

# STUMPTOWN

## DEMONOLOGY

The World of Darkness

a stumptown sourcebook for

MAGE  
THE AWAKENING

## *Credits*

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Also in this reality:

The Stumptown Chronicles

<http://mrgone.rocksolidshells.com/pdf/MtANWOD/StumptownChronicles.pdf>

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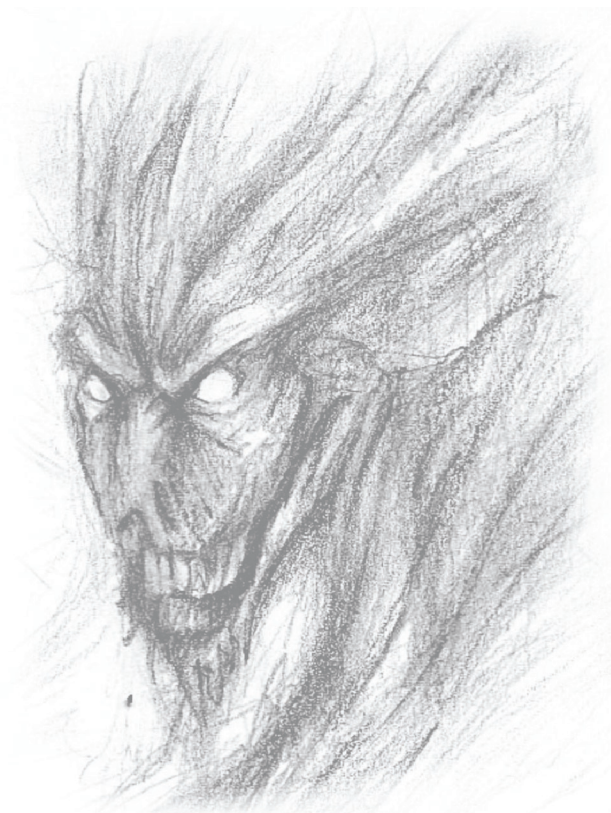
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# STUMP TOWN DEMONOLOGY

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# INTRODUCTION

*I don't believe in devils, but demons I do because everyone at one time or another has some kind of a demon, even if you call it by another name, that drives them.*

- GENE WILDER

This book is intended to further expand upon *The Stumptown Chronicles*, an alternative reality setting for **Mage: the Awakening**. All Stumptown work is meant to be completely self-contained (meaning there is only an expression relationship with that singular core book), although principles and ideas from other sourcebooks can easily be imported. As with all Stumptown books, if no mention of an idea or rule occurs, assume it is kept the same as the core book. For this particular topic, it might be best to discard all notions of demons as expressed in *Mage*, *World of Darkness*, or **Hunter: the Vigil** books. These particular creatures will inhabit the Stumptown reality as a complete substitute for demons in those worlds. This book will contain lore and history on demons, their types and denominations, motivations and goals, powers and weaknesses.

*Stumptown Chronicles: Demonology* is not a judgment on the canon established in *M:tA* or any *World of Darkness* product. By introducing this as a substitute for demons, which have not been clearly and concretely laid out in *WoD* books, is merely a way to play with a set of codified rules in a slightly different *Mage* universe. Consider this book, and all Stumptown releases, to be an experiment exploring the core premises of *Mage* in a new environment.

## *Impetus*

Because the concept of demon is, whatever they may be called in different cultures, more or less universal, the way demons are treated in *White-Wolf* products has not been nearly expansive enough to satisfy this particular storyteller. That is not condemnation, only preference; the presentation in *Hunter* and *Mage* are well conceived and expertly written. There is, however, an entire universe worth of information out there, that could

easily be strung together into one worldview. This is not meant to be the ultimate perception on demons, only one that works well in the Stumptown reality already established.

The foundation laid out in the initial Stumptown release leaves a vacuum of power. Some of that book helps to fill that void, but does not do it completely, and so there is a large section of the *World of Darkness* just begging for demons to exist in a very particular way. Along with an increase in magical items and grimoires, demons are more pervasive, if restricted to the shadows and outskirts of humanity. Demons don't just provide temptation and power. They are the true serial killers of the world, the creatures that harbor an insatiable appetite that even vampires do not match (for even *Kindred* understand the folly of destroying each human used for food or sport; demons do not share this reservation, having never been mortal and sharing no perspective on the positive nature of humanity).

For all intents and purposes, consider demons to be above and separate from any one religion. By removing the constraints of Christianity in particular, demons are more free to become something wholly more worldly and dangerous. This book first talks about demons as an independent set of races, if you will, and only after their interaction with humanity did the religiously-included lore about them begin. While this means much of the information on demons found in various faiths may hold some truth, it is because those faiths did their best to explain demons through their paradigm—it does not mean demons bare any relationship with that particular religion. In a later in the book you will find a meditation on the way religion impacts upon demons and their study, but until then treat these creatures as secular in nature.

