prodding by the Demon. Although, the Evocation only works if the Demon isn't already seen as an adversary.

Cost: 1 Faith

Dice Pool: Manipulation + Subterfuge + Humanity vs. Target's Composure + Dominion (largest of group, if multiple targets are being affected)

Action: Instant

Duration: Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Only one success is needed to give mortals the sense they have known the Demon for some time and consider him a friend. While the ST adjudicates the exact impact on the target's behavior it generally means they speak openly and honestly about casual subjects at least and may reveal more if encouraged. This Evocation cannot be used during stressful situations such as combat, high stakes gambling or hostage negotiations.

However, mortals in distress not directly related to the Demon can be made easy prey with this power. The maximum number of people that can be affected at a time are equal to the Demon's Domain of Humanity + Dominion.

Exceptional Success: No further benefit is gained.

Turmoil: The Evocation results in the target seeing a kindred spirit of sorts in the Demon with regard to their secret desires. These victims will often attempt to broach the topic of their own Vices in conversation hoping to find that enabler they've been looking for.

• • • Fade

The sight of a Demon is hard to forget, but their human form is easier to wipe from the minds of mortals. Using this Evocation, a Demon can blur mortal memories of the Demon and possibly erase them completely.

Cost: 1 or 2 Faith (see below)

Dice Pool: Manipulation + Socialize + Humanity

Action: Instant or Reflexive (see below)

Duration: Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success becomes a -1 penalty on Intelligence rolls for onlookers to recall details of the Demon (like name or appearance), if questioned about events of the scene. If the number of successes on the Evocation exceeds a mortal onlooker's Resolve, that mortal does not remember the Demons presence

at all. If the Demon unexpectedly becomes involved in something he'd rather not be connected to, he may activate this Evocation reflexively immediately after the event begins by spending 2 Faith. In this case, the Demon will not be remembered at the event, unless he performs some momentous action after activating the Evocation. **Note:** Regular rules on the number of Faith that a Demon can spend per turn still apply.

Exceptional Success: No further benefit is gained.

Turmoil: This version of the Evocation can be very dangerous. The Demon radiates such an intense aura of inhumanity, onlookers clearly remember the Demon's image for weeks, but fear if they talk about him he'll know and come for them. For most, this means they'll be happy if the Demon never appears again, but for the strong willed, vengeful or fanatic they may hunt the Demon down to eliminate the source of their terror.

•••• Confessional

This Evocation allows the Demon to extract information out of someone with ease. Questions asked of the target must be answered quickly and truthfully. The Evocation is as useful in an interrogation as it is in a social conversation.

Cost: 2 Faith

Dice Pool: Presence + Empathy + Humanity vs. Target's Composure + Dominion

Action: Instant

Duration: Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Success results in the Target responding with complete candor to the Demon's questions. The Demon has to be very careful in what he asks. With a circuitous conversational route to cover all his questions the target may think he was outfoxed, led into a conversational trap. Direct questions about secret things will reveal the compulsion to the victim likely creating a lifelong enemy.

Exceptional Success: With an exceptional success the target will not remember any part of his conversation with the Demon allowing the fiend to be as brutally direct as desired.

Turmoil: The Evocation can only reveal the target's most shameful memories and desires. This is excellent for gathering leverage, but not necessarily the most effective means of gathering information.

••••• Alter Memory

A mortal's memories are what defines him. Altering those memories is no easy task then for it means redefining the mortal. However, the mortal mind is tricky and some memories, unpleasant or embarrassing, the mind may want to forget.

Cost: Varies

Dice Pool: Manipulation + Subterfuge + Humanity vs. Target's Resolve + Composure

Action: Instant

Duration: Permanent

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Storyteller determines the value of the memory the Demon wishes to alter based on how integral it is to the mortal's persona and how much the mortal wishes to forget or remember differently. The value of the memory determines the Faith cost of this Evocation, very fresh or casual memories may only cost one while something that is precious or defines the character, like a shoe salesman's recall of his glory days on the high school football team, may cost 5 or more. The ultimate effects this Evocation has on a character are up to the ST but it may eliminate a derangement, restore lost Morality or alter a Virtue or Vice. Usually terrifying, but potentially life altering memories, such as being victim of a demonic cult or being the victim of child abuse, are about 3 Faith, the desire to forget the horror offsetting the character's altered perspective on the world. **Note:** This Evocation can only be used on mortals, though Thralls, Sleepwalkers, the Wolf Blooded and Ghouls are all valid Targets.

Exceptional Success: Faith cost is reduced by 1

Turmoil: The Demon can only obliterate memories. The mortal has no sunny afternoon playing catch in place of his beatings in the shed, instead he only has vacuous holes. He gains the Severe Amnesia derangement. Not even therapy or Mind magic can restore these gaps meaning the target may be trading one torture for another.

VISAGES

The Visages of Humanity do not usually alter the Demon in visible ways. These Visages affect the Demon using less obvious methods.

Rank 1 Visages

Beginner's Luck

Cost: None

Duration: Always Active

Sometimes you only need to do something once. If the right people are there to see it, that first impression can be huge. The first time a Demon attempts any action in a scene, he may use his rank in this Domain instead of his actual Skill rating. The Demon doesn't even need to possess any dots in the Skill. This Visage only applies once per Skill per Scene, but will work for any Skill. Use of this Visage only applies to non-supernatural uses of the Skill, not Evocations or other Visages.

Rank 2 Visages

Knowledgeable

Cost: 1 Faith

Action: Instant

Duration: Scene

Pick one Mental Skill when this Visage is purchased. For the remainder of the scene, that Skill gains the 9-again rule on dice rolls. This Visage may be purchased multiple times. Each purchase applies to a different Skill. Use of this Visage only applies to non-supernatural uses of the Skill, not Evocations or other Visages.

Professional

Cost: 1 Faith

Action: Instant

Duration: Scene

Pick one Social Skill when this Visage is purchased. For the remainder of the scene, that Skill gains the 9-again rule on dice rolls. This Visage may be purchased multiple times. Each purchase applies to a different Skill. Use of this Visage only applies to non-supernatural uses of the Skill, not Evocations or other Visages.

Rank 3 Visages

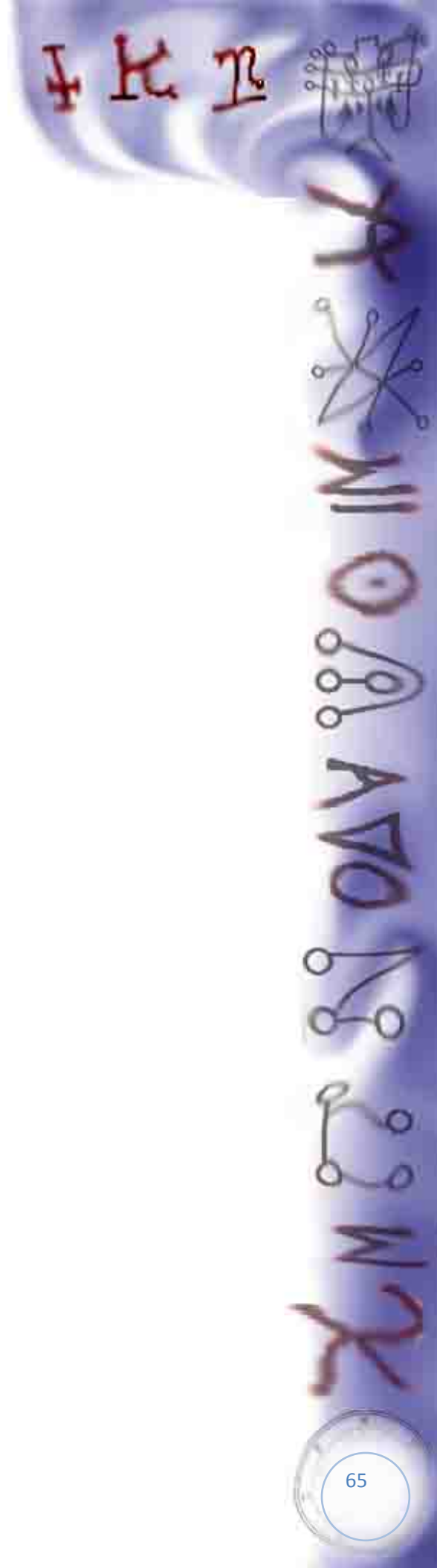
Practiced

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

Pick one Physical Skill when this Visage is purchased. For the remainder of the duration, that Skill gains the 9-again rule on dice rolls. This Visage may be purchased multiple times. Each purchase applies to a different Skill. Use of this Visage only applies to non-supernatural uses of the Skill, not Evocations or other Visages.



DOMAIN OF LIGHT

Light pushes back the darkness that humans fear. Without the light, humanity would not have prospered. Things in the dark would have pressed humanity to extinction.

EVOCATIONS

• Illuminations

With this Evocation, the Demon can illuminate the area surrounding himself. This illumination is bright enough to read by, but easy on the eyes. The Demon can create Light of any spectrum (the ST is the final arbiter of what this effect can do, usually bonus dice on Investigation rolls, but the light can never be used to damage or injure a target).

Cost: None

Dice Pool: Stamina + Expression + Light

Action: Instant

Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can illuminate up to an area equal to his Dominion + Domain in cubic yards per success for 1 scene.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon's light blazes out in a searing flash in every direction blinding any within yards equal to the Demon's Dominion. Anyone seeing the light is blinded for 1 round per success on the Turmoil roll, and is subject to the rules for blind fighting.

• • Scintillating Cloak

The Demon can wrap himself in a cloak of warped light making him almost impossible to see.

Cost: None (or 1 Faith)

Dice Pool: Wits + Subterfuge + Light

Action: Instant

Duration: Concentration or 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Even 1 success is sufficient to evoke the effect which reduces dice pools to perceive the character by 1 per dot in this Domain. If spotted it still provides 1 pt

of Armor for each dot in this Domain, but only against ranged attacks. Normally this effect is of Concentration duration but for the expenditure of 1 point of Faith it can be made to last a scene.

Exceptional Success: A Concentration effect needn't be concentrated on and a Scene long variant has no cost.

Turmoil: The coruscating patterns of angry light that surround the Demon confuse his position to any who look toward him. The camouflaging effect is not evoked but the Evocation functions as Armor against all attacks not just ranged.

• • • Phantasmic Masquerade

The Primary use of this Domain is to create momentary illusions to distract or beguile.

Cost: None or 1 Faith or 1 Faith and 1 Willpower

Dice Pool: Presence + Expression + Light

Action: Extended

Duration: Concentration or 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: If the Demon wishes to fabricate a single illusion and direct its action with an instant action from round to round the Evocation is free. For 1 Faith the Demon can "script" a series of actions the illusion will perform for the scene. Successes on the Evocation roll become the number of success required on a Wits + Composure roll to pierce the deception. Opponents that are close enough to hear the illusion gain a bonus die since the illusion makes no sound. If the subject attempts to engage or physically interacts with the illusion he immediately sees through it, it is not however dispelled he simply passes through harmlessly.

For 1 Faith and a Willpower the Demon can script an entire scene with multiple actors. This effect can be performed as an extended action rolling once per turn until the target number is met. Each Actor beyond the first requires a success and the amount of action they take requires a certain number as follows:
Somber (sleeping, chilling, smoking dope) 1 success
Average (chatting quietly walking around) 2 successes
Active (working out, street fighting) 3 success
Movie Kung Fu, 4 successes

Exceptional Success: No further benefit is gained.

Turmoil: The Phantoms are tainted and careen from target to target silently howling and twisting their

images into Evocations of horror. Witnesses must succeed on a Resolve roll or lose 1 die from all pools until the phantoms abate. The evoking Demon himself is not immune to this effect unless he spends a Willpower point.

•••• Wrath of the Sun

The Demon has sufficient control over Light to gather it into a tightly focused destructive force.

Cost: None or 1 Faith

Dice Pool: Dexterity + Athletics + Light

Action: Instant

Duration: One turn.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: This is a targeted ranged attack that deals 1 bashing damage per success.

For the cost of 1 Faith this damage can be made Lethal.

Exceptional Success: No further benefit is gained.

Turmoil: The gathered energy rages out of control searing glyphs and patterns onto everything within a radius of Yards equal to the Demon's Dominion (bashing or lethal depending on Faith spent).

••••• Chimerical Legion

The pinnacle of achievement for the masters of Light it allows them to extend the same refined control they have over their own forms to Light in their area. Gathering the light and shaping it into nearly any form imaginable.

Cost: 1+ Faith

Dice Pool: Intelligence + Expression + Light

Action: Instant

Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon spends 1 Faith per Creation to the Limit of their Dominion.

Creations can be up to Dominion + Domain in Size. Each success becomes 1 pt of durability for objects or 1 pt of Armor for "creatures". So 2 Successes grants each object a durability of 2.

Regardless of size or appearance, objects have only 1 point of Structure and creatures have only 1 health point. The Demon can direct up to their Wits in constructs each round as an Instant action, but if he directs more than 1 he cannot move and loses his defense. Undirected constructs either stand still or fall

to the floor. Switching constructs to be directed is a reflexive action.

Creations must all be of a similar type, so a Demon could summon a few swords, but not a horse and a sword. However there can be infinite variation within those confines, so the Demon might summon a katana, scimitar and rapier all with the same Evocation. Weapons created only gain their damage bonus if wielded physically by a character. Attempts to physically wrest control of an object or creature from the Demon automatically fail.

Creations are directed with the Demon's Intelligence + Appropriate skill (specialties may apply). So a Demon directing a sword to attack uses Intelligence + Weaponry. (At ST discretion working examples of complex machinery are possible but the Demon would have to load a shotgun or put gas in a motorcycle). Creations have only the defense their Armor or Durability affords them. The Demon can direct them to evade as their action in which case they have a defense equal to of the Demon's Wits.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon must roll Resolve each round to direct constructs. Undirected constructs attack the nearest animate target whether the Demon succeeds on his roll or not.

VISAGES

The Visages of Light are some of the most "Angelic" of the Visages. They are responsible for most religion's writing of the gods as radiant beings made of light or surrounded by light.

Rank 1 Visages

Solar Recharge

Cost: None

Duration: Always Active


The Demon is able to absorb the abundant energy from the sun and convert it into Faith. A Demon with this Visage can regain Faith from the Sun as if it were a Fount of a rank equal to the Demon's rank in this Domain (See "Regaining Faith" in Chapter 2). Note that this Fount will not cause damage to the Demon as a non-attuned Fount can.

Thermal Sight

Cost: None

Duration: Always Active

The Demon's eyes are sensitive down below the normal frequency range of the average human being.



Because of this, the Demon can get a sense of temperature differences. Roll Wits + Domain as a Reflexive action to sense differences in temperature. The smaller the temperature difference, the more difficult it is to perceive. How difficult, is up to the Storyteller.

Low Light Vision

Cost: None

Duration: Always Active

Except in rare instances, there is always light. Even in the darkest night, there may be a few stars visible in the sky. Demons with this Visage can use that faint light to see clearly in the dark. The Demon may ignore low light penalties up to his rank in this Domain. In complete darkness, starlight sparkles from the Demon's eyes to provide enough illumination for this Visage to work.

Rank 2 Visages

Camera Shy

Cost: 1 Faith

Action: Instant

Duration: Scene

Demons, especially those with activated Visages, do not usually want their images on the 11 o'clock news. For Demons possessing this Visage, that is not a problem. While this Visage is active, the Demon's image cannot be captured in a photograph or with a video camera. The Demon does not visibly appear on the recording at all. For all intents and purposes, he is invisible to cameras.

Displacement

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon appears to be anywhere from a few inches to a few feet from his actual location or perhaps he appears fractured, like incoherent pieces of a mirror. The Demon gains an armor rating equal to his rank in this Domain. This armor functions against ranged and melee attacks as well as attempts to grapple or touch the Demon, but not against damage from overpower maneuvers once grappled. The armor also stacks with physical armors, but is useless if the attacker can see through illusion or achieves exceptional successes on a Perception roll to see past the displacement.

Halo

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon is sheathed in the classic aura of light. While the light emitted can be seen by any observers, it does not provide area light for seeing in the dark. What this halo does, is to impress upon observers the "heavenly nature" of the Demon. This gives the Demon a number of extra dice to Social rolls like Persuasion or Intimidation equal to his rank in the Domain.

Rank 3 Visages

Unseen

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

Light bends around the Demon in such ways that he is invisible to onlookers. If the onlooker has some form of supernatural sight, penalize his perception roll by the Demon's rank in this Domain to detect the Demon.

DOMAIN OF LONGING

Demons are beings of Faith and belief, but Demons are also linked to human desire. Demons with this Domain can tap into that desire, know it and control it.

EVOCATIONS

• Read Emotion

The Demon can read the emotions of a target with startling clarity. This makes the target much easier to manipulate.

Cost: None

Dice Pool: Wits + Empathy + Longing - Target's Composure

Action: Instant

Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success gives the Demon + 1 to social rolls against the target for the scene.

Exceptional Success:

Turmoil: The target must roll Resolve. On a failure the target's Vice is perpetually under the surface for the next 24 hours making him more likely to indulge it should the opportunity present itself.

• • Empath

With this Evocation the Demon becomes exactly what the target expects. They just seem to "click". For the most part this eliminates the need to make Subterfuge rolls for casual or "white" lies and Persuasion rolls for small or reasonable requests.

Cost: None

Dice Pool: Manipulation + Socialize + Longing vs. Wits + Dominion

Action: Instant

Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The target can be easily manipulated with small or easily fulfilled requests and lied to easily. If the Demon attempts outrageous lies "I'm really Kevin Costner in drag!" it tends to ruin the effect.

Exceptional Success: The target will give away their expectations with a question or phrase, "So how do you like modeling?" or "Didn't I see you at Starbucks?"

Turmoil: Rather than becoming what the target wants the Demon epitomizes everything they fear. The target will make every effort to leave the Demon's presence, even taking unnecessary risks like walking down dark alleys and possibly getting into strange cars.

• • • Center of Attention

With this Evocation, the Demon attracts the attention of up to Dominion + Domain individuals. As far as they are concerned, for that moment the Demon just has "It", the certain something that made the rest of the world fall away. In a social situation it usually results in the target's at least making a cursory attempt to talk to the Demon allowing the use of effects like Empath and Read Emotion. The Demon chooses who the targets are when Evoking the Domain meaning she need only attract the 2 richest men in the room if she knows them by sight or only her to Host mates in a crowded night club.

Cost: 1 Faith

Dice Pool: Presence + Expression + Longing

Action: Instant

Duration: One Round

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The targets take notice of the Demon for the following round.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon has "It" alright, but rather the target thinks the Demon is the perfect target for his or her Vice. A Greedy target may think the Demon a rich mark to be bled dry while a Proudful target may think the Demon is just the sycophant he's been waiting for.

• • • • Obsession

The Demon must first know of a target's secret desire. Once they know what the desire is they can fill the target with such a burning need for it they can think of nothing else. Some victims of this power will drop what they're doing, walking off jobs or out of conversations without a word to make their desire reality.

Cost: 2 Faith

Dice Pool: Manipulation + Persuasion + Longing vs. Composure + Dominion

Action: Instant
Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The target must make a resolve roll each round they wish to take an action that does not directly involve accomplishing their goal. Once the target fails a roll he pursues his desire to the exclusion of all else save self preservation, this Evocation normally lacks the power to drive the target to self destructive lengths.

Exceptional Success: No further benefit is gained.

Turmoil: The target will do anything to satisfy their need. Anything.

••••• **All Consuming Passion**

Now, rather than needing to know of the target's secret desire the Demon simply fabricates such a desire and burns it onto their Soul. The target becomes a Moth to a flame of the Demon's choosing, driving him to impossible heights or into the very depths of his own Hell. A businessman cursed with an obsession to create a masterful painting is bound to become depressed, morose, even suicidal as his years of business experience and acumen do nothing to help him achieve his new goal. Many mortals may find that the new obsession is their meaning in life and the years and decades preceding have been a complete waste. Further the obsession can be made something as tedious or hateful as the Demon desires, like counting 10, 000 grains of sand on a particular beach.

Cost: 1+ Faith

Dice Pool: Presence + Persuasion + Longing vs. Target's Resolve + Dominion

Action: Instant

Duration: Varies

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success increases the duration of the compulsion as follows: 1 Success lasts 24 hours; 2 successes lasts 1 week; 3 successes last 1 month; each additional success adds another month. This can be torturous. Each additional point of Faith spent penalizes the target's Resolve rolls by 1 making resisting the compulsion all but impossible.

Exceptional Success: No additional benefit is gained.

Turmoil: The Demon twists the victim's mind blurring the line between desire and loathing. The stress of the compulsion fractures the mind and the

victim gains a Self Mutilation Derangement that lingers for one month after the duration has expired.

VISAGES

Demons with Visages of Longing are beings of beauty. This beauty normally isn't the type that can be seen in a picture. It is the kind that must be experienced.

Rank 1 Visages

Lyrical Voice

Cost: None

Duration: Always Active

When the Demon speaks (or sings) people thoroughly enjoy his voice. His poetic rhythm causes people to be more likely to value his opinion, appreciate his singing or even believe in his lies. The Demon gains a number of bonus dice on Expression (singing, poem reading, etc), Persuasion, Socialize or Subterfuge rolls equal to his rank in this Domain.

Harmful Intentions

Cost: None

Duration: Always Active

Demons with this Visage can sense when others mean them harm. The player can Reflexively roll Wits + Empathy + Domain whenever another character is planning to attack his character. Success grants the Demon knowledge of the pending attack. This Visage gets its best use alerting the Demon to ambushes; while in a battle, it is not as useful since the intention is usually obvious.

Rank 2 Visages

Blinding Beauty

Cost: 1 Faith

Action: Instant

Duration: Scene

The desire that the Demon represents is so great that onlookers do not wish to do anything else.

This Visage functions the same as the Domain of the Flesh Visage of the same name.

Find the Hidden

Cost: 1 Faith

Action: Instant

Duration: Scene

Don't play a game of Hide and Seek with a Demon that has this Visage. The Demon is so tuned into his own longing that a resonance is set up between

himself and the target of his desire. If the Demon wishes to find his lost keys or a drug dealer hiding in the warehouse, all he needs to want it bad enough. When this Visage is activated, any person or object that the Demon desires will begin to pull him toward it. The tug is slight, but the Demon can follow it straight to his target. Unless the target is supernaturally hidden in some way, the Demon will find what he is looking for as soon as he can get to it. Supernaturally hidden targets can be found with a Resisted Wits + Investigation roll. If the Target is in another realm, this Visage will simply lead the Demon to the vicinity with the feeling that it is in another realm.

Rank 3 Visages

Camera Shy

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon's internal beauty cannot be captured on film and so, neither can images of the Demon.

This Visage functions the same as the Domain of Light Visage of the same name.

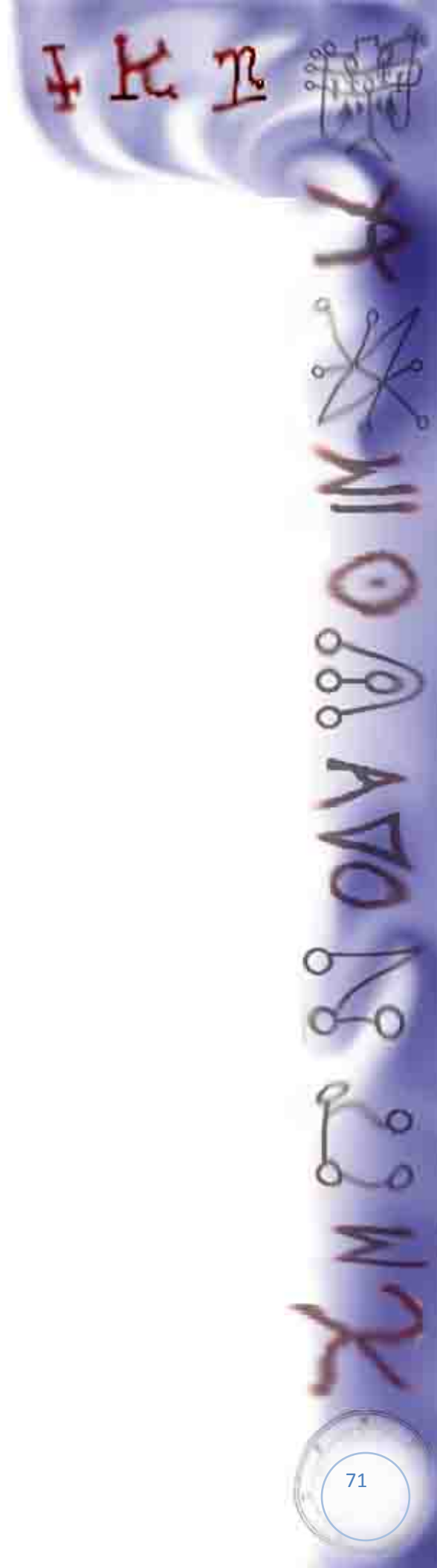
Social Proficiency

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

As a being of desire, the Demon gains a bit of an advantage in Social situations. This Visage allows the Demon to temporarily increase the rating of the associated Social Attribute by his rating in this Domain. By spending a Faith point, the Demon increases an Attribute by his rating in this Domain for the Duration. The Social Attribute is selected when the Visage is purchased. This Visage can be purchased multiple times. Each time it is purchased, it relates to another Social Attribute.



DOMAIN OF PATHS

Man moves from one place to another. He has been doing this for a very long time. Whether it was migrating with his food or simply driving to work, man has developed the use of paths. Demons know the true power of paths. They don't just let people travel from one location to another, they connect locations.

EVOCATIONS

• Know Path

With this Visage the Demon can get a much better idea of the challenges he will face on any journey, the secret is to plot his path ahead of time.

Cost: None

Dice Pool: Intelligence + Survival + Paths

Action: Instant

Duration: 1 Journey

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success gives the Demon foreknowledge of one potential obstacle. Examples include existing natural hazards such as sink holes or planned threats such as ambushes.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon sees threats at every intersection giving him an edge. He gains a + 1 bonus in the first round of any combat encounter of which he has foreknowledge.

• • Create Ward

The Demon can bar entry or egress from a location with this Evocation. The Demon effectively removes the paths into an area. Doors disappear, roads wind around or people simply can't find the location.

Cost: None or 1 Faith

Dice Pool: Resolve + Survival + Paths

Action: Instant

Duration: One Scene or 24 hours

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The target area must have defined borders and the Demon must ward the entire area, making it difficult to ward whole parks or forests, but easy for

small rooms or cars. A password or key can be specified during the creation of the Ward to allow those who know it to pass. If the Demon wants to specify individuals he may assume dice penalties, -1 per target exemption. The area affected is equal to the Demon's Dominion in yards radius. A Demon may increase the area affected by taking a -1 penalty per yard added to the radius.

Any who wish to enter without the password or a key must roll Resolve + Dominion and gain more successes than the ward's rating to enter, failure means the aggressor cannot attempt to intrude until the ward expires. Attempts by those outside to use Domain on targets within the ward's area must exceed the ward rating to be effective. If successful they have their full effect. This Ward has no effect on Twilight beings or objects hurled into the area. The normal duration of this Evocation is 1 scene, but for a point of Faith it can be increased to 24 hours.

Exceptional Success: No further benefit is gained.
Turmoil: Wards are infused with such intense power that they deal their Ward rating in bashing damage to any being that passes their borders. This damage can be reduced by armor.

• • • Teleport

By creating a path directly between two points in space, the Demon may now move between geographically disparate regions without having to traverse the intervening distance.

Cost: 1+ Faith

Dice Pool: Wits + Survival + Paths

Action: Instant

Duration: Lasting

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon may travel anywhere within "sensory range" for 1 Faith. This is effectively a 200 yard radius and the ST may determine penalties based on the Demon's knowledge of the area and ability to see where he's going but the Demon can name a target Distance and direction without penalty suffering consequences on arrival. No knowledge of his destination fails as does any attempt to travel into a solid object.

Each additional point of Faith increases the distance a Demon may travel as follows:

+ 1 Faith- up to 1 mile per success.

- + 2 Faith- up to 10 miles per success
- + 3 Faith- up to 100 miles per success
- + 4 Faith- up to 1000 miles per success

Exceptional Success: No further benefit is gained.

Turmoil: The Evocation wreak havoc upon the Demon's departure, waves of heat and force that scorch walls and turn over furniture radiate outward doing bashing damage equal to the Turmoil successes. Armor and Durability reduce this damage.

•••• Follow Path

Ever heard of Parkour? The Demon defines the terminus of his journey and then begins to move toward it at a brutal pace, sprinting without fatigue or distraction. He becomes a kind of juggernaut bashing down doors and bounding up walls.

Cost: 2 Faith

Dice Pool: Dexterity + Athletics + Paths

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon adds his successes to any athletics roll to overcome obstacles that might stand between him and the goal. He must attempt to reach the target destination at full running speed each round or the Evocation ends, however he doubles his Defense (but not armor) each round he makes his way toward his goal. The Demon must define a stationary place in order for the Evocation to take effect.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon leaves a trail of destruction in his wake, knocking over nearby furniture and scorching places he makes contact with. Instead of doubling defense for his journey, the Demon adds the Turmoil successes as damage dice to all he touches on his way to his destination.

••••• Trailblazer

Now the Demon can lead a team of trackers. Those that follow him move at the same brutal pace. With this Evocation the Demon can also employ a vehicle provided he can affect every passenger. This allows the Demon to accomplish amazing feats such as riding a motorcycle up a wall etc.

Cost: 3 Faith (for lone Demon and Vehicle) or 2 + 1 per target other than the Demon

Dice Pool: Presence + Athletics + Paths

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon adds his successes to Athletics rolls made by himself or his followers to overcome obstacles. Or the Demon can add those successes to his Drive rolls to overcome obstacles. The Demon and Followers all benefit from the Defense doubling effect of level 4.

Exceptional Success: No further benefit is gained.

Turmoil: Both the Demon and his followers leave the same wake of destruction. If the Demon is in or on a vehicle the tires burst into flame and deal Lethal Damage to anything they come into contact with. Such tires revert to normal when the Evocation ends but smoke and smell of burned rubber.

VISAGES

The Visages of Paths warp the Demon in strange ways. Legs and arms seem longer. His head may even seem to be on backwards at times. However the Visage affects the Demon, he always seems a bit strange in the way that he moves.

Rank 1 Visages

Open Sesame

Cost: None

Duration: Always Active

With this Visage the Demon can open just about any locked door or window. The Demon may add his rank in this Domain to any roll to open or gain entrance through any type of portal. Examples include Larceny rolls to pick locks, Strength rolls to break down a door, Stealth rolls to catch a door before it locks shut, etc. What's more is the Demon can open locks without the proper tools, by simply jiggling padlocks, knocking on doorknobs and such.

Quick Step

Cost: None

Duration: Always Active

With this Visage the Demon knows the best and fastest way to get from one place to the next. He seems to know where every good hand hold is in a cliff. He knows not to step in a section of loose gravel or soft mud. He avoids wet pavement and slick patches of ice. Because of this innate knowledge, the Demon can move faster than normal and naturally avoid those little obstacles that everyone else has to



slow down to look out for. Add double the Demon's rank in this Domain to his Speed.

Rank 2 Visages

Not Where Expected

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon's body waves and moves in odd directions making it more difficult to hit in melee or ranged combat. When the Visage is activated, the character gains a number of points of armor equal to his rank in this Domain. This armor does stack with other forms of armor.

Rank 3 Visages

Out of Nowhere

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon can produce any small to medium size item he has personally handled and invested Faith into as if he were a stage magician pulling cards out of thin air. When this Visage is activated, invisible paths open to objects that the Demon has prepared (by investing a point of Faith into it). For as long as the Duration lasts, he can pull these objects to himself as a Reflexive Action, but only one object per Turn can be summoned. Size of the object is limited by the Demon's rank in this Domain. Until the end of the Duration, the Demon may return any items "conjured" to their original locations as another Reflexive Action.

Once an object has been summoned, it burns away the Faith that had been invested into it. It may still be returned to its origin and summoned again as the path remains open for the Duration of the Visage, but if the Demon wishes to call it forth again later; he must invest another point of Faith into it.

Note: Ensouled Items do not burn up their Faith when a Demon uses this Visage. They may be summoned again and again as long as the initial point of Faith was infused into the item.

DOMAIN OF PATTERNS

To know the future is to control the future. Time and events happen seemingly at random, but Demons know better. Nothing is random. All is part of a plan. It may be the Demon's plan, or someone else's, but at least he can see the patterns.

EVOCATIONS

• Sense Congruence

This Evocation allows a Demon to sense when and where a specified type of event is most likely going to occur. The value of this Evocation comes from its power to put a Demon in an exploitable situation. For instance a Demon masquerading as a lawyer might benefit by knowing where the next environmental disaster would occur. The Evocation is enhanced by mundane Investigation. By predetermining one factor the likelihood of the Demon learning something useful increases.

Cost: None

Dice Pool: Wits + Streetwise + Patterns

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Multiple successes yield more information, but the Demon must be very specific in what he is looking for. For example, Ashardalon has been following a Cult's activities to try and prevent them from summoning his old nemesis Zedacbrim. He uses Sense Congruence to determine when and where the next Demon Summoning Ritual will take place and it is revealed as midnight tomorrow in Bucharest, Romania. Knowing the Cult is limited to New York that probably does him no good. By searching a Cultist's apartment he finds a note that they should be ready to start at 11 pm on the 23rd. He uses Sense Congruence again to see where a Demon Summoning Ritual will occur at 11 pm in the 23rd and the location of a Barn in Syracuse is revealed to him. Time to plan a party crashing thinks Ashardalon.

Exceptional Success: An exceptional success lets the Demon know if he has a personal stake in the event. For instance, if the Bucharest Ritual in the example were to summon an ally, he might get the sense he has such a stake, otherwise no extra effect.

Turmoil: Sometimes the Demon feeds his own Turmoil into the pattern directly and works to unravel the pattern that will cause the congruence. In effect, each success on the Turmoil roll decreases the chances that the congruence will happen the way it was "supposed to". The event will still happen, maybe at a later time or different place.

• • Pattern Riding

This Evocation allows the Demon to enter a sort of "go with the flow" allowing him work within the confines of reality more fluidly than otherwise possible.

Cost: 1 Faith

Dice Pool: Composure + Empathy + Patterns

Action: Instant

Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success becomes one roll the Demon gains the 9 gain rule for during the scene.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon focuses all of his attention on the action being performed and ignores everything else around him. All chosen rolls gaining the 8 again rule, but each time the Demon uses the 8 again rule he forfeits his Defense. **Note:** If the Demon uses his Defense in a round, he cannot choose to use his 8 again on actions occurring later in that round.

• • • Congruence

This Evocation allows the Demon to tie objects or people to himself. It is not a particularly refined ability and is incapable of governing the manner in which the target interacts with him. People may arrive with lawsuits or as potential in-laws the Evocation does not discriminate. The Demon can insure that sometime soon he will come into contact with the target.

Cost: 1+ Faith

Dice Pool: Presence + Persuasion + Patterns vs. Resolve + Dominion

Action: Instant

Duration: Varies

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The number of successes gained controls how soon the Evocation comes to fruition.

- 1 Success - sometime in the next year
- 2 successes - sometime in the next 6 months
- 3 successes - sometime in the next month
- 4 successes - sometime in the next week

The Demon is capable of affecting multiple targets, but he must spend 1 Faith per target. The Demon suffers dice penalties based on his level of familiarity with the targets; close friends suffer no penalty while someone he's never seen would be -10, in addition to any Occultation or Fame modifiers.

Exceptional Success: Sometime in the next 2 days

Turmoil: Tormented Demons draw things to themselves through a series of misfortunes dealing bashing damage equal to successes to targets during the duration. Injuries are always sustained under highly memorable even freakish circumstances.

•••• Trace Pattern

This potent Evocation allows a Demon to see the immediate circumstances of an event that occurred in an area.

Cost: 2 Faith

Dice Pool: Wits + Investigation + Patterns

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success becomes 1 turn both before and after the event the Demon can observe. The reading is contingent upon the Demon's knowledge of the event's occurrence and mundane investigation can enhance the utility of the Evocation. If a Demon has no evidence of an event he cannot attempt to trace its Pattern.

Example: Mustakrakish finds a dead body in his hotel room. With the body present and the blood on the walls it's clear she died here and simple to see the immediate circumstances of her death revealing a masked assailant. With multiple successes Mustakrakish can see for several seconds before and after her death.

If Mustakrakish had been told of the murder, but not arrived till the body had been removed and all evidence of murder covered up or destroyed he would not be able to use Trace Pattern.

If the Demon has reason to believe evidence had been removed or covered up he might be able to find less obvious evidence.

Example: Mustakrakish enters the room expecting a dead body, but finds nothing. He does however smell a fresh coat of paint. Scraping a wall with his key he finds some spattered blood underneath the new paint. Not evidence of a murder, but he can use Trace Pattern to see the circumstances of the blood getting on the wall.

Exceptional Success: the Demon's successes count as minutes he can observe before and after the event.

Turmoil: A Demon's Torment consumes the evidence of the event as if he were burning its pattern dealing his Successes as bashing damage to whatever evidence he uses to spark the Evocation.

••••• Twist Time

The Demon's refined sense of the pattern of reality allows him incomparable foresight that is processed so quickly it can be used in even combat situations effectively. For the duration of the Evocation the Demon does not use his initiative but may interject his action at any time. After the Evocation expires the Demon is considered to have the highest initiative.

Cost: 2 Faith

Dice Pool: Wits + Science + Patterns

Action: Instant

Duration: 1 Turn per Success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon's refined sense of the Pattern of Reality allows him incomparable foresight that is processed so quickly it can be used in even combat situations effectively. For the duration of the Evocation the Demon does not use his initiative but may interject his action at any time. After the Evocation expires the Demon is considered to have the highest initiative.

Exceptional Success: No further benefit is gained.

Turmoil: Tormented Demons do not use their foresight in the same tactical sense. Instead the use it to become a storm of pain insuring after they've taken their own actions they are in a position to maximize the injury they can inflict. At the end of any combat round this Tormented Evocation is active the Demon may make one additional physical attack.

VISAGES

The Visages of Awakening alter the Demon's mind more than his body. He sees future possibilities and

past outcomes. His eyes seem to glaze over as he focuses on people and places not in the here and now.

Rank 1 Visages

Improved Initiative

Cost: None

Duration: Always Active

Through an unconscious link to the immediate future, the Demon gains an advantage of reacting much faster than normal. The Demon gains a bonus to Initiative equal to his rating in this Domain.

Defensive Shift

Cost: None

Duration: Always Active

Using an instinctive sense of preservation, the Demon does his best to avoid being hurt. Use the Demon's highest ranking in Wits, Dexterity or this Domain as Defense.

Rank 2 Visages

The Quiet Curse

Cost: 1 Faith

Action: Instant

Duration: Scene

This Visage functions the same as the Vestment of the same name on page 130 of the World of Darkness: Inferno book.

Redo

Cost: 1 Faith

Action: Instant

Duration: 1 Action

The Demon can glimpse the future enough to know the best way to attempt an action. While he doesn't see far into the future, he sees far enough to do just the right thing. When this Visage is active, the Demon gains the "Advanced Actions" property (page 135, Core Rulebook) to any mundane action (no Evocations).

Rank 3 Visages

Aura of Misfortune

Cost: 1 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon places objects in just the wrong spot or steps to the right when he was expected to go left. Whatever the cause, the effect is an area of hard luck around the Demon. Hardship overcomes anyone

within a number of yards equal to the Demon's Dominion score. Subtract the Demon's rank in this Domain from the dice pools of everyone in range, but do not reduce the number below 1. This Visage doesn't really cause failure, it simply limits success.

Mental Acuity

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Domain of Patterns quickens and empowers the Demon's mind, filling it with the infinite possibilities that permeate every moment. While the Demon does not have direct knowledge everything, this Visage allows the Demon to temporarily increase the rating of the associated Mental Attribute by his rating in this Domain. By spending a Faith point, the Demon increases an Attribute by his rating in this Domain for the Duration. The Mental Attribute is selected when the Visage is purchased. This Visage can be purchased multiple times. Each time it is purchased, it relates to another Mental Attribute.

DOMAIN OF RADIANCE

Radiance is the brilliance of the Demon. They are so much more than they appear and Demon's with this Domain allow some of that brilliance to shine through.

EVOCATIONS

• Divine Voice

The Demon elevates and modulates his voice to one of piercing clarity that speaks to the very soul of the target compelling them to follow the Demon's command.

Cost: None

Dice Pool: Presence + Persuasion + Radiance vs. Target's Resolve + Dominion

Action: Instant

Duration: 1 Round per Success or Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can issue a simple command such as "Flee!" , "Attack your allies!" or "Give me the lamp!" and the target is compelled to obey for one round per success. Supernatural creatures (non-mortals) may spend a point of Willpower to avoid this effect.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon spews forth a stream of profanity and vilification so black and foul it physically injures his target. Each success on the Turmoil roll becomes a level of bashing damage.

• • Exalt

This is a signature power of many prolific Pact makers. With this Evocation the Demon can gift a Thrall with a momentary burst of seemingly super human capacity for a given action. While any mortal in sensory range can be targeted, Thralls do not need to be in sensory range, if they have Invoked the Demon. If the Demon is successfully Invoked, it may use this power as normal on the Invoking Thrall no matter where on Earth they may be.

Cost: None or 1 Faith

Dice Pool: Presence + Persuasion + Radiance (vs. Target's Composure + Dominion when resisted)

Action: Instant or Reflexive

Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each Success becomes a + 1 bonus to the targets roll. This effect remains for a scene or until the target uses the benefit. Normally a Demon must have an Instant Action readied to use this Evocation, however it may be Evoked Reflexively for 1 Faith allowing a Demon with the necessary Faith to empower his target and employ other Domain.

Exceptional Success: No further benefit is gained.

Turmoil: Rather than empowering the target, the Turmoil wraps around the Demon himself creating an aura of chaos that penalizes the target Dice Pool (Ex: Strength + Melee) for anyone within a number of yards equal to the Demons Dominion score. The Demon must spend a Willpower point to avoid being affected by the penalty by creating an "eye of the storm" centered on himself.

• • • Aura of Legend

The Demon evokes a shadow of their former station as one of the Gods of men (or other powerful image). Mortals caught in the magnificence of the Demon cannot help but bend to the Demon's Will. The Demon may forgo the adulation of mortals to instead bring the full weight of his Presence on a true Supernatural being, compelling them as he did mortals with the Divine Voice.

Cost: 1 Faith

Dice Pool: Presence + Intimidation + Radiance vs. Target's Composure + Dominion

Action: Instant

Duration: One Round per Success or One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can target up to his Dominion in mortals which resist with the highest Composure among them. They are overcome with such awe that they can only understand simple commands such as "Flee!" or "Attack him!" This effect lasts for the scene. If the Demon instead focuses on one Supernatural Target such as a Mage or Werewolf this Evocation duplicates the effects of Divine Voice.

Exceptional Success: No further benefit is gained.

Turmoil: If used on mortals the Evocation inspires neither fear nor fealty, instead inspiring a murderous

frenzy causing them to attack the nearest living or moving things. If used against a Supernatural creature of some sort, the aura becomes so charged with hate and rage it becomes a palpable rebuke and the target suffers a knockdown.

•••• The Mark of Favor

The Demon mystically marks a Thrall with a blessing perhaps to fulfill a Pact or perhaps to insure the Thrall can more efficiently forward the Demon's agenda. The Demon must be able to touch the target.

Cost: 1+ Faith

Dice Pool: Intelligence + Expression + Radiance vs. Target's Composure + Dominion

Action: Instant

Duration: Varies

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon must state the nature of a blessing that guides the manner in which other mortals will interact with the target such as "Let every man give him shelter no matter where he travels." The amount of Faith spent determines the Duration. One Faith and it lasts a day, 2 Faith and it lasts a week, 3 Faith and it lasts a month, 4 Faith and it lasts a year. Each Faith spent beyond 4 doubles the duration, so 5 Faith would be 2 years and 6 Faith would be 4 years. A success indicates other mortals will behave as the mark dictates unless the marked target does something to make the effect untenable (using the above example, attacking someone then asking for shelter). Supernatural creatures such as Mages and Vampires are unaffected by Marks of Favor.

Exceptional Success: The effect may be made permanent with the expenditure of 5 Faith and a temporary Willpower point.

Turmoil: A Tormented Mark of Favor inspires fear of the Target. Mortals meet the demands of the Mark in order to placate the Marked individual. For those sensitive to such things this can be a rather poisoned gift. The life of a tyrant is lonely.

••••• Revelation

The master of this Domain is one of the most puissant manipulators of mortals at large. The pinnacle Evocation of that Domain then is one of the most potent tools for the job. The Demon strips away layer after layer of self deception revealing the truth of mortal existence to the target. This can be a turning point in a mortal's life. The realizations a mortal comes to under the influence of this power can be so

overwhelming as to be addictive. Some Demons employ it expressly for the potentially addictive quality while others use it solely as a means of refreshing mortals when a situation seems dire. A Thrall can be given Revelation anywhere provided they Invoke the Demon before hand, but only once per scene.

Cost: 2 Faith and 1 Willpower

Dice Pool: Wits + Socialize + Radiance vs. Target's Resolve + Dominion

Action: Instant

Duration: One Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: All of the target's self deception is stripped away and the target is confronted by their own Vice. They have a momentary epiphany about it and its place in their life. A Glutton may learn they are a comfort eater while a Wrathful individual may understand he is full of Wroth because he was beaten as a child. This wave of understanding refreshes the target and it seems to fill them with reserves of spiritual strength. In game terms all their Willpower is restored. The highs this form of self discovery causes are as addictive as Cocaine. Use the rules for Cocaine in the Core book to determine if a target becomes addicted.

Exceptional Success: No further benefit is gained.

Turmoil: When out of control this Evocation serves only to highlight the target's most base desires and magnifies their flaws, the deferential seek to become slaves and the wrathful, murderers. The target regains Willpower from their Vice as they would from their Virtue (refilling completely for enacting their Vice), but they are also controlled by their Vice for the rest of the scene.

VISAGES

Radiance alters the Demon's aura and quality of appearance in such ways that cannot easily be defined. They simply seem "more" to observers.

Rank 1 Visages

Inhuman Allure

Cost: None

Duration: Always Active

While a person may not be able to put their finger on it, there is something about the Demon they like. This Visage functions the same as the Visage of the Flesh "Gorgeous".



Voice of the Damned

Cost: None

Duration: Always Active

When the Demon brings his full might to terrorize another, his voice booms and his shadow looms. Add the character's rating in this Domain to Intimidation rolls.

Rank 2 Visages

Radiant Aura

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon is sheathed in a beautiful shimmering aura that distracts and confuses attackers. Use the character's rating in this Domain as armor. This effect stacks with mundane armor.

Rank 3 Visages

Heartbreaker

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon is simply too impressive for others to want to attack. As the Demon takes damage, others do not wish to harm him further.

This Visage functions the same as the Vestment of the same name on page 138 of the World of Darkness: Inferno book.

Wings

Cost: 2 Faith

Duration: Turns equal to Domain + Dominion

Like an angel the Demon grows wings of majestic beauty. This Visage functions the same as the Domain of Beasts Visage of the same name.

DOMAIN OF THE REALMS

It is rumored that the worlds all used to be one. That man and spirit walked side by side. Demons remember that time.

EVOCATIONS

• See the Hidden World

This Evocation allows the Demon to see Twilight beings and objects such as Ghosts and Spirits on this side of the Gauntlet.

Cost: None

Dice Pool: Wits + Occult + Realms

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can see Twilight beings. He has no power to interact with these beings beyond speech at this point.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon's eyes become glassy and reflective giving him the appearance of one of the mad. He gains the 9 again rule on Intimidation rolls or Subterfuge rolls designed to make others think he is crazy.

• • See the Other Side

Like "See the Hidden World, this Evocation allows the Demon to see further. Allowing sight into the Shadow world.

Cost: None

Dice Pool: Intelligence + Occult + Realms

Action: Instant

Duration: A number of turns equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can see into the Shadow Realm.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon attracts the attention of local spirits (usually of pain, anger, loneliness etc.) and give them the ability to see the material world through the Demon's eyes (consider the spirit to have temporarily gained the "Material Sight" Numina).

• • • Twilight Grasp

At this level the Demon can infuse his body with Faith allowing him to physically interact with Twilight beings and objects.

Cost: 1 Faith

Dice Pool: Stamina + Occult + Realms

Action: Instant

Duration: A number of turns equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success becomes one round the Demon can physically interact with Twilight beings, striking them with Brawl attacks or touching them to employ other Evocations.

Exceptional Success: The Demons Faith crystallizes around his body forming a thin diamond like sheath of armor that protects him from Twilight beings. The Demon gains an Armor rating of 1 versus Twilight beings.

Turmoil: The Demon's Faith ignites when he strikes Twilight foes dealing Lethal damage. By spending an additional point of Faith, this damage can be changed to Aggravated.

• • • • Shadow Grasp

This Evocation allows the Demon to momentarily and partially breach the Gauntlet, just long enough to push an object through into the Shadow or strike a being in the Shadow Realm.

Cost: 2 Faith

Dice Pool: Strength + Occult + Realms

Action: Reflexive

Duration: A number of turns equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can breach the Gauntlet. During this time he can perform an Athletics action to push an object of his Dominion in Size or smaller into the Shadow Realm or pull one out. He may also attack a Shadow Realm entity without fear of repercussion unless that being has Numina or other powers to affect beings in the material realm. If the Demon can

make multiple attacks he may do so using this Evocation.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon's Turmoil burns and sings the Gauntlet in the area momentarily weakening it, possibly providing the opportunity for a Shadow being to cross over. The Demon weakens the Gauntlet rating by the number of successes on the Turmoil roll for the scene. If the rating is reduced to 0, a Verge is temporarily created, possibly causing all kinds of havoc. The effects of the Turmoil do not stack with multiple Evocations. Use only the highest value when determining the Gauntlets reduction.

••••• Shadow Step

Traveling into the Shadow is a dangerous business but Demons with this Evocation can do so freely. They usually prepare for such a trip by using See the Other Side to insure there are no hostile Spirits waiting for them.

Cost: 3 Faith

Dice Pool: Stamina + Occult + Realms

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon crosses from the material into the Shadow. If the Demon has not prepared his clothes or other equipment with a Ritual (which simply involves investing a point of Faith in each item) it stays in the material realm and he appears nude in the Gauntlet. Reliquaries need not be so prepared.

Exceptional Success: The Evocation is performed reflexively allowing the Demon to act immediately upon entering the Shadow.

Turmoil: The closest spirit (usually one of anger, pain or sadness etc.) senses the Demon's impending arrival in the Shadow and as the Demon enters the Shadow the Spirit is juxtaposed into the material realm.

VISAGES

When used, the Visages of the Realms seem to blur the Demon, like he is surrounded by a heavy fog or has become partially translucent.