## Theme and Mood

The theme is fucking *demons*. There's no way around that. This, however, leads to two additional themes. As soon as you import this book into a game, these two themes should influence if not outright permeate everything.

The first is "From the Darkness they come." There was a time before light, and this is when demons first came to the earth. That darkness is still their home, and it shrouds everything they do. Even shining a light upon that darkness doesn't reveal much, for there is layer upon layer of shadow, and each one seems willful and alive. Peeling back a layer of demons leads only to dozens more questions, each leading to dozens more. And this darkness is also threatening; darkness is pervasive and perennial. Demons lurk everywhere. They cannot withstand the light of civilization for too long, but this only means that they keep confined to its corners, waiting for someone to stray too far, or for all eyes to turn away from their next victim. In fact, demons are so pervasive that it wouldn't be a stretch to imagine nearly everyone, at one point in their lives or another, has been influenced in some way by these creatures. Most escape unscathed, never knowing what just happened, perhaps only a little scared (many completely oblivious), but with that much interaction even a reserved demon is likely to kill hundreds in its lifetime, and demons are anything but reserved.

The second theme is "To the Darkness you must go." Any study of demons risks descent into madness. There are always demons on the lookout for those researching their kind; they appear, they tempt, they corrupt. Not only that, the sheer power that demons possess, and what they can provide mages, is incredibly tempting. Those who hunt or collude with demons both find their descent into Hubris quicker than other mages might, or at least have to struggle that much harder to maintain their Wisdom. To even begin to understand demons, one must accept their worldview as valid. The danger in that is as soon as one does, it becomes that much easier to remove oneself from humanity. By immersing yourself in this world, you will quickly find yourself a victim to it, or at least a willing participant. Mages who begin by barely stomaching demon taste and ethic soon find themselves somehow *preferring it*. This is exactly why not

much is known about demons, and why few mages attempt to find out.

Finally, the mood of *Stumptown Chronicles: Demonology* is horror. Demons are not pleasant creatures. Even in their subtlest ways and cleverest disguises, they are terrifying (although many might miss this danger, which is just how they like it). This mixes well with the Stumptown mood of "mystery." Some of the most truly terrifying things in the world are what one doesn't understand, and from a human perspective, demons will never be truly understood. It's not humanity's fault; it's just impossible. The frame of reference a demon has is so radically different from that of a person that even a mage will never be able to fully grasp the ramifications of what the existence of a demon is to that creature. And unlike spirits, which are just as alien, there is no Arcana that allows for easy access and understanding. Mastigos seem to have the best chance in dealing with demons, because their hell dimensions resemble Pandemonium more than anything; but even the Mastigos must admit the glimpses they have seen of hell dimensions, or even just demonic description thereof, can make Pandemonium seem pale and placid. And so without the weapon of mindset and intent, demons can seem random, even contradictory, and this makes them a very dangerous foe. As to that their want for destruction, their love of death and their blatant disregard for humanity, and one begins to understand the true horror of these creatures. However they may think of their goals and motivations, it is clear to mages that if left to their own devices, demons would try to control the world. They are terrifying, they are relentless, and they are legion.

## Stumptown Demons

This book deals almost exclusively with demons, but is considered a Stumptown book. As such, it uses that frame of reference, and will draw from *The Stumptown Chronicles* without redundantly explaining everything again. Things that seem confusing (when referring to the city, mages, etc.) are most likely explained in the other book. Do not forget the themes and moods of that book, for they should be as present as the ones talked about here. Also, while this discussion occurs from a mage-centric point of view, most of this book can easily be used in a non-Mage game, but still exists in the Portland laid out in *Stumptown Chronicles*.

# DEMON LORE

Of those things that prowl the darkness, some are known and some are not. Of those that *are* known, demons are the most inexplicable. No one is sure exactly where they come from, at least not for certain. Their origins are little more than myth, their ultimate motives a mystery. What is known is that they have been around since the beginning of recorded history. Demons are known in every culture in every point in time, in one form or another—and they have tempted, corrupted and polluted humanity, and become the stronger for it.

Demons are incredibly dangerous, and like humans most mages find it best to avoid them altogether. They lie and deceive, confuse and trick, leaving it next to impossible to find the truth of them. Much of what they really are is couched in folklore, and it is hard to disseminate the fantasy from reality. Many a mage has met her doom because she believed some myth or wives tale, and

even Awakened demon scholars are never certain what they truly know for sure.