Rank 1 Visages

Feel the Hidden

Cost: None

Duration: Always Active

While all Demons can sense the supernatural, some have more focus on the Twilight. Whether or not the Demon's Awareness is focused on the Twilight, he can sense any time a being passes close by in Twilight. Add the Demon's rank in this Domain to Awareness rolls involving Twilight beings.

Spirit Whispers

Cost: None

Duration: Always Active

The Demon partially exists on the boundary between worlds, getting feelings and knowledge from the beyond. Add the Demon's rank in this Domain to any Occult Knowledge roll.

Rank 2 Visages

Shadow Field

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon creates a thin boundary around his body that forces some of an attack against him into the Shadow realm where it (usually) has no effect. The Demon gains an armor rating equal to his rank in this Domain. This armor stacks with mundane armor.

Touch of Shadow

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon divides himself between the material and shadow worlds, allowing him to affect each world. When this Visage is active, the Demon has the ability to see and touch Shadow beings. This state of existence affects the Demon and his Evocations only, not his possessions. So, mundane armor or weapons are useless against spiritual beings with which the Demon may "interact".

Rank 3 Visages

Ghosting

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon shifts into a near Twilight state similar to a ghost or spirit. The Demon passes effortlessly through objects and objects through him. He cannot physically affect the world, but is immune to all but blessed, magical or Twilight effecting weapons. While he cannot physically touch anything material, the

Demon can spend an additional point of Faith for each Evocation he wishes to affect the material world. Note: Evocations, like Faith infused items and Founts, can still affect the Demon in this form. The Demon can also choose to become completely Twilight (invisible) by concentrating for a Turn.

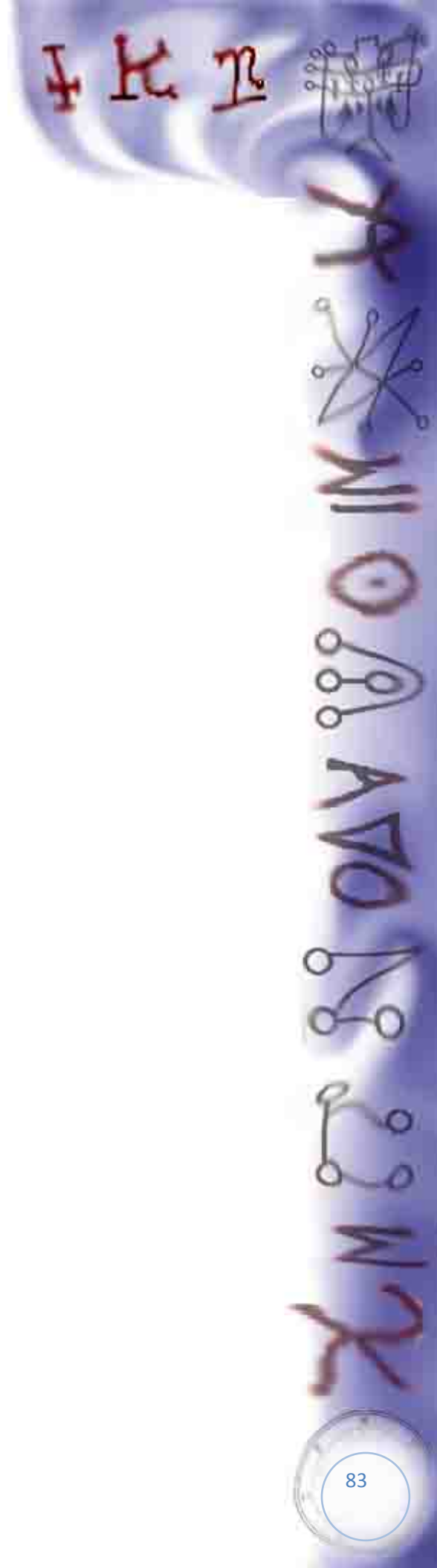
Shadow Weapon

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon brings forth a weapon that is made of the Shadow World “stuff”. This weapon inflicts Lethal damage on material and Twilight beings alike. Roll Strength + Weaponry (or Dexterity + Firearms) to attack as normal, but add this Domain’s rank as the weapon modifier. Once this Visage is chosen, the Shadow Weapon does not change. If another weapon is desired, this Visage must be purchased again.



DOMAIN OF SIN

Humans are filled with Sin and some Daemons are even born of it. Demons with the Domain of Sin can draw out the Vices of some and force the Vice upon others.

This Domain is really seven Domains. The Demon must choose one of the seven Vices (from the character creation section) when learning this Domain. The Domain may be learned multiple times, choosing a new Vice each time. Each time the Demon learns this Domain, it relates to a different Sin. For example, a Demon could have 1 dot in Domain of Sin (Vanity) and 3 dots in Domain of Sin (Lust). Demons with this Domain automatically sense the related Vice in those around him. This allows the Demon to identify who is susceptible to the Domain and who is not.

EVOCATIONS

• Tip the Scales

At this level, a Demon cannot control a person, but he can urge the target to act on his Vice by releasing the Id from its shackles. The target must have the related Vice and be presented with an opportunity carry out an action in accordance with the Vice. The Demon cannot directly control this action, only cause action. The target acts with his own “free will”, but is pushed to perform something along the lines of his temptation. The Demon of Wrath may not be able to make a wrathful person attack a specific person the Demon wishes, but the person will likely punch someone they are already angry with, if not slam their fist into a wall.

Cost: None

Dice Pool: Manipulation + Persuasion + Sin vs. Target's Composure + Dominion

Action: Instant, Contested

Duration: Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Only one success needed to provoke the target into action, but the Demon does not control the target. He simply pushes him to action. What the target actually does is up to the target (or Storyteller), but the action will be to indulge in his Vice in some

manner. A glutton presented with an open bar at a wedding will likely drink himself into a jail cell, if a Demon with the Domain of Sin (Gluttony) uses this Evocation on him.

Exceptional Success: No additional effect.

Turmoil: The Demon cannot direct the overpowering desire of the Vice into the target and it remains within the Demon. Instead of pushing the target to indulge in his Vice, the Demon feels the urge to indulge in the Vice. The Demon may resist the desire by spending a point of Willpower. However, if the Demon acts on the craving, he will gain a point of Willpower instead.

• • Revel in the Reward

Normally, a person indulges in their Vice and it makes them feel a little better. With this Evocation, the Demon gains the feeling of satisfaction that comes from the target acting on their Vice instead of the target.

Cost: None

Dice Pool: Composure + Empathy + Sin vs. Target's Resolve + Dominion

Action: Reflexive, Contested

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Whenever a person within a number of yards of the Demon equal to the Demon's Dominion score acts on his Vice, the Demon gains the Willpower point instead of the target. This normally leaves the target feeling empty and unfulfilled from the Vice related action. Willpower points gained using this Evocation cannot exceed the Demon's normal Willpower pool.

Exceptional Success: Instead of stealing the reward from the target, both he and the Demon gain a point of Willpower as if they had both acted upon their Vice.

Turmoil: The Demon cannot control the sinful energies and does not steal the point of Willpower from the target. Instead, the target is overpowered with the pleasure of the sin and receives an additional Willpower point (2 Willpower points are gained from acting on the Vice instead of the normal 1 point). This pleasure is so overpowering that the target is stunned for a turn, losing his Defense. Willpower points gained cannot exceed the target's normal Willpower pool.

••• Direct the Desire

Like the first Evocation in this Domain, the Demon can cause a person to act on his Vice. However, at this level, the Demon can exert control over the action taken by the person. For example, a Demon of Lust may now cause a lustful person to “make the moves” on anyone the Demon desires, not just someone the person already finds desirable. The person will still act of his own accord, in a way, but the target of his Vice is controlled by the Demon.

Cost: 1 Faith

Dice Pool: Manipulation + Persuasion + Sin vs.

Target’s Resolve + Composure + Dominion

Action: Instant, Contested

Duration: Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The number of successes indicates Demon’s control over target’s actions. One success has the same results as the level 1 Evocation. Two to four successes allow more and more direction of action. While, 5 or more successes allow almost complete control of the target in regards to performing the Vice.

Exceptional Success: No additional effect.

Turmoil: The Demon cannot direct the target’s actions when indulging within his Vice, but the target cannot control himself either. For a number of turns equal to the Turmoil roll, the target must indulge his Vice repeatedly. Usually with vigor (except with Sloth, of course). This may involve beating the Hell out of his boss in a fury of fists and rage or gorging himself on every doughnut in the case at the bakery. During this time, the target may not perform any other actions beyond what indulging his Vice requires. However, he is able to defend himself if attacked.

•••• Force the Craving

A Demon with this level of power over a Sin no longer needs his target to possess the Vice in order to be affected. The Demon’s power over the Vice is so great that he can bring it out of just about anyone.

Cost: 1 additional Faith

Dice Pool: None

Action: Reflexive

Duration: Scene

This Evocation works different than most others in that it is not rolled. At this level, the Demon can use the previous level Evocations of this Domain without needing the target to possess the related Vice. If the target does not possess the related Vice, the Demon

must spend an additional point of Faith to bring forth the sin.

Turmoil: As the lower level Evocation activated.

••••• Indulgence of the Masses

Hordes of people can now be affected by the Demons sinful Evocations. The Demon can now affect multiple people at a time, bringing forth an orgy of lust, a mob of rioters, gang of looters, etc.

Cost: 1 additional Faith per group affected

Dice Pool: None

Action: Reflexive

Duration: Scene

This Evocation works different than most others in that it is not rolled. At this level, the Demon can use the previous level Evocations of this Domain on a number of people equal to his Dominion score for every additional point of Faith spent. Meaning, a Demon with a Dominion score of 5 could spend 1 additional Faith to affect 5 people at once using the level 1 Evocation “Tip the Scales” or spend 2 additional Faith to affect 10 people at once. The Faith cost of this use is added to any incurred by the level 4 Evocation, “Force the Craving”. Faith expenditure per round is still limited by Dominion score as usual. When attempting to use an Evocation against multiple targets, the Demon makes only one roll while each target makes its own contested roll.

Turmoil: As the lower level Evocation activated.


VISAGES

The Visages of Sin alter the Demon in various ways and usually reveal the Demon as the epitome of the Sin. Please see the *World of Darkness: Inferno* book for details on these Visages, using the rules below for conversion.

Converting Vestments into Visages:

The Vestments in *World of Darkness: Inferno* can be converted to work in *Demon: The Return* with some general alterations. Note that some work with your Storyteller may be required.

- 1) Inferno Vestments become Visages of equal rank. Example: The rank 2 Lesser Vestment “Eyes of Above” becomes a rank 2 Visage. Duration and cost for each of these new Visages remain unchanged (exceptions below).
- 2) For all Vestments, any reference to Willpower points (or Infernal Willpower points) that the Infernal Possessed would



gain or spend, now refer to Faith points for the Demon. This includes: activation costs, Willpower gained by draining normal Willpower from anyone else, etc. Exceptions include any references to Infernal Willpower as a rank that effects the Vestment. In those cases, use the character's Dominion rank.

- 3) Any reference to "all of Vice dots possessed" (or similar), changes to rank of the Domain + Dominion rank. This includes: the Duration of the 3 dot Vestments, bonuses to dice roles, etc. Also, similar references to the related Vice as a rank, change to rank of the Domain.

DOMAIN OF THE SOUL

Demons deal with souls on a regular basis. Whether it is to collect them or save them depends upon the Demon. Those on the Modus of Iunctura (Merging) alter the soul and the Daemon to blend them both into one. This blending grants the Demon an intimate understanding of the human soul. Speaking with, commanding and imprisoning souls all fall within this Domain.

The Domain of the Soul is slightly different than most Domains. Because souls, ghosts, spirits and Daemons are so very much alike, yet still different, a Demon may learn the Domain of the Soul so that he may affect these other types of beings as well. With the expenditure of an additional 3 experience per Evocation level, the Demon may affect ghosts, spirits or disembodied Daemons as if they were souls using the Evocation. Thus, if the Demon player wishes to learn the first level Evocation for all four beings, it would cost him an additional 9 experience points to affect ghosts, spirits and Daemons after he has already learned to affect souls. If the effects of the Evocation change with the type, it will be noted in the Evocation.

EVOCATIONS

• Interrogate Soul

This Evocation allows the Demon to communicate with a person's detached soul. Souls addressed in this way are compelled to respond, and they must answer the Demon's questions to the best of their ability. Souls do not communicate well and most communication will be in the form of a yes or no answer. Note that this Evocation does not confer any ability to see souls, only to speak with them and know their answers.

Cost: None

Dice Pool: Manipulation + Occult + Spirit versus the soul's Resistance

Action: Instant

Duration: Until questions have been answered (max. one scene).

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Any soul within the reach of his voice must answer the Demon's questions. One question may be asked per success on the Evocation roll.

Exceptional Success: No further benefit is gained.

Turmoil: Detached Souls, Spirits, Ghosts and Daemons do not understand or answer the Demon's questions. Instead, they get so irritated that they will lash out at everyone they encounter for days afterward (if they are able). They become hostile to all for a number of days equal to the Demon's Dominion score.

• • Summon Soul

Demons can use this Evocation to summon a free roaming disembodied soul to their presence, their influence reaching across entire city blocks and possibly into the afterlife. Souls summoned in this fashion must come to the Demon whether they wish to or not, and they remain until dismissed. There are not that many souls roaming free and available for summoning. This Evocation is normally used to capture departing souls of the recently dead.

Cost: 1+ Faith

Dice Pool: Manipulation + Empathy + Soul versus the soul's Resistance

Action: Instant / Extended

Duration: One Scene, Sustained

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can summon one soul, if there is one present in the area. The Evocation affects 100 yard radius per success rolled multiplied by the character's Dominion score. **Example:** A Demon with 3 Dominion and 2 successes will have an effective radius of 600 yards ($100 \times 2 \times 3 = 600$). A soul within the affected area is drawn to the Demon's presence immediately. The soul remains until the effects of the Evocation expire or the Demon dismisses them. If the Demon does not specify what soul he is summoning, the closest one is summoned.

The Duration can be Sustained by spending an additional point of Faith every day to extend the Duration indefinitely.

Exceptional Success: The summoning spans to nearby realms (ones that still have physical resemblances, like the Shadow).

Turmoil: This version of the Evocation cannot summon a soul, but instead banishes them from the affected area. If a soul enters the area during the Evocation's duration, it will take Bashing damage equal to the number of success on the Turmoil roll each round. This damage bypasses any armor. **Note:**

The Duration of this Turmoil effect can be Sustained by spending an additional point of Faith every day to extend the Duration indefinitely.

••• Command Soul

A Demon may command a soul to do her bidding, forcing it to perform actions that the Demon desires, if her will proves greater than the soul's. Obviously, if a soul is not capable of performing an action, the Demon cannot force it to such an action.

Cost: None or 1 Faith

Dice Pool: Manipulation + Empathy + Soul versus the soul's Resistance

Action: Instant

Duration: A number of turns equal to the Demon's Dominion score or one Scene.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon may command any single soul that can hear her voice. The soul must obey the Demon's commands to the best of its ability. With the expenditure of 1 point of Faith, the Duration may be extended to the Scene.

Exceptional Success: The Duration is extended to a Scene without the need to spend Faith.

Turmoil: Souls that are commanded to perform an action with this effect of the Evocation do not have to obey. However, every turn they do not obey, they take a number of bashing points of damage equal to the number of successes on the Turmoil roll. This can destroy souls (or ghosts, spirits and Daemons) if the damage is severe enough (full aggravated).

•••• Anchor the Soul

This powerful Evocation allows a Demon to anchor a soul to a physical object, creating a type of soul infused item that traps the soul in the physical world. Soul infused items are traded by Demons as currency and are valued higher than the Faith that they trade between them.

Cost: 1 Faith

Dice Pool: Stamina + Occult + Soul versus the soul's Resistance

Action: Instant

Duration: A number of days equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: One success is enough to anchor a soul into an object. To affect a Spirit or Daemon, a number of successes greater than or equal to the spirit's rank or Daemon's Dominion must be gained to bind a spirit or Daemon into an object. If a spirit or ghost is forced into the object, the Demon may use one of their Numina like a Fetish (See: Fetishes). A Daemon anchored into an object becomes one of the Bound (See the Modus of Arceo in Chapter 4).

The Duration can be Sustained by spending an additional point of Faith every day to extend the Duration indefinitely.

If the soul (or ghost/spirit/Daemon) is anchored to a Soul Cage (or Reliquary for a Daemon), the Duration is as permanent as the item. Also, because Soul Cages and Reliquaries are designed to hold souls, spirits and Daemons, add the item's rating to the Evocation dice pool.

Exceptional Success: No further benefit is gained.

Turmoil: When a soul is forced into an object in this fashion, the soul is twisted and warped in such a way the soul is imprisoned in torment. Souls are trapped in these objects until the object is destroyed (ignore normal duration), but any powers that the victim possesses cannot be used by the prisoner or the Demon.

••••• Invest Soul

The Demon can invest a soul into a living vacant (soulless) body. A true resurrection or simply the return of a missing soul. If the Demon invests a Spirit into a body, they can create what is called a Duguthim (a being that is half spirit and half human). Souls, ghosts or spirits placed into dead vacant bodies create a Revenant (See: Revenants in Chapter 4). Demons affected by this Evocation work as a Modus of Return (Latrunculus or Victus Motris depending on the state of the body).

Cost: None

Dice Pool: Strength + Occult + Soul versus the soul's Resistance

Action: Instant

Duration: A number of days equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: This Evocation does not give the Demon control of the creation. If control is desired, the Demon must use another Evocation.

The Duration can be Sustained by spending a point of Faith every day to extend the Duration indefinitely.

This recurring expenditure can be transferred to the target by means of a Pact (costing 1 Pact dot) or without a Pact if the target has his own store of Faith (such as another Demon).

Exceptional Success: No further benefit is gained.

Turmoil: The Demon warps part of the soul corroding the Morality of the being and possibly creating a killing machine lacking any Morality (or modified Morality) rating. Many of these creations are indistinguishable from those of the non-Turmoil created. Each success on the Turmoil roll reduces the target's Morality (or modified Morality) by one. While some of these creations are slobbering monsters, most maintain their rational minds (if they had them) becoming cold calculating killers. On top of all that, this Morality loss causes automatic derangements as if the character failed each derangement roll for each loss of Morality.

VISAGES

The Visages of the Soul alter the Demon in less visible ways than most Visages, but remain equally potent.

Rank 1 Visages

Faith from Within

Cost: None

Duration: Always Active

The Daemon's mimicry of the soul is so precise, that he actually regenerates Faith as the soul of a human being would. The Demon actually gains 1 point of Faith per day to fill his Faith pool. This Faith works just like normal Faith. It does not over fill the Demon's Faith pool and may be spent as normal. If the Demon is reduced to zero Faith for any reason, this Visage is the exception that still works.

Human Aura

Cost: None

Duration: Always Active

The meticulous work done by the Demon to shape his own soul is so defined that it fools even supernatural observation. When any supernatural creature uses any type of aura sight on the Demon, the dice roll must achieve a number of successes greater than the Demon's rank in this Domain to determine the Demon's supernatural aura (that he's a Demon). Emotional state determinacy is unaffected by this Visage. Only the supernatural state of being a Demon is overridden as a normal mortal if the number of success required isn't met.

Rank 2 Visages

Touch of Twilight

Cost: 1 Faith

Action: Instant

Duration: Scene

The Soul is not material and this Visage changes the Demon to be more like that Soul. Or maybe the Demon takes on aspects of a ghost or spirit. Either way, he can now interact with the Twilight.

This Visage functions the same as the Domain of the Realms Visage of the same name.

Hungry Kiss

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon is able to sap the will out of anyone with but a kiss.

This Visage functions the same as the Vestment of the same name on page 132 of the World of Darkness: Inferno book.

Rank 3 Visages

Ghosting

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon becomes like a manifested ghost or spirit, translucently visible but intangible. This Visage functions the same as the Domain of the Realms Visage of the same name.

Aura of Dread

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

Like a frightening ghost, the Demon takes on a hideous and fearsome appearance. Anyone facing the Demon in direct combat must succeed at a Resolve + Composure roll in order to act on their rolled Initiative. Failure results in the opponent going last in the Turn.

DOMAIN OF STORMS

Pray for the rain to water the crops. Pray for the flood to bring soil for the next season.

EVOCATIONS

• Summon Rain

With this Evocation the Demon can summon rain over a small radius equal to his Dominion + Domain in yards.

Cost: None

Dice Pool: Presence + Survival + Storms

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon summons a light rain, enough to contaminate a crime scene or water a small crop field.

Exceptional Success: Rain comes down as driving rain, hindering ranged attacks that pass through it and drenching everything in it.

Turmoil: The rain is mildly toxic. Everything drenched in the rain takes a point of Bashing damage, armor and Durability can reduce this damage to zero.

• • Summon Fog

With this Evocation the Demon can summon fog over a small radius equal to his Dominion + Domain in yards.

Cost: None

Dice Pool: Presence + Survival + Storms

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon summons a dense fog. Anyone using ranged attacks to shoot into or out of the fog are subject to the rules for fighting blind, those in the fog suffer the penalty for targets having partial cover.

Exceptional Success: The fog is charged with a will and swirls around the Demon and out of his way, the Demon does not suffer the penalty against targets in the fog.

Turmoil: The cloying mist is mildly toxic (Use the rules for tear gas).

• • • Summon Flood

This Evocation requires the presence of a significant body of water, an above ground swimming pool is appropriate, or a driving rain. The Demon may summon the water with immense force or gather it as a maelstrom around him before letting it surge outward.

Cost: 1 Faith

Dice Pool: Strength + Survival + Storms

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon affects an area equal to (Dominion + Domain of Storms) x2 in square yards. Everyone in the area except the Demon must make a Strength or Dexterity + Athletics check or suffer a knockdown.

Exceptional Success: No further benefit is gained.

Turmoil: The water's sudden violence attempts to drown victims. Anyone that suffers a knockdown must make an immediate Stamina roll, those who fail lose their next action as they spend the time coughing up the water that found its way into their lungs. This has no effect on targets that don't need to breathe.

• • • • Alter Weather

A Demon with this potent Evocation can create storms or calm them with a wave and a word. This Evocation cannot create drought conditions but blistering cold rain and snow, hail and flash freezes are all possible.

Cost: 2 Faith

Dice Pool: Intelligence + Science + Storms

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: One success is enough to summon a driving rain in the midst of a drought. Greater success can increase the severity of local weather conditions, lowering the ambient temperature by 10 degrees per success until the driving rain becomes snow or hail. Calming a storm has similar incremental effects as more successes are acquired. The typical radius of this

effect is about 200 yards but may be increased for dramatic purposes. There is no limit to the possible area of effect if a storm system is calmed.

Exceptional Success: The Demon summons a short duration monsoon or blizzard despite the season. The ST can adjudicate the exact effects but a -3 to all actions taken by those not sheltered from the effects should be the minimum.

Turmoil: The waters of a summoned storm or those of a calmed storm linger stagnantly for days afterward regardless of weather conditions and become breeding grounds for insects and disease. The ST should adjudicate the exact effects but outbreaks of yellow fever and the like are not uncommon or out of place.

••••• Wrath of the Sky

The Demon summons a sudden storm of deadly ferocity that obeys his whim.

Cost: 3 Faith

Dice Pool: Intelligence + Survival + Storms

Action: Instant

Duration: 1 Round per Success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon summons dark clouds and driving rain. The clouds rumble ominously and spark with electrical potential. The storm's radius is 200 yards and the driving rain falls in sheets. Anything not extremely proofed against weather will suffer severe water damage and those not sheltered from the effects suffer a -3 penalty to all actions. The Demon may use an Instant Action to direct the storm's fury at a single target striking the victim with lightning. The attack is resolved with Wits + Athletics + Dominion and deals Lethal damage.

Exceptional Success: No further benefit is gained.

Turmoil: The Demon's storm pours a vicious acid rain. Living targets suffer a level of bashing damage for each round they are in contact with the rain. The acid ignores 2 points of Durability causing many objects to be rendered useless within a few rounds of exposure and many buildings to appear scorched and pitted after such a deluge.

VISAGES

When a Demon calls upon the Visages of Storms they appear wet or slimy. The water drips from them and dampens their clothes.

Rank 1 Visages

Underwater Authority

Cost: None

Duration: Always Active

When in the water, this Demon is amazing. He swims faster and maneuvers better than a normal human can. Add the Demon's rank in this Domain to any dice pool involving swimming or underwater actions. This Visage also increases the speed of the Demon while swimming by his Domain rank.

Camel's Hump

Cost: None

Duration: Always Active

The Demon is like a camel in the desert. He never needs to drink water to prevent dehydration. It's as if the Demon generates water. Sure he sweats, but he never needs to replenish liquids. Normal dehydration does not ever affect the Demon.

Rank 2 Visages

Water Breathing

Cost: 1 Faith

Action: Instant

Duration: Scene

The Demon gains the ability to breath under water, his lungs processing the water as if it were air. The Demon can still breathe air during this time, but will not drown if submerged.

Voice of Thunder

Cost: 1 Faith

Action: Instant

Duration: Scene

This Visage functions the same as the Vestment of the same name on page 140 of the World of Darkness: Inferno book.

Rank 3 Visages


Mist Form

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon becomes mist. As mist the Demon may only move at half his normal speed but can move up walls or ride winds. He is mostly immune to physical harm in this form, although he is still susceptible to attacks that cover a large area (such as explosions). The



Demon is incapable of attacking or using Evocations in this form.

Water Form

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon becomes a wave of water. He can flow at his normal speed and breach most any seal that is not air tight as an instant action. Physical attacks are mostly useless against him though creatures with exceptionally large mouths may attempt to “drink him” (resolve this as a regular bite attack that deals lethal damage). He is also susceptible to attacks that would disperse him (such as explosions). The Demon is incapable of attacking or using Evocations in this form.

DOMAIN OF THE WILD

The forests are home to many creatures, but some forget that the forests themselves are alive. Trees, flowers, grass and more come under the sway of a Demon with the Domain of the Wild. All plant life is within the power of the Wild.

EVOCATIONS

• Wild Empathy

The Demon gets a general sense of his location, but filtered through the senses of plants. This might include a topographical map in a wilderness area or simply the knowledge that there is a potted plant somewhere. The Demon may get a modicum of information from plants in sensory range such as whether they had been recently trod on or sheltered under. The Demon can also easily identify poisonous plants without a roll.

Cost: None

Dice Pool: Wits + Survival + Wild

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon gains a sense of the plants that surround him out to a radius in miles equal to Dominion. He can discern whether anyone has recently passed a nearby plant or group of plants or glean other such information a plant may have. The Demon may identify poisonous plants without a roll, but won't have any scientific understanding of the plant or its toxin without the appropriate skill dots.

Exceptional Success: No further benefit is gained.

Turmoil: The plants in the Demon's immediate vicinity (200 yard radius) gain grim purpose and cling to or even seem to grasp at things around them. Athletics rolls suffer a -1 penalty in the affected area.

• • Wild Surge

The Demon can cause individual plants, or small patches to grow at an insane rate pushing things out of the way or potentially damaging structures around them as roots wend and wind their way into flaws and inconsistencies.

Cost: None

Dice Pool: Strength + Survival + Wild

Action: Instant

Duration: A number of turns equal to the Demon's Dominion score.

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: This Evocation can only target a plant with a Size equal to the Demon's Dominion. Each success causes the target to increase in size by 1. A plant's growth moves objects as if the plant had a Strength + Athletics pool equal to its new size. Adjacent objects that cannot be moved suffer structure damage equal to the successes rolled. This damage ignores one point of durability. At the end of the round this power is used the plants sudden additional mass dies. Creative Demons can take advantage of this perhaps using it to provide food as fruit falls from the branch.

Exceptional Success: No further benefit is gained.

Turmoil: The plants grow toward the fertile grounds of living flesh and deal one point of Lethal damage to any creature that it touches during its explosive growth.

• • • Command the Wild

This Evocation allows the Demon to invest a plant or patch of flora with limited mobility allowing it to grab and restrain targets within reach or possibly steal things.

Cost: 1 Faith

Dice Pool: Presence + Persuasion + Wild

Action: Instant

Duration: 1 round per success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon must concentrate in order to direct the affected plant. The plant can attempt to grapple any target within a yard of itself with a Strength equal to its Size plus the Demon's Brawl skill or perform a simple brute action (like lifting a car) using its Size plus the Demon's Athletics. The plant usually only restrains and immobilizes victims.

Exceptional Success: The plant's mobility is sufficient to attempt stealthy actions such as Larceny using the Demon's skill + 1.

Turmoil: The plant is possessed of a fiendish desire for blood. It cannot be controlled and simply grapples the nearest living target wringing the life from them.

These plants cannot be controlled with concentration and remain animate for the duration dealing lethal damage with their overpower maneuvers.

•••• Possess Plant

The Demon can project one of his senses, typically his sight, into a plant with which he is familiar. While this Evocation is in effect the Demon can affect the targeted plant with other Domain of the Wild Evocations.

Cost: 2 Faith

Dice Pool: Presence + Science + Wild

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon projects one of his senses into the targeted plant for a scene. He must have seen or held this plant in the past; Wild Empathy does not provide sufficient familiarity. While this Evocation is in effect the Demon's body falls into a coma unaware of his surroundings or the status of his body. Though he only receives one sense from the plant it requires sufficient effort to force his total focus to the exclusion of all else.

Exceptional Success: The Demon can project 2 senses.

Turmoil: The Demon's presence in the plant causes vile changes. When the Demon departs, the plant rapidly wilts and dies giving rise to a black mold that lives until the end of the scene. See the Antagonists book for information on Black Mold.

••••• Mutate Plant

The Demon can spontaneously mutate a plant creating things like dwarf wheat that can grow in sand or man eating Triphids at will.

Cost: 3 Faith

Dice Pool: Intelligence + Science + Wild

Action: Instant

Duration: Varies

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can transform a plant of Size equal to his Dominion + Domain. Each success garnered can be spent to give the plant some quality such as adapting it to a new environment or even making it ambulatory. Theoretically possible transformations, like adapting it to grow in a desert or salt water are permanent. Supernatural qualities such

as mobility or sentience and speech last only a scene. Mobile plants capable of attack use their Size as a Dice pool and deal bashing damage. Additional successes can be spent to increase their attack pool or convert their damage to lethal.

Exceptional Success: No further benefit is gained.

Turmoil: The plants are always made with thorns and poisonous. The Thorns make all attacks deal Lethal damage and the poison is as toxic as Hemlock.

VISAGES

The Wild transforms the Demon into wonderful leaf covered plantlike beings, making them look somewhat like the fairies and dryads of legend.

Rank 1 Visages

Solar Recharge

Cost: None

Duration: Always Active

Most all plant life gains its nourishment from the sun. These Demons can also use the sun for nourishment, Faith specifically. This Visage functions the same as the Domain of Light Visage of the same name.

Rank 2 Visages

Skin of Wood

Cost: 1 Faith

Action: Instant

Duration: Scene

Like a tree, the Demon's skin changes to bark. When this Visage is activated, the Demon's skin hardens and repels blunt attacks. Because of this, any Bashing attack on the Demon is halved. Aggravated and Lethal damage of any kind is treated normally.

Rank 3 Visages

Creep

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon is like the ivy crawling over the walls. This Visage functions like the Vestment of the same name in the World of Darkness: Inferno book, page 143.

Extra Limbs

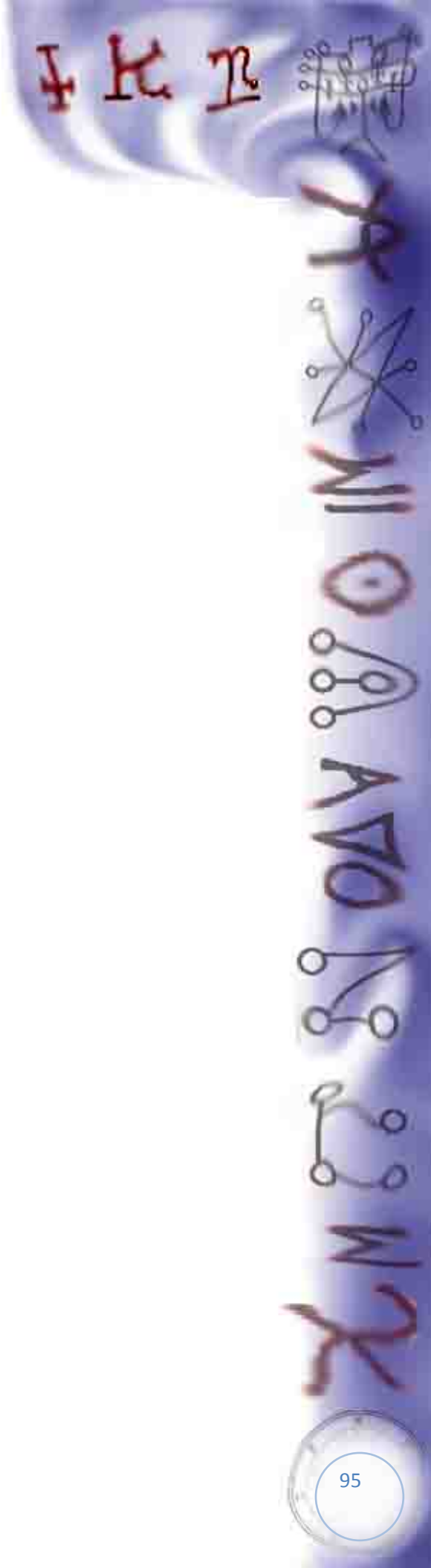
Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon mimics the trees multiple branches.

This Visage functions like the Domain of the Flesh Visage of the same name.



DOMAIN OF THE WIND

Sailors prayed to the gods for favorable winds throughout their travels across the seas. Man may have discovered how to harness the power of the wind, but not the control.

EVOCATIONS

• Whispering Winds

The Demon with this Evocation can hear the flap of a butterfly's wings from across a New York intersection, if he so desires. The Demon urges the wind to carry sounds of interest to his ears.

Cost: None

Dice Pool: Wits + Socialize + Wind

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can hear things with a kind of focused and uncanny accuracy, targeting things as specific as the butterfly's wings or as general as a particular apartment with an open window. For each success, the Demon gains an extra dice for perception rolls to hear the targeted subject.

Exceptional Success: The Demon gains the 9 again rule on perception rolls to hear their target.

Turmoil: The winds carry noises away from the Demon in such a way that he is nearly soundless. Footsteps and voices are lost to the winds. Perception rolls to hear the Demon are reduced by the number of successes on the Turmoil roll.

• • Summon Wind

This Evocation lets the Demon call up wind seemingly from nowhere. The Demon can only control the wind's general direction and use it to push against objects and people.

Cost: None

Dice Pool: Stamina + Survival + Wind

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The total number of successes rolled determines the strength of the wind summoned. Depending on how the wind is used, this strength can be added as a number of successes on an Athletics roll (to leap a long distance, for example) or it can be used as a dice pool to exert force against an object (such as pushing open a door, knocking a person over).

Exceptional Success: No further benefit is gained.

Turmoil: The wind buffets the target with a force that causes bashing damage equal to the number of successes on the Turmoil roll. This can be bad if the character uses it on himself to leap from one rooftop to another or good if used to knock down an opponent.

• • • Whipping Winds

The Demon whips the winds around himself into a fury batting aside most ranged attacks.

Cost: 1 Faith

Dice Pool: Stamina + Science + Wind

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon gains an Armor rating equal to his rating in this Domain, but it applies only to ranged attacks.

Exceptional Success: No further benefit is gained.

Turmoil: The wind is so furious it whips small objects and debris into the air around the Demon. Anything that comes into contact with the Demon suffers one point of Bashing damage per success on the Turmoil roll. Armor reduces this damage.

• • • • Wind Hands

The Demon can use this Evocation to stir the winds into a frenzy strong enough to move objects at his direction or even immobilize opponents.

Cost: 2 Faith

Dice Pool: Intelligence + Athletics + Wind

Action: Instant

Duration: 1 round per success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: While this Evocation is in effect, as an Instant Action, the Demon can direct the wind to

move objects as if it had a Strength + Athletics total equal to his Dominion + Wind. If he targets a light object, such as a knife or chair he may roll Intelligence + Athletics + equipment bonus to throw it at a target dealing Bashing or Lethal damage as appropriate. The Demon may target an animate being of Size 6 or smaller and direct the wind in a Grapple using his Dominion + Wind, but victims can only be immobilized. Victims can break out as normal for Grappling, but suffer a penalty to their Brawl total equal to the Demon's Dominion and suffer a knockdown when the break free.

Exceptional Success: No further benefit is gained.

Turmoil: All fine control is lost when trying to move objects as the winds are harsh and stir up debris that lashes and abrades the affected target dealing bashing damage equal to the Demon's Dominion. Armor and Durability reduce this damage.

••••• Cyclone

The Demon conjures an enormous tornado which rends structures asunder and hurls foes and debris aside.

Cost: 5 Faith

Dice Pool: Stamina + Science + Wind

Action: Instant

Duration: 1 round per success

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon summons a cyclone of Size 20 that can move at speed 25 and can be directed with an Instant Action each round. The Cyclone will only remain in existence within a 200 yard radius of the Demon. The Cyclone is about 3 yards in diameter at its base and deals damage to any rooted structure (trees and buildings) of Size 15 or smaller equal to the Demon's Dominion + Wind, Durability reduces it as normal. The Demon may target objects and creatures of Size 10 or smaller with a successful Manipulation + Science roll penalized by the Targets Defense, but not Armor (if any). Affected targets suffer immediate knockdown and are hurled a number of yards equal to the Demon's Dominion + Wind and suffer Bashing Damage equal to the Demon's Dominion + Wind from impact with intervening obstacles or the fall, the storyteller decides if Armor can reduce this damage. Stationary targets larger than Size 6 can be struck automatically. The Demon can make a reflexive Manipulation roll to delicately place certain targets such as pregnant women, expensive cars and trailers in tree tops, on top of a movie theater or vehicle. **Note:**

If the Demon cannot spend 5 Faith in one round he may spend multiple rounds sacrificing his action, movement and defense building the necessary charge of Faith.

Exceptional Success: No further benefit is gained.

Turmoil: The cyclone cannot be controlled and simply careens off in random directions. Anything caught in the cyclone's path is treated as a target and is hurled about or sundered as per the above rules.

VISAGES

The Visages of the Wind usually whip the Demon's hair and clothing about in different directions. As if there was a gentle breeze or a tornado surrounding the Demon.

Rank 1 Visages

Featherlight

Cost: None

Duration: Always Active

The Demon is lighter than normal from taking on the aspects of the wind and air. The Demon does not drop as hard, taking less damage when falling from any height. Subtract the Demon's Domain rating from any falling damage (Lethal or Bashing). The storyteller is responsible for determining if this benefit stacks with any other damage reduction. A secondary effect occurs if the Demon has the capability of flight (through wings or other means). Because he is lighter on the wind, he can add his Domain rating to his speed when flying.

Rank 2 Visages

Float

Cost: 1 Faith

Action: Reflexive

Duration: Scene


Like a cartoon character that hasn't studied gravity, the Demon floats instead of falling to the Earth when he should. This Visage does not invoke flight. It does not grant the ability to elevate the Demon. He simply does not fall. While not falling, he can walk (or run) on air at his normal speed (plus any speed gained by the Featherlight Visage) or simply stand over an open manhole.

Rank 3 Visages

Body of Air

Cost: 2 Faith

Action: Instant



Duration: Turns equal to Domain + Dominion

The Demon temporarily changes into the wind becoming an intangible body of air. While he may be detected by scent, he is completely invisible to onlookers. In this state, he is invulnerable to most forms of attack. Physical attacks such as knives, fists and bullets pass through him harmlessly, but fire consumes him more so and causes an additional point of damage to the Demon while in this form. He may still attack as jets of air (roll Wind + Brawl), but the damage is considered Bashing. While made of wind, the Demon may squeeze through cracks and travel in any direction at his normal speed. Note that the “Featherlight” Visage has no affect on the Demon’s Speed in this form as his weight has already been removed. This state of existence affects the Demon only, not his possessions. Clothing and weapons are left behind when the Demon changes into the wind.

Ride the Gust

Cost: 2 Faith

Action: Instant

Duration: Turns equal to Domain + Dominion

The Demon creates and rides a strong blast of air capable of picking him up off of the ground and into the air allowing a crude form of flight at a Speed equal to his Domain + Dominion. Any movement other than a straight line requires a Dexterity + Athletics roll, adjusting the body’s position to move around similar to a sky diver.

If the Demon possesses wings, this Visage adds to his flying speed.

BLENDED EVOCATIONS

Some Evocations require the Demon to possess more than one Domain. These Blended Evocations do not have an independent rank, but instead have required levels of Domains for the Demon to learn. Blended Evocations are not gained automatically, but are purchased with experience points separately. Because Blended Evocations combine two or more Domains, Dice pools use the Demon's Dominion rank instead of his Domain rank.

Stone Guardian

(Domain of Awakening 3, Domain of Earth 3)

Named after the common use of turning stone statues into guardians, this Evocation allows the Demon to animate a stone statue (or suit of armor with a version using Domain of the Forge instead of Earth) to guard the Demon's Founts or Sanctuaries. These Demons create powerful guardians that can follow orders for as long as the Demon desires.

Cost: 2 Faith

Dice Pool: Manipulation + Crafts + Dominion

Action: Instant

Duration: 1 Day, Sustained

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon can animate one guardian up to a size equal to twice his Dominion ranks. Animated guardians have base Attributes of Power, Finesse, and Resistance of 1/1/1. Each success on the roll adds 1 to one of the object's Attributes. The guardian has a size equal to Size + Power + Finesse. Any Durability it had becomes an Armor rating and it has Health equal to its Structure. Animated guardians can be given fairly complex order. For example, they can be told to guard a door and only allow certain people through, but only attack those who attack first. Whatever they are ordered, they continue to carry out even in the Demon's absence. They listen only to the Demon that created them.

These guardians are considered "blessed" and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon's Psyche rating.

At the end of the day (24 hours after invoked), the guardian loses all animating energies and returns to its normal inanimate condition. The Duration can be Sustained by spending a point of Faith every day to extend the Duration indefinitely.

Exceptional Success: No additional effect.

Turmoil: The Demon does not channel the animating energies correctly and pumps too much into the guardian. For each success on the Turmoil roll, add 1 to the number of successes to be divided among the guardian's Attributes. Unfortunately, the guardian cannot handle the excessive amount of energy and crumbles to dust quickly, losing a point of Health/Structure each turn until it is destroyed.

Invisible Servitor

(Domain of Awakening 4, Domain of the Wind 3)

Like the Stone Guardian Evocation, The Demon is able to animate the inanimate. Only, this time, he animates the air itself. These invisible beings are made of life energy bonded to air and have no solid form.

Cost: 3 Faith

Dice Pool: Manipulation + Occult + Dominion

Action: Instant

Duration: 1 Day, Sustained

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.


Success: The Demon creates an invisible being capable of performing almost any action required of it. The servitor has base Attributes of Power, Finesse, and Resistance of 1/3/1. Each success on the roll adds 1 to one of the object's Attributes. The servitor has a movement equal to Power + Finesse, but no Size. The servitor is a mass of air that changes shape, size and density as required. It cannot be harmed by anything other than fire, supernatural area effects or Faith (as in Holy items). It has a Health rating equal to its Resistance. These servitors can be given as complex of an order as any person can be given. The servitor cannot be seen by any non-supernatural means, although the "Living Radar" Evocation allows a Demon to see the animating energies quite clearly.

These servitors are considered "blessed" and can also take damage from sources of Faith (such as Founts) as the Demon would, using the Demon's Psyche rating.

At the end of the day, the servitor dissipates. The Duration can be Sustained by spending a point of Faith every day to extend the Duration indefinitely.

Exceptional Success: No additional effect.

Turmoil: Like in the Stone Guardian Evocation, The Demon does not channel the animating energies correctly and channels too much into the servitor. For each success on the Turmoil roll, add 1 to the number of successes to be divided among the servitor's Attributes. These extra energies are unstable and the



servitor loses an Attribute point each turn until all three are at zero and it dissipates.

Forge Ensouled Item

(Domain of Celestials 1, Domain of the Forge 1, Domain of the Soul 4, Evocation or Visage Ensouled)
Demons are known for their ability to exchange items of power for the favors of man. These Demons are able to place powerful effects within items to be used by their Thralls, other Demons or even themselves. But to complete the item, they must anchor a soul (or other spirit being) to the item as a source of power.

Cost: (See below)

Dice Pool: Intelligence + Occult + Soul vs. Resistance of soul

Action: Extended

Duration: 1 Day or Sustained

Roll Results

Dramatic Failure: The Evocation fails and the item is rendered “unenchantable” and cannot ever be enchanted by use of this Evocation.

Failure: The Evocation fails with no effect.

Success: The Evocation requires one success per rank of the Evocation, Visage or permanent Enhancement placed within the item. The Demon must spend number of Faith equal to the rank of the power enchanted into the item squared. Thus, a 1st level item only costs 1 Faith, a 3rd level item would cost 9 Faith and a 5th level item would cost 25 Faith.

(See: “Items of Power” in Chapter 4 for more information on Enchanted items)

These items are considered “blessed” and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon’s Psyche rating at the time of creation.

The enchantment will last one day. The duration may be increased by spending a point of Faith every day to sustain the duration indefinitely.

Once the duration expires or the item is destroyed, the ethereal entity is released.

The character may spend a permanent dot of Willpower to make the effect permanent, eliminating the need to sustain the effect daily.

Exceptional Success: No additional effect.

Turmoil: Loss of control when enchanting an object severs the link to the Demon that created the item. These Enchanted items cannot be Sustained by a daily point of Faith, but they do require a point of Willpower be spent each activation (drained automatically from the item’s possessor every day for an “Always Active” Visage). If they ever go a day without a point of Willpower (to activate or to keep

active), all power enchanted into the item is lost, the soul escapes and it becomes a normal item again.

Fashion Soul Cage

(Domain of the Forge 3, Domain of the Soul 4)

A Soul Cage is a prison capable of holding a mortal’s soul, spirit, ghost or Daemon. They are mainly created to hold Demons, but have been known to hold most any ethereal being.

Prisoner’s within a Soul Cage cannot affect the world outside of the cage. However, they may be able to sense outside of the cage using supernatural senses. Some cages torment their prisoners, but those are rare exceptions.

The object can be any size or quality. What matters is the combination of the two. Like a Reliquary, the Soul Cage rank is equal to the Size + Quality. A normal soul, spirit or ghost can be held in a Rank 1 Soul Cage. To hold a Daemon, the Soul Cage must have a rank at least equal to the Daemon’s Dominion score.

Cost: (See below)

Dice Pool: Intelligence + Occult + Forge

Action: Extended

Duration: 1 Day or Sustained

Roll Results

Dramatic Failure: The Evocation fails and the item is rendered “unenchantable” and cannot ever be enchanted by use of this Evocation.

Failure: The Evocation fails with no effect.

Success: The Evocation requires one success per rank of the Soul Cage. The Demon must spend number of Faith equal to one plus the rank of the Soul Cage.

Soul Cages are considered “blessed” and can take damage from sources of Faith (such as Founts) as the Demon would, using the creating Demon’s Psyche rating at the time of creation (if it contains a Daemon, use its current Psyche instead). Once the enchantment expires or the cage is destroyed, the prisoner is freed.

The enchantment lasts one day. The duration may be sustained by spending a point of Faith every day to extend the duration indefinitely.

The character may spend a permanent dot of Willpower to make the effect permanent, eliminating the need to sustain the effect daily.

Note that creation of a Soul Cage does not place a soul within. It merely creates the prison. The prisoner must be placed inside afterwards, using the appropriate Evocation.

Exceptional Success: No additional effect.

Turmoil: A Soul Cage created with Turmoil is a horrible place indeed. No longer just a prison to the poor soul/spirit/ghost/daemon inside, it is a place of torment. Once inside one of these Soul Cages, the

being is nearly shut off from everything outside. In order for the prisoner inside to sense the outside world or someone outside to sense or communicate with the prisoner, they must accumulate a number of successes on their roll in excess of the Turmoil roll plus the cage's rank. Thus, a prisoner must get more successes on a Perception roll than the cage's rank plus the Torment success on the cage creation roll in order to sense outside the outside world. This isolation normally causes Derangements in sentient prisoners. Turmoil Soul cages do not require Faith expenditure to sustain them, but they only release their prisoners upon their destruction. Tormented Soul Cages are common devices used to house collected souls for trade as they cost little to create and (as far as most Demons are concerned) souls do not feel the torment because they are not sentient.

Forge Reliquary

(Domain of the Forge 3, Domain of the Soul 4)

With this Blended Evocation, the Demon can create a Reliquary to house one of the Bound or simply hold Faith for the Demon. A Reliquary is similar to a Soul Cage, but it is not designed as a prison and is created specifically for a Daemon and its energies. Because of this, they cannot hold spirits, ghosts or souls. A Reliquary is designed to provide a Daemon with a physical receptacle that is spiritually similar to a host body. In fact, a Reliquary without an inhabiting Daemon can store Faith for a Demon.

While the Domain of the Soul, by itself, allows for anchoring of a Daemon into any object, a Reliquary is best suited for this.

Cost: (See below)

Dice Pool: Intelligence + Occult + Forge

Action: Instant

Duration: 1 Day or Sustained

Roll Results

Dramatic Failure: The Evocation fails and the item is rendered "unenchantable" and cannot ever be enchanted by use of this Evocation.

Failure: The Evocation fails with no effect.

Success: The Evocation requires one success per rank of Reliquary. The Demon must also spend number of Faith equal to the rank of the Reliquary plus any Faith he wishes to store within.

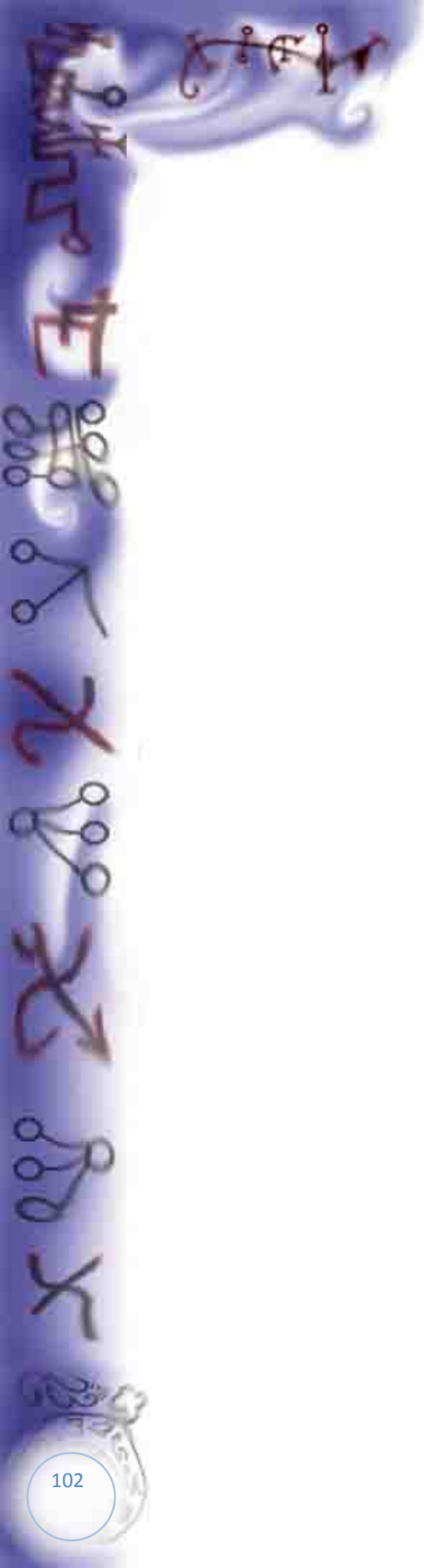
Reliquaries are considered "blessed" and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon's Psyche rating at the time of creation (if it contains one of the Bound, use its current Psyche instead).