What follows is the information on demons that could be gleaned if every bit of lore from all mages in a given city were pooled together. It is important to note that this information might be flawed (to allow tweaking as you see fit in your chronicle), as even demons disagree with the truth. Also note that player characters are not expected to know all of this information at the beginning of a game. In reality, this entire book is the sum total that can be presented clearly (and even that has contradictions), to be discovered by players gradually if they so choose.

## *No One Beam of Comfort*

Hell. It is easy to say the word, but not so easy to understand. Oh, mortals think they have some grasp on the concept—vague notions of fire and brimstone and torment that are either manifesta-



tions of a collective subconscious or (far more likely) cultural interpretations of what has managed to bubble to the surface. The human mind cannot possibly comprehend the reality of a hell dimension. And it's not because humans are stupid or weak; it simply isn't possible. The frame of reference needed is so alien the living brain cannot fully grasp it. If any Sleeper was to catch a glimpse of a hell dimension, he would Sam Neill is his eyes out due to sheer terror and confusion before any inhabitant therein could even have the chance to manipulate him.

Because the hell dimensions, however many of them there may be, are the personification of chaos and madness. The Supernal Realm of Pandemonium only begins to prepare a mage for the sheer anarchy that awaits in these other realities. Much as Stygia may be some stopgap, crossover point or far border of the Underworld, so too might Pandemonium be for hell.

### *In the Time Before*

Most demons willing to discuss such things will agree, even if they can't agree on exactly what it means, that hell was once a different sort of place. Like Earth, it had an ecosystem, and what at least passed for nature. While it would be a stretch to say it was a peaceful place, it was at least less tempestuous than its current incarnation. Some scholars are left with the impression of something akin to the Primal Wild, full of beasts and spirits and a very Darwinian existence. Others believe that perhaps it was a place of pure concept and idea, where the mind ruled and the creatures sustained themselves with thought and meditation. There is an Awakened legend from India that holds that hell was a place trapped in between worlds, like the Abyss only more tangible, but for all that wasn't an inherently evil place. And demons themselves talk about this time fondly, although some admit none now live who remember it. Devils speak of beautiful lakes of fire and living ice, and stunning vistas of eternity, where night was inky and real, like a mother wanting nothing more than to wrap herself around her children.

And then, something changed. No one is exactly sure of what this change was, but demons usually refer to it as some variation of "the Becoming." This term is usually spoken with affection or pride, for demons far prefer the current state of hell

## Hell or Hells?

So what exactly *is* hell? Precisely, no one knows for sure. In fact, no one is even sure if there is one hell or many. Different demons refer to it both in the singular and the plural sense, and no one knows if this is outright deceit, confusion, or lack of awareness of other dimensional layers in some demonic forces. Additionally, the exact look and feel of hell(s) will never be fully comprehended even by mages. Demons that speak of it end up talking in metaphor (lakes of fire, etc.) because literal descriptions seem to be incomprehensible to humans—so much so that demons simply cannot find the terminology to speak about hell in mortal languages. What is known for sure is that whatever else it might be, hell is the supreme version of disorder and madness. As already stated, even the Mastigos fear such a place. It is generally acknowledged that no mortal who might temporarily find herself there (if that is even possible) could ever return a sane woman. A Stumptown scholar was once quoted as saying "Describing hell would be like trying to explain the stock market to an ant—if that stock market was on fire and filled with torment and death."

to whatever it might have once been. Depending on what type of demonic entity one speaks to, the Becoming was either a great war between rival factions that left the dimension in chaos, a Genghis Kahn-style warrior overtook the entire reality and imposed his own morality, some great catastrophe that seems like a conceptual asteroid, or perhaps a food shortage of whatever was eaten before. When this occurred is up for debate, even among demons; some say it was when humans first gained sentience on Earth or the very formation of the planet (or the sun) itself, while others attribute it to a corresponding cataclysmic event, such as the murder of Father Wolf or the first time man committed murder.

### *A Thousand-Thousand Deaths*

Whatever the cause, all the inhabitants of hell died. But there is no death in hell; that concept is one of the material realms. And so the result of that death was that those in hell became demons. What they were before is forever lost, for they have no memory of that time before (though the most

powerful know instinctually that they were there for that era).

Thousands of years passed, perhaps millions, and demons became irrevocably changed by the madness that hell became. They became creatures of pure Id, kept alive by whatever twisted desires came to them. All of the vices humankind know plus many others became a form of sustenance to these creatures. They tortured and raped each other, tormented each other to the brink of utter despair, stole and deceived and polluted. Some raged against everything they laid eyes on, some trapped and starved their peers. They killed each other, over and over, deaths that did not take that changed them. Other more unspeakable acts occurred as well, things that neither Sleepers nor mages have words for. And this horrible existence strengthened them, and changed their shapes into the twisted manifestations of their true forms today.