The enchantment will last one day. The duration may be increased by spending a point of Faith every day to extend the duration indefinitely.

Note that creation of a Reliquary does not place a daemon within. It merely shapes the vessel. The hostless daemon must choose it as his Reliquary or be placed inside afterwards, using the appropriate Evocation or Modus of Arceo (Binding).

Exceptional Success: The character may spend a dot of Willpower to make the effect permanent, eliminating the need to sustain the effect daily.

Turmoil: Loss of control when creating a Reliquary corrupts it. Corrupt Reliquaries are unable to hold a daemon and cannot be used to house one of the Bound. However, as long as it contains at least one point of Faith, the Reliquary will continue on without needing to be sustained. Like an ever charged battery that can last forever, as long as the last bit of energy is never used. Once the last point of Faith is used, the Reliquary crumbles to dust. These Corrupt Reliquaries cannot be refilled with Faith after their creation. So, once the Faith is used up, it is gone.



CHAPTER FOUR: STORYTELLING AND ANTAGONISTS

URGES

"Urges, urges. These restless urges. He don't wanna talk about. Urges, urges. Can't stop the urges. Lock them out."

- Urges, by Thomas Dolby

Daemons are the Demon's source of power, but that power is not always controllable. Demons can feel Urges from their Daemon compelling them to perform some action that the character would not normally do. Urges are rarely harmful to the character, but they can cause him problems.

System:

The Storyteller determines when the Demon character is Urged. The trigger usually has something to do with one of the Demon's Domains, or something that opposes one.

If the player wishes for his character to resist the Urge, he rolls his character's Psyche rating vs. the Storyteller's Urge pool (See: Dominion). If the player wins, his character successfully resists the Urging of the Daemon. If the Storyteller wins, the character succumbs to the Urge. Ties are re-rolled and result in no action for around, while the character internally debates with himself. The player can spend a Willpower point for three extra dice on this roll.

Modifiers to Psyche Roll	
Urge goes against character's Virtue	+1
Player spends a Willpower point	+3
Modifiers to Urge Roll	
Urge is in line with character's Virtue or Vice (count only once)	+1
Character is out of Faith	+2
Character is full on Faith (Faith pool is at max.)	-2
Character will be hurt (socially, mentally or physically) by the Urge	-1 to -3

The good news on Urges is that, if a character doesn't resist the Urge, he automatically gains a point of Faith from performing the action. Although a failed effort to resist an Urge does not result in the Faith gain. The character must give in to the Urge to gain the Faith.

Example:

Troy's character, Sparky, is a fire Demon. While walking down the hallway of the hotel he is staying at, Sparky sees a fire hose in its box on the wall. The storyteller informs Troy that Sparky feels the urge to disable this device that could be used to put out fires. Troy is worried that someone might get hurt if he tampers with the hose, so he rolls his character's Psyche, garnering zero successes vs. the Storyteller's 1 success. Sparky pulls out his pocket knife and cuts the hose off near the valve, making sure that it still looks connected.

Later that night, Sparky goes to a bonfire party and feels the urge to light the fire earlier than the host desired. Troy lets his character go with the flow and Sparky throws an extra gallon of gas on the wood before flipping a lit match at it. The party host is pissed at Sparky, but Sparky doesn't care as he feels the rush of the flames and gains a point of Faith.



FOUNTS

Fount is a location, usually a church or other holy place, but it can be just about any place that people have concentrated their beliefs. In these places, belief thickens and Faith pools up so much that it can be taken and used by Demons to fuel their powers.

Founts are normally structures designed expressly for the purpose worship, such as a cathedral or mosque. However, features of a landscape or magnificent works of art can also be Founts should they be sufficiently breathtaking so as to make the average mortal reassured that something greater than themselves exists. Mount Fuji would be such a place as might be Stonehenge or the Parthenon.

Note: Not all churches are Founts, but the larger and older a church, the more likely it is a Fount.

Founts are generally large enough to be almost impossible to move. This stems from the fact that the Fount must draw the attention of a large number of mortals and inspire enough Faith for some of it to pool around the structure or feature. So, while the Mona Lisa might inspire Faith, the fact that only 4 or 5 people can see it clearly at a time makes it nearly impossible to be considered as a Fount.

Founts have ratings 1-5. Rating can increase temporarily during services/rituals as surges of faith are poured into them. Unless a Fount is attuned to the Demon (the Demon is worshiped there by a majority of the mortals or the Demon has used the "Attune Fount" Evocation), powerful Founts can injure a Demon. (See: "Faith as a Weapon" later in this chapter)

On average, a Founts rating is directly proportional to the amount of mortals (and their Faith) that frequent it. Its rating is approximately one (1) for every 100 mortals. So if a church had about 200 average worshipers, its rating would probably be 2. Thralls, on

the other hand, have a greater strength to their souls. (See: Thralls) A single Thrall counts for about 25 normal mortals when determining the Fount's level. The rating of the Fount determines how much Faith gathers there each day. While inside or within the Fount's Radiance (the Fount rating in yards) the Demon must perform one hour of ritual activity appropriate to the Fount. A piece of art must be contemplated, prayer must be offered in church. The Demon need not believe in the religion or like the art, but the Faith in a Fount is bound up in ritual and must be accessed thusly. Simple meditation under a waterfall Fount or on Mount Fuji will suffice for Founts such as those.

There is another method of gathering Faith from a Fount. If a Demon is in a hurry, he can destroy the Fount (most often with fire or other destructive forces). As a Fount is destroyed, it releases its rating in Faith to each and every Demon in its Radiance (each Demon receives the Fount's rating in Faith). Most Demons refuse to gather Faith in this way as it destroys the source for future collections. However, Abyssal Reclaimers destroy Founts regularly, since it is the main way they can collect the Faith from Founts (See: "Abyssal Reclaimers" later in this chapter). Destroyed Founts that are rebuilt (such as a church) take time to recover, even if it is a building that has been reconstructed quickly. The Faith of mortals must collect and build back up over time (usually a year or more to recover).

Founts are also the best place to perform an Evocation requiring a significant investment of Faith since the Demon can either use the Fount's Faith as he needs it by tuning the Fount or using the Fount to quickly replenish his reserves once he's done.

ITEMS OF POWER

ENHANCED ITEMS

People sometimes believe that an object is lucky or is special somehow. While they are not always right (rarely, if ever), they do have faith in the item. This faith is similar to the faith they have in a god. Demons are able to use these basic beliefs to enhance items with the distilled Faith that they collect.

Enhanced items are temporary magical devices that grant the user increased skill when using that item for its intended purpose or simply increase the effectiveness of the item. Example items include: swords, lock picks, computers, running shoes, vehicles and armor. All Demons are capable of enhancing any normal object to extraordinary effects.

These items are considered “blessed” and can take damage from sources of Faith (such as Founts) as the Demon would, using the Demon’s Psyche rating at the time of enhancement.

Enhancing

To enhance an item, all a Demon must do is touch the item, concentrate on the desired Enhancement and pour Faith into it. This is an instant action and the Demon loses his Defense while Enhancing the object. An item may have only one Enhancement at a time (a sport coat cannot be Enhanced to provide armor as well as increasing the wearers seduction dice pool). Once an item is Enhanced it only remains so for a limited number of uses equal to the Demon's Dominion score. Each point of Faith placed in the item can give an Enhancement bonus up to the Demon's Dominion score. The Demon may also spend additional Faith to extend the number of uses that the Enhancement will last on a one for one basis.

Note: Once an item has been Enhanced, it cannot be further Enhanced. Meaning that unless the Demon spends the Faith over consecutive turns, he cannot increase the Enhancement bonus or duration until the Enhancement has expired. Once they have expired, they become normal items again and may be enhanced as such.

Use

There is no special roll or expenditure to activate an Enhanced Item. Once the item has been Enhanced, the item’s Enhancement can be used by anyone (including mortals). The user has no control over when the Enhancement is used and when it is not. He

cannot save the Enhancement for later. If the item is used, it automatically uses its Enhancement bonus.

Turmoil

Normal items are not designed for being filled with the raw power of Faith and if it weren't for the Demon's own Psyche holding the Faith in a safe pattern, the object would degrade. By pouring too much Faith into an object, a Demon can damage or even destroy it. If the Demon places more Faith in the object (for Enhancement or extending duration) than his Psyche rating, the object takes damage (ignoring Durability) equal to the excess Faith. This can result in the object crumbling to dust (if the damage was severe) after its last use.


Example:

Michael's character Toberot is surrounded by half a dozen zombies. He has some time (since they are slow movers) so he picks up an iron rod and envisions the rod as a powerful zombie bashing weapon as he pours Faith into it. He has a Dominion score of 3 so he can put 3 Faith in it this round to gain a + 3 Enhancement bonus (maximum bonus equals his Dominion score). He wishes for the weapon to last longer than 3 attacks (since there are 6 zombies), so the next round he spends 3 more Faith to extend the duration from 3 to 6 uses. As soon as he finishes Enhancing the item, the zombies are within striking range, so he begins attacking with his new zombie smasher. His dice pool for the next 6 attacks using the iron rod will be Strength + Weaponry + 1 (normal iron rod) + 3 (the Enhancement)

After the battle, part of the iron rod crumbles away as rust and it receives a point of Structure damage, because Toberot's Psyche rating was only 5 and he over filled the item by 1 point.

ENSOULED ITEMS

Through use of the Blended Evocation “Forge Ensouled Item”, a Demon can infuse an item with a soul to allow it to store an Evocation, Visage or make an Enhanced item’s enhancement permanent. These items are usually given to Thralls in the formation of Pacts, or traded to other Demons in exchange for services or payments on debts.



Ensouled items may only have one Evocation or Visage within them, but they are useable by anyone (not just Demons and Thralls).

Unless noted in the item's description, the owner does not need to spend Faith in order to activate an Evocation from an Ensouled item; one must merely be in possession of the item and roll the dice pool associated with the Evocation without the Domain rank added (Attribute + Skill only). Treat successes as if the Demon were performing the Evocation. Some items may not work exactly as the Evocation listed, discrepancies default to the item description not the Evocation.

For example: To activate an amulet that has been imbued with the Domain of the Fundament Evocation "Dampen Inertia", the player would roll Stamina + Science.

If the item contains a Visage, roll Resolve + Composure. One success is all that is necessary to activate the Visage, although no roll is necessary to activate a Visage that is considered "Always Active".

Ensouled items are usually obvious in their effect when activated. Such as a belt that turns the wearer into a wolf when he straps it around his waist. If someone sees the item used, they can usually tell that the power is coming from the item.

Most Ensouled items convey their power on the owner, while some items may be directly affected by the power (such as a sword that bursts into flame).

Enhanced items can become permanently Enhanced by being Ensouled. These items have a bonus dice pool equal to their rank. This dice pool, once used, becomes zero and regenerates at a rate of one dice per turn until the pool returns to its normal size. The dice pool regenerates by one dice at the beginning of the character's action each turn. A Demon, unlike a Thrall, has the option to reflexively spend a point of Faith to immediately refill this bonus dice pool completely, whenever he desires. However, normal Faith expenditure per round is still limited by the Demon's Dominion score.

Thanks to the stabilizing effect of the infused soul, Ensouled items do not suffer the effects of Turmoil (unless specifically created for Turmoil effect), leading many Demons to rely on them more than their own power. Although, if an Ensouled Enhanced item ever loses the soul, it is immediately destroyed from Turmoil as if it had been loaded with more Faith than it could handle.

EXAMPLES

Gold Detector (Rank 1)

Domain of the Earth 1 (Dowsing)

This device looks just like a normal metal detector with one difference, it only detects gold. When used, roll Wits + Investigation. One success is all that is required to detect gold within 10 feet. Each additional success extends the radius another 10 feet.

Flaming Blade (Rank 2)

Domain of the Flame 2 (Ignight)

This sword is one of the flaming swords of legend. On command, flames envelope the blade to sear away the wielder's enemies. The character concentrates while holding the blade and the player rolls Intelligence + Science. Each success is one Turn the flames last. The flames do not harm the blade, but will cause to catch fire to any flammable object with which it comes in contact. Any damage done by the sword is treated as fire damage (Vampires react accordingly).

Amulet of Protection (Rank 3)

Domain of the Fundament 3 (Dampen Inertia)

Each success on a reflexive Stamina + Science roll gives the character one point of armor against an incoming attack. The amulet may only be used once per Turn unless the character spends a point of Willpower (or Faith) to reactivate against additional attacks.

Endless Purse (Rank 3)

Domain of the Forge 3 (Infinite Reload)

A coin purse of unlimited wealth. Well, at least it seem unlimited. By placing a coin or bill in the purse and rolling Manipulation + Crafts + Dominion, the character can pull an identical copy of the coin or bill from the purse each Turn for the duration of the Scene. At the end of the Scene, all the money crumbles to dust and vanishes.

Wolf Belt (Rank 4)

Domain of Beasts 4 (Animal Form)

This large belt of leather and wolf fur has a tarnished golden clasp in the shape of a wolf's head. When the belt is wrapped around the waist and the clasp is buckled, the wearer changes into a wolf. Once the clasp is made, roll Stamina + Survival + Dominion. Success indicates the transformation completes in the first Turn. Failure causes the transformation to take

another Turn and another roll is required. Each Turn that the roll fails the character cannot act except to take off the belt and end the transformation. If the Belt is invested with a wolf spirit instead of a soul, the character gains a dot in each Physical Attribute, but loses a dot in each Mental Attribute as the beast takes over slightly. The Wolf Belt may only be used once per Scene.

Love Potion No. 9 (Rank 5)

Domain of Longing 5 (All Consuming Passion)

Rather than a love potion that you give to your intended target, this potion is taken by the one desiring the love. One drop is all it takes. Once the droplet touches his tongue, the character merely looks at his intended target and rolls Presence + Persuasion. The number of successes determines the duration as the Evocation.

Ensouled Enhanced Items

Enchanted Sword (Rank 1+)

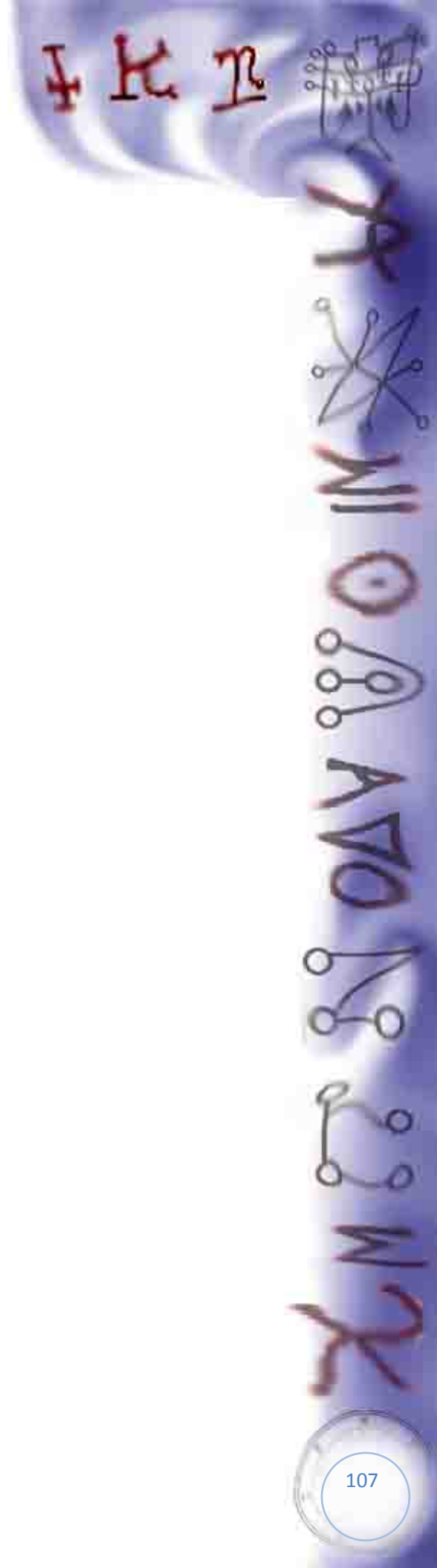
This ornate sword (or any other type of melee weapon) seems to strike truer than a normal sword of the same style. In fact, it does strike truer thanks to the stored Faith and soul within the blade. The wielder gains a pool of bonus dice equal to the rank of the Ensouled sword on a melee attack roll. Dice pool regeneration is as normal for an Ensouled Enhanced item.

Lucky Shirt (Rank 1+)

Countless numbers of men have believed in the power of their “lucky shirt” when it came to picking up women in bars. This shirt actually has that power stored within it. The wearer gains a pool of bonus dice equal to the rank of the Ensouled shirt on any Socialize roll to seduce women.

SOUL CAGES

Similar to Reliquaries that store Faith or house a Daemon, these objects are made to hold ghosts, spirits, souls or imprison Daemons. Soul Cages are a common means of trading souls among Demons. They are also a common tool used by the House of Judges as a form of punishment against some Demons. Domain of the Soul is required to interact in any way with the inhabitant of a Soul Cage.





FAITH AS A WEAPON

EXORCISMS

Demons are subject to exorcisms and banishing, no matter what Modus that they have used. The Demon's best defense against this is their Psyche, which is added to Presence and Resolve (Power + Resistance) dice pools used to resist the exorcising or banishing of the Demon (Daemon). The exorcism or banishment is rolled normally, but vs. Presence + Resolve + Psyche instead of Power + Resistance like ghosts and spirits resist. If a Demon is successfully exorcised from a host or banished, it is as if they had died and the Daemon must find a new host or return to Exile. **Note:** Demons on the Modus of Prognatus (Rebirth) are immune to exorcisms although they are still subject to banishments.

FOUNTS CAUSING DAMAGE

Founts are usually holy places dedicated to one god or another (sometimes multiple gods). Faith collects in these places due to the outpouring from the people who visit them. It spills forth from the worshipers and pools into the Fount. Faith is a powerful instrument and can be harmful to Demons. If the Fount is a holy place dedicated to another Demon or god (not the Demon or one that the Demon has sworn allegiance to), it can harm him. Demons combat this effect with the same Psyche that they created to continue to exist in our world. It creates a buffer against the damaging effects of Faith. Each round the Demon is on this holy site that has not been attuned to him, the Storyteller rolls a number of dice equal to the Fount's rating minus the Demon's Psyche as armor. If the damage dice pool is reduced to zero, a chance dice is rolled. This averages out to approximately 1 point of Bashing damage per minute for Demons with a Psyche rating higher than the Fount rating for those of you that would prefer not to roll dice for every 6 seconds of game time. However, if the Demon's Psyche is three or more times the Fount's rating, he will take no damage from the Fount at all. Nothing prevents the Demon from collecting Faith from Founts that cause harm. But it can be like reaching into an acid fountain for a few coins at the bottom. (See: "Founts" at the beginning of this chapter for more information.)

HOLY BELICS

Like Founts, a Holy item can cause additional damage to a Demon. Holy weapons cause aggravated damage to Demons. To make matters worse, the Demon's Defense rating is limited to his Psyche when relating to Holy weapons.

However, as with Founts, Holy items that are attuned to the Demon do not cause him additional harm. Unfortunately, a holy crusader doesn't usually brandish a sword blessed by priests of the Demon he is attempting to slay.

DEATH AND RETURNING

Sometimes, being cautious and well defended isn't good enough. Demons don't grow old and die, but some of them get into fights that they don't win. When this happens to a Demon, his Daemon usually moves on to another host (taking part of the personality with it). If the Demon died at the hands of another Demon, he risks being consumed by his killer; a permanent death for those who never die.

CONSUMPTION

When a Demon is dispatched, the Daemon is momentarily stunned as it sheds its temporary mortal coil. For a short moment (1 turn) the Daemon is vulnerable to consumption by other Demons. If the player chooses to have his character attempt consuming a vulnerable Daemon, he must act quickly (starting the act before the stun round is over). If he waits any longer, it will get away. Consuming a Daemon requires a Presence + Wits roll on the part of the player. This act is an extended action. Once the attack begins, the disembodied Daemon remains battling the attacker (it doesn't escape until the attacker rolls a dramatic failure or doesn't succeed in the allotted time. A number of successes must be accumulated equal to the Dominion rating of the Daemon being consumed. Each roll represents one Turn of effort. Attempting to consume a Daemon has a limited number of rolls equal to the attacking Demon's Willpower dots. If the required successes haven't been accumulated in that many rolls, the victim is just too potent or resistant and cannot be consumed. Thus the quarry escapes, instead of being consumed by the Demon. A player may not spend Willpower on the roll to consume a Daemon, nor do any augmentations of his character's Attributes (through Domains, Visages or mystical artifacts) apply. Only the character's natural Presence and Wits are relevant.

System

Dice Pool: Presence + Wits

Roll Results:

Dramatic Failure: The Daemon wrenches free a moment before its consumption, inflicting horrific supernatural trauma on the attacking Demon. The Demon suffers Psyche loss automatically (see below) and gains an appropriate derangement of the Storyteller's choice. The defending Daemon then escapes to a chance of finding a new host and revenge.

Failure: The character makes no further progress in consumption, as its victim fights back.

Success: The character continues to consume his victim.

Exceptional Success: The Demon makes significant headway in consuming his target.

Upon completion, the Psyche of the Demon drops by one. He also gains the benefits and drawbacks described below.

Benefits of Consumption

- If the consumed Daemon had a higher Dominion rating than the attacking Demon, the attacker's Dominion immediately increases by one. Dominion increases by only one, regardless of the difference between ratings. This increase need not be paid for with experience points.
- In consuming the Daemon, he also consumes some of its ability as well. The Demon acquires a single dot in a Domain that the other possessed at a higher level than the Demon has. This adds to the character's dots in that Domain, even if he didn't have any dots at all in the Domain before. For example, if a Demon with Domain of the Fundament 3 consumes another who has Domain of the Fundament 2, the Demon does not gain an additional dot of Fundament; he already knows more than the victim with regard to that Domain. The Demon may not exceed the trait maximum imposed by his Dominion rating (although if his Dominion now increases to a level that allows a higher level of those traits, he enjoys the benefit of that newly raised Dominion when deciding which dot of what to acquire). This increase need not be paid for with experience points.
- Instead of consuming a dot in a Dominion, the Demon may instead consume a Visage.

The consumed Visage rating may not be any higher than the Demon's current Dominion rank.

It should be noted that the only benefit to consuming a Daemon of lower Dominion is acquiring an extra dot in a Dominion (or a Visage). All of the detriments still apply, however.

Drawbacks of Consumption

- As noted prior, when a Demon consumes another, his Psyche will decrease by one. (See: Psyche) A Psyche roll follows this loss to check for a derangement (See: Morality loss in the WoD core rulebook)
- If the victim of the consumption had any derangement and the above derangement roll results in a derangement, the Demon gains the same derangement from the victim. If the victim had multiple derangements, the choice can be random or assigned by the Storyteller.
- A Domain increase results in automatic Turmoil effects when that Domain is used for the next few days (as the Demon gets used to them). The number of days the Turmoil effects happen automatically are equal to 10 minus the Demon's Dominion score.

RETURNING AGAIN

When a Demon is killed, the Daemon has a limited amount of time to find a new host before being drawn back into Exile. The disembodied Daemon can move normally, but exist in Twilight similar to a ghost or spirit. Unfortunately, the Daemon loses Faith quickly in this state and must spend 1 point of Faith each hour to avoid Exile, although the first hour is free. Daemons can still use Innate Powers, Visages and Domains while in this state, but cannot physically touch anything which is not Twilight (some Visages and Evocations give exceptions).

If a Daemon cannot find a new host before he runs out of Faith, he is drawn back into Exile and the character is considered lost. There is some hope of returning, but not much. Players are encouraged to beg and bribe their Storytellers in this event.

The strain that the material world puts on a Demon is more than most can deal with, especially so soon after the destruction of its host. New hosts are sometimes difficult to find. There are Demons that prepare other humans in advance as backup hosts for the Modus of Villicus (Possession) or Iunctura (Merging). These backups are usually treated well and are normally

devoted to the Demon and his wants. (See: "Thralls" later in this chapter)

During this time without a host, it is still vulnerable to being consumed by another Demon (if that Demon is in Twilight). (See: "Consumption" earlier in this chapter) Any attempts to Consume the disembodied Daemon is usually responded to with a counter attack by the victim. The rules for Consumption work the same as above, but because some time has passed since his host died the Daemon can respond by attempting to Consume his attacker. Both make the Extended Presence + Wits rolls, but the twilight Daemon is at a 1 dice penalty. The first to the other's Dominion rank in successes Consumes the other with normal effect.

Unless the Demon has mastered a Return Domain, returning again has a hefty cost. For a Demon, this cost is power (ranks in Dominion). Finding a new host isn't always easy and varies in cost according to the Modus chosen. When the Daemon chooses a new host, it is practically starting over as a newly returned Demon. It is weak, and much of its powers are diminished. If it was powerful enough, it takes with it some of its old powers, memories and personality traits of its old self. Once finding a new host, the priorities of the Demon are usually to regain the power lost by increasing his Dominion as quickly as possible.

Each Modi has a Dominion dot cost for returning after death. If that cost cannot be paid (i.e. the Demon has less dots in Dominion than the cost), the Demon cannot return using that Modus.

If the Demon chooses the same Modus as his current/last Modus, the cost is one Dominion dot less (reducing the cost to zero in some instances), as he is already attuned to that method of return.

If the Demon has mastered a Domain associated with that Modus (i.e. level 5), he may pay the cost in Faith points instead of Dominion. These Domains are called "Return Domains". These demonic masters are very difficult to banish back to Exile as they find it simple to move on to another host.

Modus of Iunctura (Merging)

Cost: 2 permanent Dominion dots

The Modus of Iunctura (Merging) requires that the Demon find a willing host. Merging cannot be forced on a host, but some Daemons have found ways to trick hosts. Willing hosts are difficult to find on short notice. Most Demons use mortal Thralls that are prepared for emergencies such as this.

Return Domain: Domain of the Soul at level 5.

New Psyche: Because the Demon and the soul of the host merge together, the character's new Psyche is an

average of the Demon's old Psyche and new host's Morality (round down). There is no need to check for a derangement if Psyche is lost, the Merging of the new soul prevents it.

Modus of Latrunculus (Occupation)

Cost: 1 permanent Dominion dot

Finding a soulless body is much harder than actually occupying it. In fact, it is quite simple for a Daemon to inhabit a soulless body, any spiritual being can do it. What actually takes power is the formation of the bond, when the Daemon "reshapes" itself slightly to make a more permanent fit.

Return Domain: Domain of the Soul at level 5.

New Psyche: By refitting itself, the Daemon gains a second chance to reform its Psyche. Roll a number of dice equal to the character's rating in the Domain of the Soul. If the Demon does not have Domain of the Soul, roll a Chance dice.

Dramatic Failure: Loose 1 point of Psyche.

Failure: Psyche remains the same.

Success: Each success adds 1 to Psyche.

Exceptional Success: No additional effect.

Modus of Prognatus (Rebirth)

Cost: 1 permanent Dominion dot

Quite possibly the least used Modus for returning a second time, even though it's usually the easiest to utilize. All the disembodied Daemon has to do is find a woman of child bearing age. She can even be a virgin, although most Demons avoid them for the amount of attention it brings. Once she is found, the Daemon settles in her womb. The regrettable side effect is that the Demon must be reborn and grow up again. Most Demons that chose this Modus for their next return are those that are advanced planers in the long game or have no other choice due to limited power. If the Demon has the right Domain, he may be able to speed along the pregnancy or his aging. Specific effects are up to the Storyteller.

Return Domain: Domain of Flesh at level 5.

New Psyche: The cycle of rebirth is cleansing to Demons. Thanks to this, the Demon's Psyche restarts at 7 or remains at his old Psyche rating, whichever is higher.

Modus of Renovo (Reviving)

Cost: 2 permanent Dominion dot

Finding a dying body is a rare find for a Demon. Without the need of healing Domains, a Demon can bring the body back from the brink of death as its soul leaves its body. Demons can revive their own host body as it dies, but it is a rare occurrence. Since it is

likely the Demon would have spent most of its power trying to prevent its death to begin with; Reviving a body only returns it to one (1) health box (although further healing is possible afterward) and in the same predicament that killed it in the first place. The best suited hosts for Reviving are heart attacks, strokes, suicides and accidents. These hosts have had their appointment with death and moved on past further danger.

Return Domain: Domain of Awakening at level 5.

New Psyche: Reviving a body is an enlightening experience giving the Demon a renewed respect for life. If the Demons Psyche was less than 7, add 1 to it for his new rating. Otherwise, it remains the same.

Modus of Villicus (Possession)

Cost: 1 permanent Dominion dot per 2 Willpower points of target host rounded up

Like the Modus of Iunctura (Merging), mortal Thralls work well as new hosts. But sometimes, a Demon may find another host that will work just as well. A new host need not be willing, but a willing host or Thrall of the Demon is considered to have half of their true Willpower for determining the Dominion Cost of this Modus.

Return Domain: Domain of Radiance at level 5.

New Psyche: Taking the backseat in a host takes its toll on a Demon's Psyche. If the mortal host has low morals, the Demon can suffer from it. Use the lower of the Demon's old Psyche rating and new host's Morality. If the new Psyche is less than the old, check for a derangement.


Returning Again using other Modi

Once a Demon has returned the first time (at character creation), he may have been able to prepare other methods of returning as backups in the event of losing his host body. These other Modi have their own requirements and should be discussed with the storyteller before playing a character using one. These Modi are discussed later in this chapter (See: "The Host Free")

Modus of Apereo (Incarnation)

Cost: 5 permanent Dominion points (plus special)

Perhaps one of the most difficult, but most rewarding Modus, Incarnation is the goal of most Demons: to be rid of the need for mortal hosts. In order for a Demon to succeed returning in this fashion, he must have at least one Tie. This Tie is a Thrall or a rank 3+ attuned Fount. While it is possible with only one Tie,



Demons that Incarnate themselves with only one Tie find their Incarnation cut short by the destruction of said Tie. Most Demons preparing for Incarnation have many Thralls and Founts whose locations and identities are hidden from all of the Demons enemies and even friends. The freshly made Incarnate body materializes for his first time near one of his Thralls or at one of his Founts in six days or less (6 - extra Dominion points spent = number of days). During this time, if those necessary Thralls and Founts are killed or destroyed, the Demon is forced back into Exile before forming his new body.

Since there is no preexisting host, Attributes, Skills, Etc. must be recreated. Use the starting character rules and add the Preferred Attribute bonus, but do not apply the rest of the Demon Template. Most players will try to keep their Attributes and Skills the same, but some ranks may drop since this is a new body.

Return Domain: Domain of Realms at level 5.

New Psyche: When returning as an Incarnate, the Demon is flipping the bird to the world that rejects it in a blatant act of defiance. Roll for Psyche loss as if the Demon had committed a Rank 1 Psyche Ban (2 dice). Normal Psyche loss rules apply.

Modus of Arceo (Binding)

Cost: 2 permanent Dominion points (plus 1 for an Impromptu Reliquary)

With the preparation of a Reliquary, a Demon can always have an emergency home. Reliquaries appear to be normally objects that can be carried by Demons to store extra Faith, but can function as a lifeboat in a pinch.

The Reliquary need not have been prepared in advance. Impromptu Reliquaries are possible, but are harder for Daemons to squeeze into. Impromptu Reliquaries can be created out of just about anything, but they always cost 1 permanent Dominion point (even if the Demon is using a Return Domain). Impromptu Reliquaries are considered rank 3 Merits. The rank may be increased through experience expenditure derived from Dominion reduction (see below).

Like the Incarnate, there is not a host to possess Skills or Attributes. For the Bound, use the Demon's preexisting Skills and Attributes.

Return Domain: Domain of the Forge at level 5.

New Psyche: Unless the Demon is continuing his old Modus (was Earthbound before), the shock of having no mind or memories in the new host (Reliquary) affects him greatly. If he is not continuing his old Modus, his new Psyche is 1 less than his old Psyche.

Check for a derangement due to the Psyche loss. Otherwise, his Psyche rating remains the same.

Modus of Victus Mortis (Reanimation)

Cost: 2 permanent Dominion points

The Demon reanimates a once living host. This must be done while the body is fresh as the longer it has been dead, the worse the condition. Each hour the body has been dead decreases one of the body's Attributes by one. The reduction is distributed individually to each Attribute (starting with Dexterity) as the body enters Rigor Mortis and begins to degrade. Once all Attributes have been reduced to 1 each, the next reduction will make the body almost completely undesirable.

If any Attributes have been reduced to zero, the Daemon may still reanimate it, but it will cost an additional Dominion dot to return any zero point Attributes to 1. Long dead corpses are useable with this method, but it is undesirable to most Daemons.

Most Demons reanimate their own recently deceased host. Of course, reanimating the Demon's last host may not be the best idea, if he just died a violent death at the hands of a powerful foe or if the body was severely mangled.

Note: If the body is the Demon's old host, the cost of this Modus is reduced by 1. It is impossible for a Demon to reanimate his body twice. Once the Reanimated body is destroyed, it is useless for reanimation.

Return Domain: Domain of Death at level 5.

New Psyche: Since the Demon is repossessing his own fallen host, or another empty dead body, no change is made to its Psyche rating when reanimating.

Once a new host is found:

- 1) Spend Dominion cost according to Modus chosen. If the Demon's Dominion is reduced to exactly zero dots by the Modus cost, he must live without access to any Faith, Domains, Visages or other supernatural abilities until he spends 8 experience points to regain his first dot in Dominion (See the effects of zero Faith in the Faith section). Death at this stage means being expelled back into Exile. **Note:** If the Demon has 5 ranks in the associated Return Domain, he can pay this cost in Faith points instead.
- 2) Physical, Social, and Mental Attributes are those of the new host, plus the Favored Attribute of the new Modus.
- 3) Skills are those of the new host.
- 4) All Physical, Social and Mental Merits are of the new host. (Supernatural Merits of the Demon remain)
- 5) All but 3 dots of Domains are lost. The player is free to choose which remain.
- 6) Any Visages possessed by the Demon that do not meet their Domain prerequisites are lost.
- 7) Psyche change is related to Modus chosen (see above).
- 8) Any remaining Faith points in the Demon's Faith pool are retained.
- 9) Current pacts with Thralls remain, although a Demon with a new Host will have to reestablish social relationships with his Thralls.
- 10) Pantheon membership is lost if he no longer meets the requirements. See Pantheons for more information.
- 11) Unspent experience remains.
- 12) Any remaining dots (above 1) in Dominion can be converted into 16 experience points per dot. These experience points may only be spent to raise new ratings toward the Demon's old ratings and may not be used to increase them above the old ratings. Neither can they be spent on anything that the Demon did not have in his last life. These experience points are used only to return part of what he was.

Example:

Jason's Demon character, Cardiff, is attacked by a werewolf and his host body dies. Cardiff was on the Modus of Iunctura (Merging). He has no Thralls with which to merge and there is too little time for him to find a new willing host for the merger. If his body

wasn't torn to pieces, he could try to reanimate it by using the Modus of Victus Mortis (Reanimation). There is a large hospital close by. Cardiff locates a young man in a coma, so **Latrunculus (Occupation)** is his best option for a Modus. The doctors have declared the patient "brain dead" and are waiting for the family to decide whether or not to "pull the plug". Cardiff has a lucky find.

The character's Dominion score was at 4. By spending the 1 Dominion dot to occupy the body, his score drops to 3. If he had possessed 5 dots in the Domain of the Soul, he would only have needed to spend 1 Faith.

His Attributes, Skills, and Merits change to those of the new host (keeping his Legacy and Fount Merits and adding a dot to his new Favored Attribute).

Cardiff had the Domains of Beasts 2, Flesh 3, and Wild 2. Jason can only keep 3 of his character's Domain dots, so he decides to keep Flesh 3.

Cardiff's Modus has changed to the Modus of Latrunculus (Occupation). His Psyche remains the same; since he failed at his Chance Roll (He did not have the Domain of the Soul).

At this point Jason drops his remaining Dominion score from 3 to 2 and he gains 16 experience points to spend on increasing any reduced scores back to his old scores. Believing that his character is too vulnerable in his new host, Jason spends the 16 points to buy back some of his lost dots of Domains.

THE HOST FREE

While most Daemons return by finding a human host of some sort, there are Daemons that are powerful (or desperate) enough to return to this world without a living human host. These Demons are called the Host Free. Demon's without hosts are both feared and admired by Demons of other Modi. They retain more of themselves from the Return, but have trouble understanding the world without a human mind. Players and Storytellers should note that the Host Free are not Modi for normal character generation. They are mainly for Demons who have lost their host and are attempting to withstand another Exile (See: "Returning Again" earlier in this chapter). The Storyteller is encouraged to think carefully about allowing a player to create a starting Demon using one of these Modi. The inhuman nature of Daemon's mind returning without a human host can be difficult to role play properly and may cause problems within the game. However, using the Host Free as a second Modi (after a Daemon's host has been destroyed) is perfectly fine (even encouraged depending upon the situation).

APEREO (INCARNATION)

"I think; therefore I am." – Rene Descartes

The Incarnate are Demons that have found a way to force their spiritual form through the barrier and enter this world. It is not their true form, but a diminished materialized "human" body. Their bodies are patterned on an existing person or persons, chosen for their appearance, knowledge or skill, much like a host is chosen. The body is then crafted of ephemera and is held together entirely by Faith. Incarnate are in a state of forced existence. Every day they feel the world pushing against them, wanting them out, yet they remain. Some Demons see this Modus as the pinnacle of achievement for any Demon, to be free of hosts and to have their own form. This is the final goal of many Demons, to return to this world as they themselves. While other Demons see it as nothing more than an illusion of their former self.

Nickname: Incarnate

Preferred Attribute: Any

Boon: Because the Demon doesn't actually possess a human host, as long as the Demon has Thralls or an attuned Fount, he cannot be "killed", only discorporated (like a spirit). The length of time the

Demon is discorporated depends on his Psyche Rating. The higher his Psyche the quicker he reforms. An Incarnate that has been discorporated, reform in a number of days equal to 11 minus the character's Psyche. When they reform, it is at one of their Founts or near one of their Thralls. Discorporated Incarnate are still susceptible to Consumption the turn following their "death" (See: Consumption).

Bane: The Incarnate must have at least one Tie (a Thrall or rank 3+ attuned Fount). The Demon's effective Dominion score is limited to the number of Ties that the Demon possesses. Although the Demon's Dominion score does not actually drop if a Thrall is killed or Fount is lost, the Demon is limited on all Dominion related affects (Faith expenditure per round, etc) as if he had lost Dominion until he gains new Ties. For this reason, the Incarnate keep their Thralls and Founts very safe and very secret. If the Demon ever loses all of his Ties (through their Death, destruction, etc.), it is the same as the death of the host for other Demons (See: "Death and Returning" later in this chapter).

In addition, discorporated Demons are in a state deeper than Twilight, but denied even the Shadow existence of Spirits across the Gauntlet, instead they are trapped, and completely unaware of their surroundings in a state so divorced from reality even the spirits and ghosts do not take notice of the Demon. This is not a return to Exile, but a horrible reminder of it and it risks fraying the Demon's Psyche. During this time of total deprivation the Demon must roll Psyche (once per day of discorporation). Each failure results in a minor derangement when the Demon reappears. This derangement (or multiple derangements for multiple failures) lasts for a number of days equal to 11 minus Psyche. The Storyteller may reduce multiple derangements by extending the duration; even making a permanent derangement in some cases.

Prerequisites: Thrall or rank 3+ attuned Fount

Note: Due to the fact that a Demon must already have a Thrall or powerful Fount to return as an Incarnate, this Modus is unavailable for most newly returned Demons. The Storyteller may allow a player to begin play with an Incarnate, if beginning play with his own Fount, but it is not recommended. A fresh Incarnate Demon has little to no knowledge of the modern world. This makes for interesting encounters early in the Demon's career. Most Incarnate are Demon's who have returned at least once before.

ARCEO (BINDING)

*"I saw the angel in the marble
and carved until I set him free."*

Michelangelo Buonarroti

The Modus of Arceo is normally one of necessity. Mostly consisting of those Daemons that lost their host and are in urgent need of an anchor to avoid the Exile once more, these Demons have an interesting existence. They inhabit normally inanimate objects leading them to not being able to interact with people in normal ways.

Nickname: Bound **Preferred Attribute:** None

Boon: Demons on the Modus of Arceo (Binding) are housed within a Reliquary and it is reinforced by the Demon's presence. The Structure (or Health) of a Reliquary housing a Demon is equal to the Demon's Stamina + Reliquary Size + Durability. The Bound also gain a built in armor rating equal to the Reliquary's Durability. (See: the "Reliquary" Merit in the "New Merits" section in Chapter 2)

The Demon is aware of his environment as normal; hearing sounds as if he had ears, seeing sights as if he had eyes, etc. Unfortunately, the Earthbound's only form of communication (besides possible Evocations) is the ability to automatically speak telepathically with anyone in physical contact with its reliquary.

The telepathic link can channel directly into a form of temporary possession with a willing Thrall that can last for one hour per Faith point spent. Possessed Thralls enjoy access to the Visages of the Demon during possession and may use Dominions as a normal Demon. Merits, Skills and Physical Attributes are those of the Thrall, but Social and Mental Attributes as well as memories are those of the Demon.

Bane: Besides the social limitations of not having their own body that can walk around and talk to people, the Bound have other restrictions. Because they are housed in an inanimate shell, the Earthbound cannot transform their "host" to reveal Visages. Unless the Demon is currently "possessing" a willing Thrall, Visages lie dormant.

If a Reliquary is destroyed, it is the same as the death of a host for a Demon in a human body. (See: "Death and Returning" earlier in this chapter)

Demons in Reliquaries have problems relating to the world as well. A Reliquary is not a human host; it has no memories for the Demon to rely on, making it harder for a newly returned Demon to understand

society. The Bound still possess Skills, but may not have any Skill higher than his Dominion score. Skill points higher than his Dominion are not lost, but are unusable.

Prerequisites: Reliquary, Thrall (recommended)

Note: Because the Demon must possess a prepared Reliquary in order to become one of the Bound, newly returned Demons cannot normally become one of the Bound. Also, unless the Bound had been of another Modus previously, the mind of Daemon would be too alien play as a normal player character and the Storyteller is advised to discourage players from making starting Demon characters of this Modus.

VICTUS MORTIS (REANIMATION)

*"Death is not the worst than can
happen to men." – Plato*

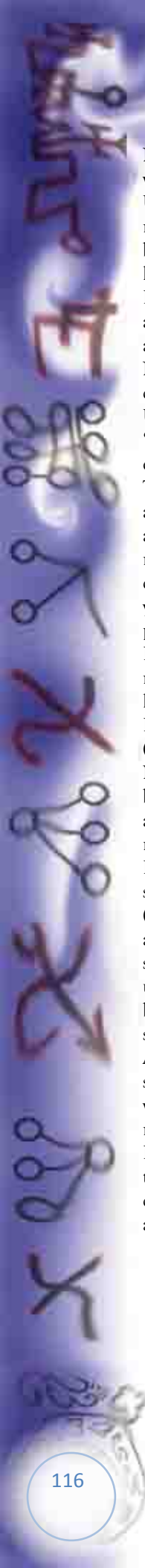
The animated dead have filled the fears of mortal man for millennia. Every now and then, they have good reasons for their fears. Demons with the Modus of Victus Mortis are similar to the Bound. A dead human body is like a readymade Reliquary; it was designed to house a soul, but now it is empty. Regrettably, dead bodies don't stay fresh long without a Daemon inhabiting them. Once Rigor Mortis sets in (within a few hours), the body becomes more and more useless to a Daemon. The strength and nimbleness of the body is degraded the longer it is dead until it becomes something a Daemon would no longer inhabit.

Many Demons of this Modus have reanimated their own once living hosts. When a Demon's host body dies, he has the option of reanimating it. If the Demon "returns again" this way, he is able to bind himself to the body similar to the Modus of Arceo (Binding).

Technically not "Host Free" as a host body is still being used, these Demons are tied to the reanimated body just like the Bound are tied to their Reliquary. Unlike the Bound, the Reanimated do not have a nice reinforced Reliquary. All they have is an animated corpse. But, that corpse is still a body that can walk and talk, and that's more than the Bound get to work with.

Nickname: Reanimated

Preferred Attribute: Stamina or Composure



Boon: Reanimated Demons have much in common with the standard movie zombie; they don't feel pain. Undead Demons ignore wound penalties up to their rank in Dominion. Damaged is recorded normally, but the Demon can stay standing and active until all health boxes are filled with aggravated damage. These Demons do not need to breathe either, but the habit and need for speech continues the in and out motion as normal.

Bane: Unlike their zombie cousins, undead Demons can heal damage over time (like a normal person). Unfortunately, they are subject to what are called "Death Wounds". Death Wounds never visibly heal even though the health boxes may have recovered. They are wounds and damage that the body had at or after its death. Death Wounds even include any aggravated damage that a Demon receives after reanimation. If one of the Undead loses an arm, he can sew it back on to still use (although such actions yield Frankenstein style results). Unless the Demon possesses a way of changing or hiding them (like a Domain or special makeup), they remain. One way to remove Death Wounds is to bring the body back to life and heal the wounds. Any Death Wounds that the Demon possesses can be removed this way by healing (they are considered aggravated) while the host is alive. Note that, if a Reanimated Demon is somehow brought back to life, the effect is temporary and is only able to last the scene (or less, if the duration is normally shorter).

Even if Death Wounds are hidden or healed somehow, Demons in the Modus of Victus Mortis (Reanimation) are still the walking dead and they appear as such. Besides the lack of a pulse, they may smell bad or appear stiff like a corpse. This can be unnerving to the living. With regard to dice pools based on Presence or Manipulation Attributes in social situations, the 10-again rule does not apply. Additionally, any 1's that come up on a roll are subtracted from successes. (This latter part of the weakness does not affect dramatic failure rules.) This rule does not apply to dice pools that involve the Intimidation Skill, or to the Composure Attribute. If the character has any Death Wounds that are not concealed, the Storyteller is encouraged to penalize (or apply a bonus to) the player's roll how he sees fit.

Note: Because fresh bodies are difficult to find and the Demon must bind himself to the body of a recently deceased host, newly returned Demons do not normally become one of the Reanimated. Most Reanimated are a result of a Demon reanimating his own newly dead host. It is recommended that the storyteller discuss the ramifications of playing of playing a starting character of this Modus with the player before allowing him to do so.

MORTALS

REVELATION

Mortal minds are weak and full of contradictions. While many say that they believe in the supernatural, their minds snap when directly experiencing actual confirmation. Perhaps it is the opposition of faith versus undeniable proof.

Whenever a Mortal witnesses the Divine (or Devilish) effects a Demon, the Storyteller (or player of the PC Mortal) rolls for Revelation. Failure indicates Revelation, while success avoids it.

Examples that would require a Revelation roll:

Reaping Faith (See below), witnessing an Evocation, seeing the Demon's true form revealed through his Visages.

System:

Dice Pool: Wits + Composure - Demon's Dominion

Roll Results

Dramatic Failure: Revelation sets in and the mortal runs in a panic. He will not remember what caused him to run, but may make something up.

Failure: Revelation sets in and the mortal cannot act for a number of turns equal to the Demon's Dominion score. Memories of the event are hazy and non-specific.

Success: The mortal can act normally for the duration of the scene, although his memories will be hazy and non-specific.

Exceptional Success: Not only can the mortal act normally, he will remember the occurrence with normal clarity.

REAPING

Almost every human possesses a store of Faith, small or large. This Faith can be forcibly taken from them, if a Demon desires. Reaping Faith from mortals is a tricky process and often yields no results.

First, the Demon must find a mortal and determine his Virtue or Vice, usually through observation or conversation. The player rolls Wits + Empathy to determine the target's Virtue/Vice.

Second, the Demon must draw out the mortal's Virtue or Vice. If the Demon is targeting the mortal's Virtue of Justice, he might engage him in a conversation of "an eye for an eye". If he were targeting a Vice, such as Lust, the Demon may only need to hike up her skirt and straighten her stocking. Note that the Demon must initiate the Virtue or Vice herself to form the

conduit for the Faith to flow. The same mortal (with a Virtue of Justice) in a courtroom, cannot be reaped for simply being there. The Demon must do something like call him to the witness stand and question him. If the mortal is in a gentlemen's club, the Demon may have to give (or buy) him a lap dance (or get one from her, if she is a dancer).

Some mortals provide more Faith with their Virtue and some with their Vice. It depends on the mortal and the Demon. If Demon's Psyche is greater than the mortal's Morality, the Virtue path can grant more Faith. If Demon's Psyche is less than the mortal's Morality, targeting his Vice can yield more as the Demon brings him down towards his level. (See below)

Once the Demon has found a mortal that he has drawn out his Virtue or Vice, all the player needs to do is roll his Manipulation + Empathy + Dominion vs. the target's Wits + Composure to reap in the Faith. This roll may represent mere moments or many long hours, depending on the nature of the reaping. A Demon may only attempt to reap the mortal once per day. Other mortals may be reaped the same day, but no mortal may be reaped more than once per day. Mortals also build up a sort of tolerance to Reaping.

Each time they are Reaped, roll for Revelation. If a Virtue was Reaped and the roll results in Revelation, the Mortal's Morality score increases by 1. If it was the Mortal's Vice, Revelation reduces the Mortal's Morality score by 1. Unfortunately for the Demon, only normal mortals may be reaped. Any character with a Supernatural template (major or minor) cannot be reaped of Faith.

When a mortal is reaped of Faith, he realizes what is happening on a subconscious level. He may not know that his Will is being sapped away, but he knows there is something extraordinary going on.

System:

Dice Pool: Manipulation + Empathy + Modifiers vs. target's Wits + Composure (if resisted)
Modifiers: for Virtue (Psyche - Morality); for Vice (Morality - Psyche); Note that modifications can be positive or negative. Willpower cannot be spent on this roll.

Roll Results

Dramatic Failure: The Demon reveals a part of his true nature to the mortal. Roll for Revelation, a Failure acts as a Dramatic Failure.

Failure: No Faith points are gained by the Demon.

Success: The Demon cheats the target out of his Willpower point(s) and gains a point of Faith for each

success. Note: The Demon cannot receive more Faith than the target's permanent Willpower score.

Exceptional Success: No additional benefit is gained past the additional Faith.

MORTAL GROUPS

The Seekers

Not really a cult per say, but a group or type of cults. There are hundreds of organizations that have members that actually seek out the Fusion from Demons using the Modus of Iunctura (Merging). While some understand the full effects of merging with a Daemon, most believe they will simply gain immeasurable power, but all know that they are taking the Daemon to be fused with their own soul. Some Seekers are not after power, but immortality. Knowing that after the Fusion, no matter what, their new soul will continue on (to a new host presumably).

No matter what the reasons for the Seekers, Demons value them greatly. Every group of Seekers usually has at least one of the Fused. He either formed the group himself, found them after his Return or used the group by picking one to Fuse with.

Demons that form Seeker groups usually do so for insurance purposes. The Modus of Iunctura (Merging) requires willing hosts and the Seekers provide them.

Note: The Seekers do not normally resist Reaping. They realize what is happening and hope that it will gain them favor with the Demon, but tolerances are built up as usual.

THRALLS

*"Absolute faith corrupts as absolutely as absolute power."
Eric Hoffer (1902 - 1983)*

Reasons for dealing with Demons are many but the desire for money, sex, power and occult knowledge are the most common. However there are others and Demons are allowed a significant amount of latitude if a Thrall wishes for such a broad generality.

Pact Formation

While every Pact is different, they all have a few things in common. First, the mortal has to be willing to form the Pact. Second, he must know on some level that he is making an agreement with a supernatural being (whether he thinks of the Demon as an angel, demon, god or other) and his soul is part of the deal. If a Demon finds a mortal willing to form a Pact, it is formed using the following guidelines:

- 1) The Demon must agree to provide the mortal with something that he wants in exchange for his soul. This something can be anything (\$10 for gas, putting out his burning flesh, greater strength, a magic necklace, etc.).
- 2) The Demon gives the mortal what he promised. There is some flexibility on the Demon's part when determining what to give the mortal to meet his request. For example, if a mortal wanted to be able to pick up girls easier, the Demon could increase his Manipulation or Socialize, or give him the Striking Looks Merit, or even give him a supernatural ability to control minds.
- 3) The mortal always loses at least 1 dot in Morality (or more if Pact is more powerful).

To provide the new Thrall with his part of the deal, the Demon may give the Thrall experience points. These experience points represent any changes to the Mortal. To grant the Thrall experience points, the Demon may provide his own (rarely done) or harvest part of the mortal's soul. Taking the soul of a mortal lowers their Morality by the Pact level. Each point of Morality yields 5 experience points that the Demon may spend on the Thrall to fulfill the requirements of the Pact. Morality is automatically reduced by one point (signifying a default Pact level of 1). Morality cannot be reduced to less than 1 through the formation of a Pact.

These experience points may be spent on the following:

- Attributes, Skills and Merits (even Merits only available at character creation) as normal
- Supernatural powers such as Visages, the first 3 levels of Domain Evocations or the supernatural Merits from the book "WoD: Second Sight"
- The Demon may break a Thrall's addiction, eliminate a Derangement or mundane disfigurement for 5 experience points each
- The Demon may grant a form of immortality that prevents the Thrall from aging for 10 experience points

Note 1: The Mortal replaces any Faith cost for Evocations or Visages with Willpower.

Note 2: For a mortal to use a granted Evocation, the Mortal must always spend at least 1 Willpower point even if the Evocation normally has no cost.

Note 3: Making a Pact with a Thrall is a level 2 Psyche Ban (See: Psyche). This loss of Morality never results in Derangements.

A Demon doesn't need to grant experience points for most Pacts. Sometimes a service, straight cash or a roll in the hay is all that is required. If a Demon is capable of giving the mortal what he desires without the need of experience points, it is a simple level 1 pact. The mortal still gets the 5 experience points for the loss of the 1 dot in Morality, which the Demon (or mortal, if the Demon doesn't care) may spend as they see fit.

To finalize a Pact, the Demon must spend a number of Faith points equal to the Pact level and a point of permanent Willpower (which can be bought back with 8 experience points) to "seal the deal" and make the link the Faith flows through to the Demon.

Once a Pact is formed, the Demon gains one point of Faith from the Thrall each day. The Demon and Thrall are now bound together by the Pact, only Death can separate them. Demons that die and move on to a new host retain their Pacts while those that are consumed or return to Exile do not. Once a Thrall dies, his soul belongs to the Demon, who can do with it as he wishes (empower items, trade to other Demons, etc.).

Renegotiation

The Pact can be renegotiated, if the Thrall desires. Even then, the Demon may not wish to further empower the Thrall. If he so chooses, the Demon may renegotiate such a Pact, further empowering the Thrall by granting him more experience or moving previous Pact experience around to achieve new goals. In this new Pact the Demon can give the Thrall more of his own experience or burn the Mortal's Morality for 5 experience points per dot as before.

Middle Man

Sometimes a mortal wants more than the Demon can provide. In some cases, Demons have been known to pass along the Pact formation to another more powerful Demon for a "finder's fee". Usually, the Demon will contact another Demon higher up in his House and negotiate his fee. Usually such fees are paid in Faith, while some may be simple repayment of past favors and debts.

Ravaging

Demon's may supplement their Evocation rolls by drawing on the will or life force of their Thralls. This is called Ravaging. The Demon may only draw from one Thrall at a time when Ravaging. Demons may use the Thrall's Willpower points to fuel an Evocation (as extra dice on the Evocation roll) as a Reflexive action. The player may add a number of dice to his Evocation roll up to the Pact level of the Thrall being Ravaged or

the Demon's Dominion rating (whichever is smallest). Each extra die gained through Ravaging drains a Willpower point or point of Health from the Thrall. Each time the Demon does this the Thrall must roll Resolve + Composure. Failure results in a permanent minor Derangement or increases a minor to a severe. Further Ravages can result in more Derangements that then rise to Severe and so on. When the Thrall is out of Willpower the Demon may drain his Life as Lethal damage. Each point of Lethal damage becomes 1 extra die for the Evocation. This process can be as painful as the Demon desires it to be, even stunning his victim. Thralls have no defense against this ability unless they work such protection into their Pact. Something as straight forward as "2000 dollars and you never hurt me" seems simple enough, but most Demons will add in an addendum such as "Don't forget you'll need to be prepared for a little of this or that..." and others will opt to assume the Thrall meant physically hurt and interpret "hurt" as inflict pain. Such a Thrall may still be driven mad and left to die from having their life painlessly drawn out.

In general only one incredibly steeped in the occult and perhaps even specialized in Demonic studies should know about such a thing. The average Thrall shouldn't know exactly what the Demon means when he says "...in exchange for your Soul."

This is ultimately the woe of low level Thrall's. Demons often see them as expendable. This is not an absolute defense against an angry Cult of low level Thralls, the Demon can only momentarily incapacitate one at a time in this fashion, so it's in the Demon's interest to insure the Thralls he keeps close are content.

Thrall Merit for Mortals

A Thrall is a lesser Template available only to Mortals. Character Generation occurs as normal except the Thrall must dedicate Merit points to the Thrall Merit.

Thrall (••••)

Prerequisite: Mortal (non-supernatural)

Your character has made a Pact with a Demon. The Demon approached you, or you summoned it. Either way, you made a deal and now your soul isn't yours exactly. The character can exchange Morality points for experience during the formation (or renegotiation) of the Pact. Each Morality point can be exchanged for 5 experience points, lowering the character down to 1 (one) Morality at the lowest. This experience may be spent on anything available to the character (Attributes, Skills, Merits), including the removing Flaws and Derangements at 5 experience a piece and supernatural abilities. No matter what, making a Pact with a Demon is always results in a loss of at least 1 Morality (and gaining of 5 experience points). Each Morality dot exchanged in this way permanently reduces the Morality potential of the character. Meaning, if the character exchanged 4 dots of Morality for 20 experience points, he may never (unless the Pact is broken) increase his Morality above 6 dots. The Pact formation prevents the character from gaining Derangements from the dropping of Morality in this way.

If your group possesses the book "Second Sight", the character may now spend the Pact experience on Psychic and/or Thaumaturge merits. If you don't have the book, the character can spend experience on Domain Evocations (up to rank 3) as if he were a Demon (use Willpower instead of Faith for Evocation costs).

SOUL TRADE

There is a reason that people talk about selling their soul to the Devil, it happens. Demons can use a soul to do many things, but they don't need to buy them all. **If they are powerful enough, they can** take them. Demons use souls as currency amongst themselves. Soul contracts and deceased souls trade equally among Demons.

Gaining souls:

- Souls of Thralls are collected by the Demon when the Thrall dies
- Souls can be taken from other Demons in a manner similar to Consumption
- Souls can be taken from mortals by force with the right Evocation
- Souls can be removed from Soul Cages (if the Demon has the right Evocation)
- Souls can be traded from another Demon

Spending souls:

- A Demon can devour the soul for 1xp per Pact level (minimum 1xp) to be spent increasing Dominion
- A Demon can devour the soul to refill Faith pool to max (max of 10 Faith gained)
- A Demon can trade in a soul to the Demon's House for 1xp per Pact level (minimum 1xp) to be spent increasing Status (House)
- A Demon can trade soul with another Demon for favors
- A Demon can free the soul (actually release the mortal from obligation) for 1xp per Pact level (minimum 1xp) to be spent on increasing Psyche

ANTAGONISTS

ABYSSAL RECLAIMERS

*"When you stare into the abyss the abyss stares back at you."
- Friedrich Nietzsche - German philosopher (1844 - 1900)*

The Abyss has always been. It is the devourer of all that comes in contact with it. Filled with entities that should not exist and those that are trapped, the Abyss is still an endless void. Suspected by many, the Abyss is self aware. When an Abyssal entity gets out, it tends to cause chaos and bring other things to the Abyss. This is something it likes. The Abyss wants to be all that there is. When a Demon escapes his Exile, the Abyss becomes angry. Something that belonged to it got away. The Abyss fights back. Most Demons feel this in their Turmoil. While Turmoil is mainly a result of the world rejecting them, it is also the Abyss trying to pull them back. This pull is only a soft tug after the Demon has forged his Psyche and found a host. That is when the Abyss takes a more active role.

The Abyss has taken a clue from the Demons that have escaped it. Small power in the material world is acceptable. So the Abyss sends parts of itself to seek out these escapees and bring them back. The Abyss does this in a similar fashion to the Demons Modi. In fact, Abyssal Modi are the same as the Demon versions. What better way to hunt your prey than to become like them.

So rise the Abyssal Reclaimers. Set upon the world to retrieve that which has escaped the clutches of the Abyss. Of course, if the Reclaimer can obtain new things for the Abyss (like the minds and souls of mortals), then all the better.

Abyssal Modi

All Modi, but the Incarnate, are open to the Abyssal Reclaimers. There are some things the material world just doesn't allow. There are very few Abyssal Merged. Only the most depraved of individuals desire to blend with the Abyss, although the Abyss is not above using trickery to convince a mortal to merge. The most common Abyssal Modi are the Bound, Possessed and Revived.

Psyche

The Abyssal Reclaimers must forge a Psyche just like Demons do. The only difference is that the Reclaimers tend to spiral down much faster since they're not trying to avoid the Abyss. When the Reclaimer's

Psyche reaches zero, it returns to the Abyss leaving its host behind (usually in a twisted heap).

Faith

Abyssal Reclaimers do not gain Faith the same way Demons do. They cannot gain Faith from Thralls or Reaping. Instead, they steal Faith from Demons, destroy Founts and devour the souls of mortals.

Domains

Abyssal Reclaimers have the same access to Domains as normal Demons. They also have access to other Domains that normal Demons do not, Domain of the Hive, Domain of the Dominator and Domain of Chaos.

Turmoil

The Reclaimers are affected by Turmoil just as a normal Demon would be affected.

Pantheons

Abyssal Pantheons are the only Pantheons available for Abyssal Reclaimers.

Death

When the host is killed (or destroyed), the Abyssal portion returns directly to the Abyss. They do not have the option of "returning again". Any attempts to "Consume" an Abyssal Reclaimer by a Demon, rips away a point of Dominion from the consumer as it hollows out part of the Daemon and replaces it with part of the Abyss. While this is not an effect that any Demon would normally desire, this is the only way for a Demon to learn Abyssal Domains, if he desires it.

LEGION

"He that is busy is tempted by but one devil; he that is idle, by a legion."

Thomas Fuller (1608 - 1661), Gnomologia, 1732

Not every Daemon sheds their true power when they return, some simply divide it up amongst many. The Legion is either a Daemon or multiple Daemons that have returned through many simultaneous hosts, no one really knows. They are the boogie men to Demons as well as their tempters. The Legion offers power to those who will take it and destroy those who won't. What they don't tell you is the cost, the Demon's own soul. Almost comical is the ability for a Demon to "sell his soul" to the Legion for more power. This power comes in many forms, but always eats away at the Demon. The Legion are special and have access to an

additional Domain called the Domain of the Hive (See: Exiled Domains).

Joining the Legion

Since the Legion is actively recruiting members (and killing all others), Demons do have the opportunity of joining the Legion. All the Demon needs to do is "share" with a Legion member.

To "Share", the Demon must give a permanent point of Dominion to a Legion member, then the Legion gives a permanent point of his Dominion back. This links the two Demons together on a very intimate level.

OTHERS

CHANGELINGS

While they are still partly human, Demons may Reap Faith from Changelings (add supernatural resistance trait to resist). However, they may not form Pacts with Changelings, but Changelings may form Contracts with Demons as per Changeling rules.

See *Changeling: The Lost* books for more detailed information on Changelings.

GUESTS

These unfortunate souls are possessed (sort of) by what Demons would call minor Daemons. While powerful, they never had the true power that a Daemon controlled and they were never forced into Exile for being too powerful. Because Sin-Eaters are a form of the possessed, Demons cannot Reap Faith nor form Pacts with them.

See *Giest: The Sin-Eaters* books for more detailed information on Giests.

HUNTERS

Hunters are merely organized humans to most Demons. A few have some power; most notable to the Demons are the ones with the powers of exorcism and those that claim demonic heritage. Demons are able to form Pacts with Hunters and Reap them for Faith, as they are still Mortals.

See *Hunter: The Vigil* books for more detailed information on Hunters.

MAGES

While they may still be considered mortals, Demons cannot Reap Faith nor form Pacts with Mages. Their souls no longer simply believe, they know.

See *Mage: The Awakening* books for more detailed information on Mages.

PROMETHEANS

Prometheans are full of life energies and shine brightly to those Demons that can sense such energy. They are animated by a flame of life more powerful than normal mortals and most other supernatural beings.

As far as Demons are concerned, Prometheans do not have souls and cannot yield Faith from Reaping or enter a Pact with a Demon.

See *Promethean: The Created* books for more detailed information on Prometheans.

VAMPIRES

Vampire souls are static and unalterable by Demons. They cannot be Reaped Faith nor form Pacts with a Demon. However, Vampires are normally very willing to enter into negotiations with Demons as they believe they can gain the upper hand.

See *Vampire: The Requiem* books for more detailed information on Vampires.

GHOSTS


Ghosts can be affected by a Demon using the Domain of the Soul, if he has learned to affect ghosts as well. See the ghost rules on page 208 of the core *World of Darkness* rulebook for more detailed information on ghosts.

SPIRITS

Spirits can be affected by a Demon using the Domain of the Soul, if he has learned to affect spirits as well. See the spirit rules in other *World of Darkness* rulebooks for more detailed information on spirits.

REVENANTS

Revenants can be created by a Demon using the Domain of Death.



See the revenant rules on page 33 of the World of Darkness Antagonists rulebook for more detailed information on revenants.

ZOMBIES

Zombies can be created and controlled by a Demon using the Domain of Death.

See the zombie rules on page 22 of the World of Darkness Antagonists rulebook for more detailed information on zombies.

EXILED DOMAINS

DOMAIN OF THE HIVE

Mostly possessed by Legion members and their recruits, this Domain gives its possessors a form of hive mind. Linking their thoughts, memories, and abilities. Demons with this Domain slowly lose their individuality and sense of self. The higher his rank in this Domain, the more he will use terms like "we" instead of "I". Hence the popular saying, "We are Legion, for we are many."

To learn this Domain, the Demon must "share" his Dominion with a Demon that knows the Domain. It is a very intimate and vulnerable act. One Demon must give a permanent point of Dominion to the other before the second Demon gives a permanent point of his Dominion to the first. There is no guarantee that the second Demon will give up the point of Dominion, so it is risky. Of course, if a Demon Consumes another that knew the Domain, he is still able to learn the Domain, but will only be able to use the Thrall affecting Evocations of the Domain.

EVOCATIONS

• Call

Named for its general use by the Legion to call other members, this Evocation allows the Demon can send out a message to any Thrall or other Legion member with which the Demon has "Shared Dominion". The Call can work over any distance, but not across worlds.

Cost: None

Dice Pool: Intelligence + Expression + Hive

Action: Instant

Duration: Instant

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: The Demon sends an idea, phrase or image into the mind of the target. More successes means more clarity and more information. One success gets the general idea across, two or three gets the exact phrase, while four or more can send images as well.

Exceptional Success: No additional effect.

Turmoil: The call cannot be directed at individuals, but is sent to everyone that the Demon could send the call to. This includes all Thralls that the Demon has as

well as fellow Legion members. This is the equivalent of shouting in someone's ear, so it can anger others when it is not an emergency.

• • Share

The Demon can share what he is sensing with a Thrall or other Legion member that the Demon has "Shared Dominion" with. Any sense may be shared to the target, even surface thoughts. Like the Call, there is no distance limitation to this Evocation, but does not work across worlds.

Cost: None

Dice Pool: Wits + Persuasion + Hive vs. Composure + Dominion

Action: Instant

Duration: 1 Scene

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success is one sense that is shared with the target. What senses that are shared are chosen by the Demon.

Exceptional Success: Surface thoughts can also be shared across the link, if the Demon likes.

Turmoil: If the target fails to resist, the Turmoil causes the shared senses to override their own for a number of rounds equal to the successes on the Turmoil roll.

• • • Knowledge

At this level, the Demon can use his shared mind to know things that his Thralls and Legion members know; knowledge like names, locations and other memories. Think of it as a Demonic web search.

Cost: 1 Faith

Dice Pool: Manipulation + Investigation + Hive

Action: Instant

Duration: N/A

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success gives the Demon one bit of information. Like a person's name, his home address, that he killed a fellow Legion member, etc. Only information that is known by the Demon's Thralls or Legion members is accessible. It is up to the Storyteller to determine what is known or unknown.

Exceptional Success: No additional effect.

Turmoil: The Demon garners more information, but it is all jumbled. Add the Turmoil successes to the Evocation successes and use the total as the normal

successes. Unless the Demon spends a point of Willpower, the information is mixed together in confusing bits (the Storyteller is advised to be creative in describing the information gained).

•••• Skills of All

This Evocation allows the Demon temporary access to the skills of his Thralls or Legion Members. A Demon with no knowledge of computers can delve into the hive mind and use knowledge gained there to hack past a military grade firewall.

Cost: 1 Faith

Dice Pool: Wits + Empathy + Hive

Action: Instant

Duration: 1 round per level of Dominion

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success gives the Demon a temporary dot in the Skill desired. These temporary dots are not added to existing dots of the skill, if the Demon already possesses some knowledge, they instead replace any pre-existing level of skill.

Exceptional Success: No additional effect.

Turmoil: Skill dots gained are added to existing dots instead of replacing them, but the knowledge is flawed or incomplete. Ignore the 10 again rule for uses of the specified Skill for the remainder of the scene.

••••• Domain Memory

At the pinnacle of this Domain, the Demon is able to gain access to the Domains and other supernatural abilities of his Thralls and Legion Members. Domains and supernatural Merits are available to the Demon.

Cost: 2 Faith

Dice Pool: Manipulation + Persuasion + Hive

Action: Instant

Duration: 1 round per level of Dominion

Roll Results

Dramatic Failure: The Evocation fails and the Demon loses 1 point of Faith.

Failure: The Evocation fails with no effect.

Success: Each success, up to the Demon's Wits dots, gives him one temporary dot in a Domain or other supernatural Merit. For Merits without variable levels, the level is how many successes that are needed. Only Domains and Merits possessed by Thralls and Legion Members are available. The Storyteller decides what is available.

Exceptional Success: No additional effect.

Turmoil: Domains gained are automatic Turmoil affected when used. While Visages and Merits temporarily overwrite any existing ones.

VISAGES

The Domain of the Hive does not have its own specific Visages. Most Demons that possess this Domain have "shared" with another Demon. This gives them access to Visages that other Demons have access to. The player may purchase any Visage without having the associated Domain. However, the experience cost is greater (1xp more per level). The Storyteller may want to limit Visage availability to a list of Domains, but the player should be able to purchase at least 1 Domain set of Visages that he wouldn't normally have access to. Of course, if the Demon has learned this Domain without "sharing" with another Demon, he cannot have access to other Domain Visages.

DOMAIN OF THE DOMINATOR

Demons that have learned this Domain have moved beyond normal physical limitations of Daemon and Host. They are able to jump from host to host quite easily. Taking all of their power with them but rarely staying in one host for long.

EVOCATIONS

This Domain is different from others in that there are no Evocations associated with it. Instead, it works as a single Evocation of varied power levels. Increasing the Domain simply provides the Demon with more power when trying to possess a temporary host.

Cost: None

Duration: Based on the number of successes.

Dice Pool: Stamina + Manipulation + Dominator vs. Wits + Composure

Dramatic Failure: The Demon loses a point of Faith. He fails to jump into the target and may never use this Domain on him again.

Failure: The Demon fails to jump into the target and may never use this Domain on him again.

Success: With any successes, the Demon "jumps" into the target, but the duration is determined by the number of successes:

1. The possession lasts the scene
2. The possession lasts until the next sunrise or sunset, whichever occurs first
3. The possession lasts one day per Dominion rank of the Demon
4. The possession lasts one week per Dominion rank of the Demon
5. The possession lasts until the Demon decides to leave (or is killed, or exorcised)

The Demon must touch the intended target in order to "jump" into his body. In combat situations, this can be tricky (See the rules on grappling a target in the core World of Darkness book).

The temporary host does not remember the time of his possession unless the Demon wishes for him to remember. Any memories left in the temporary host are hazy and dream like.

The Demon's primary host (his Returned host) body lies dormant while he is in his temporary host body. If the Demon's primary host is ever killed or destroyed while the Demon is "out", he is stuck using this Domain to find new temporary hosts each time the duration expires or else face Exile as a normal death. If the temporary host dies (or the Demon is Exorcised), the Demon returns to his primary host, if it is still alive.

The Demon may always leave the temporary host early by returning to his primary host or using the Domain again on another target.

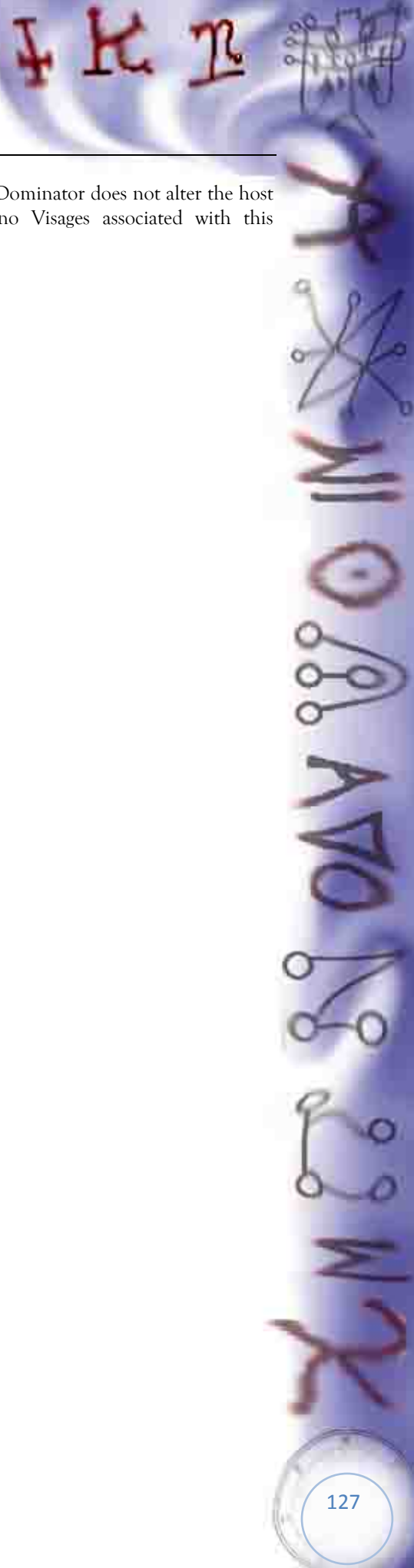
If a supernatural is targeted (and fails his resistance roll), he may spend a point of Willpower reflexively to prevent the possession. If he is stopped in this manner, the Demon may not attempt to possess the target again for the remainder of the scene. Any attempted use of this Domain on a supernatural being is recognized for what it is and will likely be retaliated against. Thanks to their immunity to possession, any attempts to use this Domain on another Demon automatically fail. Note: Supernatural abilities of beings possessed by this Domain are not available to the Demon. A Mage possessed by a Demon does not get Spheres and Domains, only Domains. The same goes for all supernaturals.

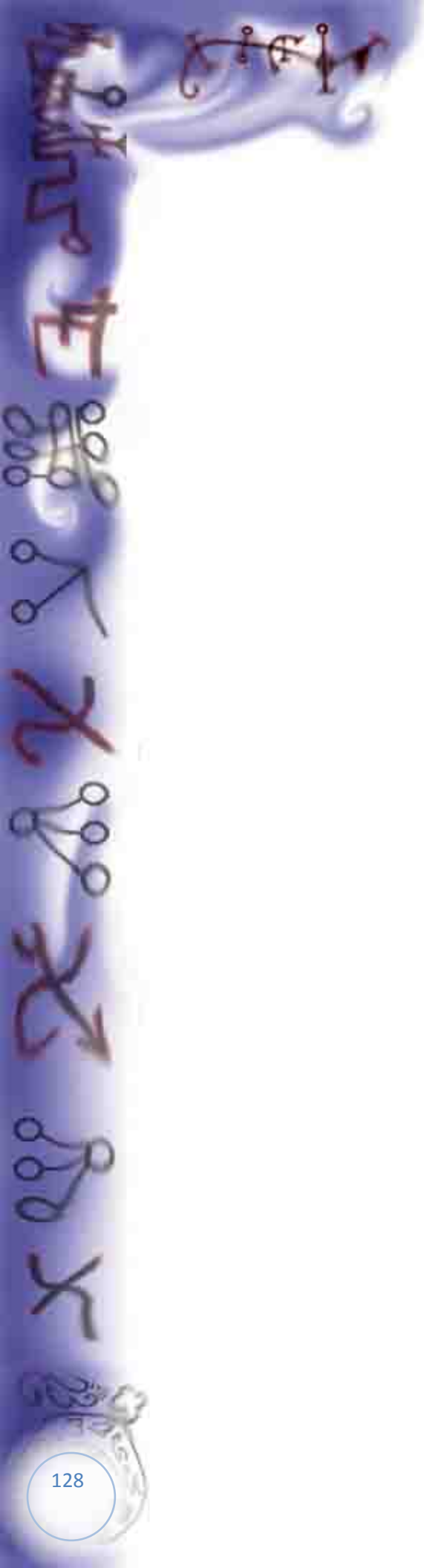
Exceptional Success: No further benefit is gained.

Turmoil: Each time the Demon leaves a temporary host, the victim remembers the violation and his lack of control. The words "prisoner in my own body" are used a lot by these victims. This affects the poor soul greatly and he must roll for Morality loss and possible Derangement. Multiple successes on the Turmoil roll call for a like amount of possible Morality loss rolls.

VISAGES

The Domain of the Dominator does not alter the host body. There are no Visages associated with this Domain.





APPENDIX ONE: PANTHEONS

Upon reaching a certain level of inherent power many Demons wish to cloth themselves in a celestial mantle. By wreathing itself in the beliefs of the mortal people, a Demon can become an angel, devil, god, forest spirit, elemental, etc. Mortals have more power than any Demon would like to admit. They have the power of belief and faith. When enough mortals have a similar belief, such as the existence of angels, then angels can actually exist. Demons are able to use that belief to assume that physical, spiritual, emotional and moral form. Anything that Mortals believe in, a Demon is capable of becoming.

The most acclaimed advantage becoming a member of a Pantheon grants is the gaining of a Revelatory Form. While Demons may be able to change their form with certain Visages, a Revelatory Form is a partial manifestation of the Daemon itself. When a Demon joins a Pantheon, the Daemon alters itself much like when it formed the Psyche in order to return to this world.

Of all the Pantheons, these are the most recognized: The Cthonic, akin to the monstrous alien deities found in the writing of H.P. Lovecraft; The Judeo-Christian style Angelic Choir and the Fallen Horde; the fabled Oni and Rakshasa of Japanese, Chinese and Hindu legends; and the Djinn, whose Arabian legends assume fire elemental aspects.

To join a Pantheon:

A Demon cannot join a Pantheon until his Dominion score is at least 3. The Daemon must have a firm hold on this reality before it can manifest much of its true form.

Each Pantheon has its own requirements (like belonging to a House, Modus or having certain Visages, Domains or Skill ratings).

Pantheons are not social clubs. Although Demons of the same Pantheon may band together from time to time, a Demon does not need to find another Demon of the Pantheon in order to join said Pantheon. He simply attunes his form to the belief structures of the Pantheon.

Drawbacks

By attuning his form to that of a mortal belief, a Demon gains that forms powers and shortcomings. While most Pantheons don't have physical vulnerabilities, they all have some form of drawback.

These drawbacks can vary in strength from Pantheon to Pantheon just as the benefits can vary. A drawback can range from physical damage from a common substance like sunlight or silver, to being expelled from the Pantheon for not following certain rules.

Revelatory Form

Pantheon members may activate a number of Visages (both rank 2 and 3 Visages) up to his Dominion rank without spending Faith. Each Visage must be noted as to being part of the Demon's Revelatory Form. Once the Visages have been chosen for the Demon's Revelatory Form, they cannot be changed. As an Instant Action, the Demon may roll Dominion. Success activates all predetermined Visages. Failure does not activate any of those Visages, but the player may continue to roll Dominion each turn until he succeeds. A Revelatory Form will last for a number of Turns equal to the Demon's Dominion regardless of the Visage's normal duration.

If the player wishes, he has the option to spend 2 points of Faith to automatically activate all Visages that are part of his character's Revelatory Form.

When a Demon joins a Pantheon, he may also gain access to additional unique Merits and Visages that may be bought with experience points like normal. Unique Visages may be activated similar to his other Visages, if the player desires, but are normally activated as part of the Demon's Revelatory Form.

Revelatory form can be activated (or reactivated) multiple times per Scene, but it gets harder and harder each time. Subtract 1 dice from the roll each time (or add 1 Faith to the cost if not rolling) it is reactivated.

Making your own Pantheons

Keep with a theme. Don't just put cool powers together. You're going for a type of supernatural being that people believe to exist. Visages should make sense for that form.

As an example, the Houses from the oWoD Demon: The Fallen would make nice Pantheons, since they each had a few unique Revelatory Forms.

Prerequisites:

Pantheons do not need to have prerequisites, but specific Visages, Modi or Houses are fairly standard. The next common requirement is normally Domain related, but should not exceed requiring Level 2 of a Domain (or Level 1 of 2 different Domains).

Certain Attribute Levels, Skills and Merits are also acceptable as prerequisites.

Drawbacks:

Your new Pantheon should have a drawback appropriate to its basis. A Wendigo Pantheon would most likely have a Drawback relating to cannibalism instead of being repelled by crosses.

Revelatory Form:

There should be suggested Visages for a Demon of the new Pantheon. These are not requirements (those should be in the Prerequisites), but simply proposals of Visages for Demons that would join this Pantheon

Additional Benefits:

New unique Merits or Visages for the Pantheon should be considered. Not every Pantheon will have many unique Merits or Visages, but each should have one to make it distinctive from any other Pantheon.

THE ANGELIC CHOIR

Not all Demons are upset at the current god(s). Some are happy to even do work in their name. Angel sightings are not as frequent as they used to be, but most of them (at least the real ones) can be attributed to this Pantheon. The Angelic Choir is made up of those Demons that seek the betterment of mankind.

Prerequisites: Member of The House of Enlightenment, Psyche 7+

Drawbacks

Being one of the Angelic Choir requires that the Demon maintain a higher morality. If the Demon's Psyche ever drops below 7 for any reason, the Demon loses all benefits of the Pantheon until he regains his 7th dot in Psyche.

Revelatory Form

The following types of Visages are recommended:

Armor, Enhanced Attributes and Wings

Additional Benefits

The Angelic Choir also has access to the following items to purchase with experience:

Unique Merit: Impressive Wingspan (••)

Prerequisite: Visage with wings

The Angel's wingspan increases to extraordinary limits. If the wings did not allow flight before, they do now. These wings are also stronger than normal, allowing the Demon to fly at double his normal running speed (or add his normal running speed to the flight speed, if the Visage already allowed for a speed faster than his running speed).

Unique Visage: Holy Sword (Rank 3)

Cost: 2 Faith (unless chosen for Revelatory Form)

Action: Instant

Duration: Turns equal to Dominion

The Angel is able to solidify his own Faith in order to create a Holy weapon. While many form the traditional "flaming sword", any type of melee weapon is possible. No matter what style of weapon is formed, the damage is considered Aggravated. The weapon does not change once it is selected. The weapon gives no bonus to attack (roll Strength + Weaponry only when attacking). If desired, this Visage may be purchased a second time, to represent a second (offhand) weapon.

CTHONIC

Monstrous. Hideous. Maddening. All these are words used to describe the Demons of this Pantheon.

Prerequisites: Member of The House of the Coming Darkness

Drawbacks

The Old Ones are very old, dating back to before time. Unfortunately, they are also believed to be solely the work of the writer H.P. Lovecraft (who happened to be a Thrall to a Demon of this Pantheon). Being so old that the world's ancestral memory barely recognizes them, it is much more difficult for these Demons to reveal their Revelatory Forms. Even though it does not cost other Demons Faith to activate their Revelatory Forms, the player must spend 1 point of Faith each time he rolls Dominion to activate those Visages.

Revelatory Form

The following types of Visages are recommended:

Any Visages from the Domain of Storms, Camouflaging, Extra Limbs, Many Eyes and Enlarged Size

Additional Benefits

The Cthonic Pantheon also has access to the following items to purchase with experience:

Unique Visage: Maddening Aura (Rank 3)

Cost: 2 Faith (unless chosen for Revelatory Form)

Action: Instant

Duration: Turns equal to Dominion

Those around the Demon tend to go crazy. The Demon just drives them mad by its mere presence. Each time someone comes close to the Demon (within a number of yards equal to the Demon's Dominion rating) they must roll Wits + Composure to avoid gaining a Derangement. This new Derangement is usually random, but the Storyteller may assign appropriate Derangements if the situation warrants it. These Derangements are usually temporary. After a number of days equal to the Demon's Dominion

score, the victim may roll Wits + Composure again. Success indicates the Derangement has worn off. Failure results in waiting the same number of days and rolling again at a -1 dice penalty. Continuous failures result in cumulative penalties. Once the roll is reduced to a Chance Die, a Critical Failure results in the Derangement becoming permanent.

Unique Visage: Tentacles (Rank 3)

Cost: 2 Faith (unless chosen for Revelatory Form)

Action: Instant

Duration: Turns equal to Dominion

The Demon has a multitude of tentacles emanating from his body. These tentacles can work in conjunction with the Demon's actions or work independently. The player must determine the function of the tentacles each round.

The first option as a function gives the Demon an equipment bonus equal to the Demon's Dominion score to any actions that the tentacles can help the Demon perform (grappling, climbing, running, attacking, etc.)

The second allows the tentacles to independently attack multiple opponents (equal to Dominion rating). Each tentacle rolling only the Demon's Strength to attack. The Demon may take his own action while the tentacles are attacking independently.

THE DJINN

People want things. So do Demons. Much of the time a Demon can get what he wants in exchange for giving the person what they want.

Prerequisites: Member of The House of Mortal Desires

Drawbacks

The Djinn cannot reap Faith from a mortal unless the mortal wishes for something from the Demon. The words "I wish" must actually be used by the mortal, even if the wish is provoked by the Demon.

Revelatory Form

The following types of Visages are recommended:

Any Visages from the Domain of the Flame

Additional Benefits

The Djinn Pantheon also has access to the following items to purchase with experience:

Unique Merit: Of the Lamp (••••)

Prerequisites: Modus of Arceo (Binding)

Like the legends of old, the Djinn can be released from bottles, jewels or lamps. If the Djinn is one of the Bound, he can materialize in his Revelatory Form if someone "rubs the lamp". Touching the Demon's Reliquary is usually enough to allow the Djinn to

materialize, although he must roll Dominion or spend Faith as normal for revealing a Revelatory Form.

Unique Merit: Painless Pact (••)

Pacts made by the Djinn do not need to cost the person a Morality dot. As long as the Djinn can provide his part of the bargain without resorting to converting Morality into Experience points, the mortal does not lose Morality.

Unique Visage: Body of Smokeless Flame (Rank 3)

Cost: 2 Faith (unless chosen for Revelatory Form)

Action: Instant

Duration: Turns equal to Dominion

The Djinn are said to be made out of a Holy smokeless fire. This Visage reveals that fire. Once activated, the Demon becomes flame. Similar to the level 4 Evocation "Ride the Flames", he turns into a being of "solid" fire. Unlike the Evocation, the Demon is able to manipulate physical objects without harming them. In fact, the flames only burn what the Demon desires. The Demon can Reflexively roll Dominion to damage objects or people that are touched (grappling rules still apply). Each success causes 1 point of Lethal fire damage.

THE FALLEN HORDE

There are some Demons out there that take their given title to heart. They become the demons that people expect.

Prerequisites: Psyche less than 5, Domain of Sin

Drawbacks

Due to their embraced unholy nature, members of the Fallen Horde take double damage from Holy Founts (such as churches) and Holy weapons.

Revelatory Form

The following types of Visages are recommended: Dark Sight, Tail, Horns, Fiery Blood, Firewalk, Wings

Additional Benefits


The Fallen Horde also has access to the following items to purchase with experience:

Exiled Domain of the Hive

The Demon can learn the Domain without needing to "share" with another Demon that possesses the Domain. However, if he does not "share" with other Demons, he is still limited to using the Domain with only Thralls.

HULDRA

The Huldra is a seductive Norwegian forest creature. She is a stunningly beautiful woman with long hair;



though from behind she appears hollow like an old tree trunk, and has an animal's tail.

Prerequisites: Female and member of The House of Mortal Desires

Drawbacks

The Huldra must spend some time in a forest or wooded area every day. If unable to do so for more than a number of days equal to her Dominion, the Huldra will lose access to all Domain Visages.

Revelatory Form

The following types of Visages are recommended: Blinding Beauty, Camouflage, Enhanced Strength, Tail

Additional Benefits

The Huldra also has access to the following items to purchase with experience:

Unique Visage: Hollow Body (Rank 3)

Cost: 2 Faith (unless chosen for Revelatory Form)

Action: Instant

Duration: Turns equal to Dominion

The Huldra becomes hollow like an old tree trunk. Being hollow makes the Huldra nearly immune to piercing damage such as bullets or stabbing. Slashing and bashing damage still affects the Huldra as normal. Automatically subtract the Huldra's Dominion rating from piercing damage. The Storyteller is final arbitrator on what type of damage an attack consists.

APPENDIX TWO: LAS VEGAS

SIN CITY SINNERS

Eliza Summers

Ashakra-Hey has not been worshipped for many thousand years. She has returned to find a new world that is ripe for her to harvest. She was a goddess in her day. Now, she is simply one of many that have returned in the quest for material pleasures.

She has found a suitable host in a woman named Eliza Summers. Eliza is breathtakingly beautiful, like Ashakra was before her fall. Talented in the art of music, Ashakra was drawn to her soul right away. While she was extremely talented, her soul was weak. Eliza's soul was willing to bond with Ashakra and the two merged into one. The new Eliza has started a new band and called it "Paradise Returning". There are five other members to the band, three of which are Thralls to Ashakra.

True Name: Ashakra-Hey (Beauty of Blinding Sound)

Modus: Iunctura (Merging)

House: Mortal Desires

Attributes:

Intelligence 2, Wits 2, Resolve 2

Strength 2, Dexterity 3, Stamina 2

Presence 4, Manipulation 3, Composure 2

Skills: Academics 0, Computer 0, Crafts 1, Investigation 0, Medicine 0, Occult 1, Politics 2, Science 0,

Athletics (running)2, Brawl 1, Drive 1, Firearms 0,

Larceny 1, Stealth 1, Survival 1, Weaponry 0,

Animal Ken 0, Empathy 1, Expression (singing) 4,

Intimidation 2, Persuasion 3, Socialize (seduction) 3,

Streetwise 1, Subterfuge 1

Merits: Legacy 3, Striking Looks 2, Pact 1 (x3)

Psyche: 7

Virtue: Fortitude

Vice: Greed

Dominion: 1

Domains: Flesh 1, Radiance 2

Faith/per turn: 1

Todd Wilkinson

Having died in a car accident just minutes before Syr arrived on this plane, Todd had no need for his body any longer. It was a nice fit, but it needed work, reattaching part of the skull being the most difficult. Some memories were there for Syr to work with, but most of the world still was a mystery.

True Name: Syr (Weapon Smith of the Sixth Plane)

Modus: Victus Mortis (Reanimation)

House: Coming Darkness

Attributes:

Intelligence 3, Wits 3, Resolve 2

Strength 2, Dexterity 3, Stamina 3

Presence 2, Manipulation 2, Composure 2

Skills: Academics 2, Computer 2, Crafts (weapons) 2, Investigation 1, Medicine 0, Occult 2, Politics 0, Science (metallurgy) 2,

Athletics 1, Brawl 1, Drive 1, Firearms 1, Larceny 1,

Stealth 1, Survival 1, Weaponry (swords) 1,

Animal Ken 1, Empathy 1, Expression 0, Intimidation 0, Persuasion 0, Socialize 0, Streetwise 1, Subterfuge 1

Merits: Resources 3, Fast Reflexes 1, Back Again 3 (Merging)

Psyche: 5

Virtue: Fortitude

Vice: Lust

Dominion: 1

Domains: Death 2, Patterns 1, Forge 3

Faith/per turn: 1



Jonathan “The Amazing” Latherby

A magician and escape artist, Jon had a run in with fate and died on stage in a tank full of water. When he awoke to find himself on the stage receiving his very first standing ovation, he realized he had come back from the dead, but it wasn't until later that he realized he wasn't the same person any more. Jon's soul moved on and his Daemon moved in.

Banor Cal once was worshiped for his favor by gamblers and warlords alike. Providing luck to those he saw as worthy. Now he provides luck for himself on his quest to return to some form of power and adoration. He is well on his way to becoming the most recognized illusionist off the strip, hoping soon to rival even the most popular magicians that Las Vegas has to offer.

True Name: Baanor Cal (Phantom of Silent Chance)

Modus: Renovo (Reviving)

House: Resurgence

Attributes:

Intelligence 2, Wits 2, Resolve 2

Strength 2, Dexterity 3, Stamina 3

Presence 2, Manipulation 3, Composure 2

Skills: Academics 0, Computer 0, Crafts 2, Investigation (puzzles) 1, Medicine 0, Occult 2, Politics 0, Science 0,

Athletics 2, Brawl 1, Drive 1, Firearms 1, Larceny (sleight of hand) 2, Stealth 2, Survival 1, Weaponry 1, Animal Ken 0, Empathy 0, Expression 1, Intimidation 2, Persuasion 2, Socialize 0, Streetwise 1, Subterfuge (misdirection) 1

Merits: Resources 2

Psyche: 6

Virtue: Fortitude

Vice: Pride

Dominion: 2

Domains: Awakening 1, Humanity 2, Light 1

Faith/per turn: 2

THE INDIGO CORPORATION

Formed by the House of Mortal Desires, the Indigo Corporation is the most organized group this House has ever produced. It has nearly become its own House as it has become a very large collection of Demons. While the corporation is varied in its pursuits, Indigo focuses its efforts on the greed of mankind due to being based in Las Vegas.

The Indigo Corporation does its work through consulting. They market themselves as “solution providers” for finance, legal, security, and more. There aren’t many pies they haven’t stuck their fingers. Companies and well financed individuals come to them with their problems and Indigo gives them a solution.

Not everyone at Indigo is a Demon, far from it. Most of them are mortals just doing their job, like everyone else. Many of those mortals are the Thralls of the Demons there (most of which are in management positions of course).

Nora Asher

Nora Asher doesn’t exist. Well, sort of. With help from the Indigo Corporation, she now has a Social Security number, job, partial history and has paid her taxes even though she has only been on this plane of existence for a few short months.

Romishama based her pattern off of a combination of several sorceresses that helped her passage from the other side. She took what she believed to be the best aspects of the four women, mixing the memories, personalities and physical appearances into what is now known as Nora Asher.

True Name: Romishama (The Shadow of Desire)

Modus: Apereo (Incarnation)

House: Mortal Desires

Attributes:

Intelligence 3, Wits 2, Resolve 3

Strength 2, Dexterity 3, Stamina 2

Presence 4, Manipulation 2, Composure 1

Skills: Academics 3, Computer 0, Crafts 2,

Investigation 2, Medicine 0, Occult (magic) 3, Politics 2, Science 2,

Athletics 3, Brawl 1, Drive 1, Firearms 0, Larceny 0,

Stealth 3, Survival 1, Weaponry 1,

Animal Ken 2, Empathy 1, Expression 2, Intimidation 0, Persuasion 2, Socialize 0, Streetwise 0, Subterfuge 0

Merits: False name 2, Legacy 5, Pact 1

Psyche: 7

Virtue: Temperance

Vice: Lust

Dominion: 4

Domains: Forge 1, Longing 2, Sin (Lust) 3

Faith/per turn: 4

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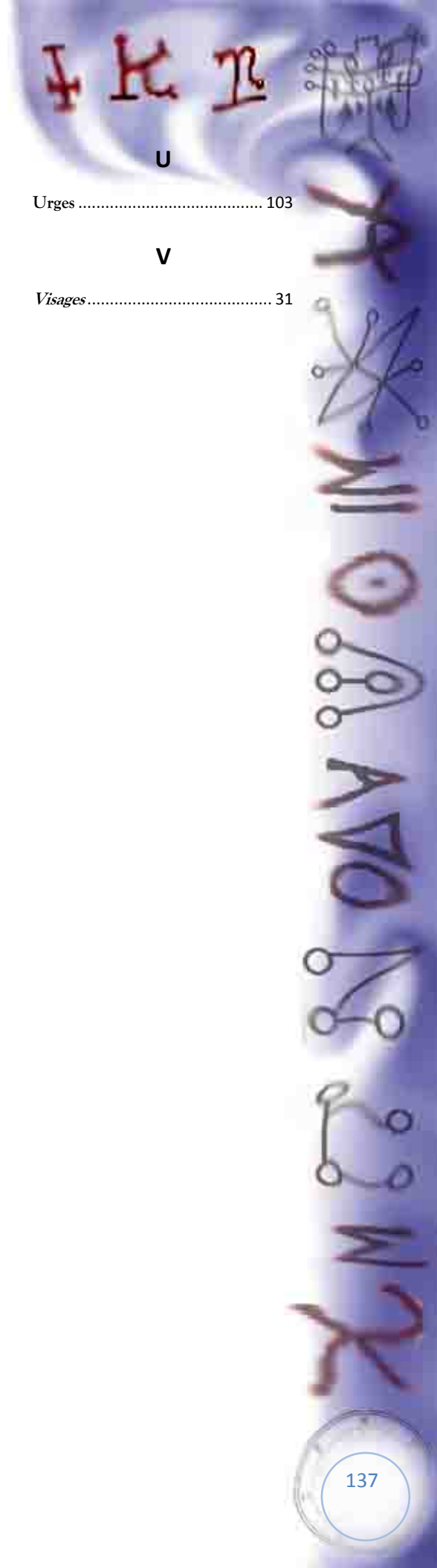
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DEMON

the Return

I K R

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Modus:
House:
Pantheon:

ATTRIBUTES

POWER	Intelligence:	●0000	Strength:	●0000	Presence:	●0000
FINESSE	Wits:	●0000	Dexterity:	●0000	Manipulation:	●0000
BESISTANCE	Resolve:	●0000	Stamina:	●0000	Composure:	●0000

SKILLS

OTHER TRAITS

MENTAL
(-3 Unskilled)

Academics	_____	00000
Computer	_____	00000
Crafts	_____	00000
Investigation	_____	00000
Medicine	_____	00000
Occult	_____	00000
Politics	_____	00000
Science	_____	00000

PHYSICAL
(-1 Unskilled)

Athletics	_____	00000
Brawl	_____	00000
Drive	_____	00000
Firearms	_____	00000
Larceny	_____	00000
Stealth	_____	00000
Survival	_____	00000
Weaponry	_____	00000

SOCIAL
(-1 Unskilled)

Animal Ken	_____	00000
Empathy	_____	00000
Expression	_____	00000
Intimidation	_____	00000
Persuasion	_____	00000
Socialize	_____	00000
Streetwise	_____	00000
Subterfuge	_____	00000

MERITS

_____	00000
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FLAWS

DOMAINS

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VISAGES

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_____	000

HEALTH

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00000000000000

WILLPOWER

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000000000000

FAITH

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000000000000

DOMINION

●0000000000

PSYCHE

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

Boon	_____
Bane	_____
Size	_____
Speed	_____
Initiative Mod	_____
Defense	_____
Armor	_____
Experience	_____

Attributes 5/4/3 (plus Modus) * Skills 11/7/4 (+3 Specialties) * Starting Domains = 4 * Merits = 7 * Health = Stamina + Size * Willpower = Resolve + Composure
 Size = 5 for adult humans * Defense = Lowest of Dexterity or Wits * Initiative Mod = Dexterity + Composure * Speed = Strength + Dexterity + 5
 Starting Psyche = 7 * Starting Dominion = 1 * Starting Faith = Max Faith - 2



The Gifted are Coming Soon



I can remember having the power of a god.

It's like remembering a vivid dream, but I know it wasn't a dream. It was real. Of course, it wasn't really me, but it was somehow.

Some of us were worshiped as gods and others were simply respected or feared for our power.

But most of all, I remember the nothing. I don't remember how it happened, but I remember being exiled to a place of nothing. It was the worst place imaginable. I'd tell you more about it, but you just don't have the ability to grasp even a fraction of what could be explained in words.

Suffice it to say, that it was Hell in all sense of the word.

For use with the
World of Darkness Rulebook



X-XXXXX-XXX-X SR10000 \$00.00 U.S.



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DEMON
THE RETURN