But as they grew more demonic, they began to relish such a lifestyle, even when it was done too them. Those tortured began to enjoy the pain as much as those inflicting it, and the event became a little more sour, a little less filling. It isn't that demons cannot survive in hell—in fact, some vastly prefer it. But there was something else out there that demons began to smell, something far outside the borders of their land, which until that scent seemed endless. They began to be aware of another plane of existence, filled with creatures almost like sheep, innocent, oblivious, powerless. Ripe for the picking.

And some demons became so tempted by that smell that they abandoned their homes to find this new place.

## *A Scared New World*

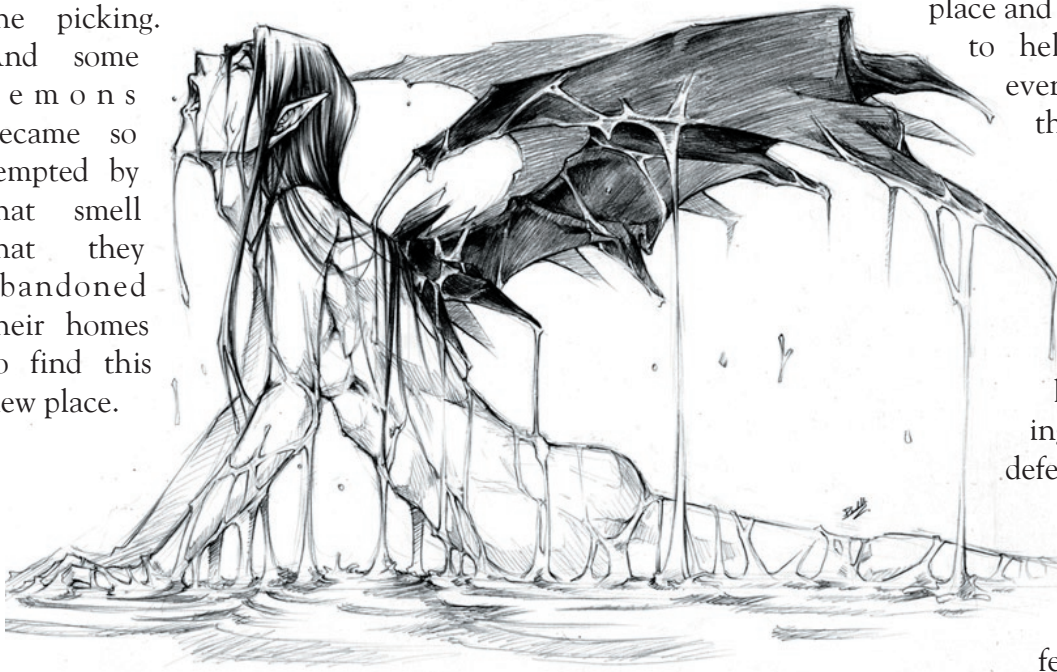
And so demons began to emerge on Earth. Some Awakened grimoires speak of demons being the cause of the great rift in reality, the true reason the Supernal is now separate from the Fallen world; done, presumably, so humanity would be less equipped to defend itself against them (or, possibly, their very presence in this reality disrupted its fragile balance). Perhaps the Abyss is in part a whole left after the first demons punched their way through. Regardless, since the arrival of the first demon, humanity's course was forever altered.

Demons found human beings to be completely susceptible to their brand of influence. Man is far more than just mortal, he is frail, and limited in his understanding. Those living on this plane will simply unequipped on a fundamental level to death with such threats, and for those creatures who made it to the other side there were easy pickings.

For a time, demons gorged. This is considered the be the extreme history of man, when the numbers of humanity were relatively small; people lived in caves, and were terrified of the darkness. And for good reason—demons prowled the inky blackness (that was a pale comparison to the smothering night of home, but far easier to navigate and still debilitating for the humans). It wasn't until the advent of easily controllable fire that demons began to be staved off.

True civilization helped curb demon influence, in some respects. Enough humans together in one place and with enough light seem

to help protect themselves, even if they aren't sure what they are protecting themselves from. And a cornered demon forced to use too much of its will becomes weak enough to kill, so most prefer to hunt lone humans—grouping together is the best defense. Some philosophers argue that perhaps the first civilizations were nothing more than an organic defense against demonic





attacks. Others even say that perhaps, just perhaps, the first Awakened appeared as humanity's way of gaining weapons. There are always more demons than mages, of course, but more Sleepers than both combined.

### *The Unbearable Wrongness of Being*

Of course, initially even reaching the mortal plane is no easy feat—in fact, it is the most difficult thing a demon will likely ever do. There is no quick or consistent way of crossing from the hell dimensions into the “real” world (and getting back is far harder)—there are no verges or loci as in the Shadow Realm. No, to cross over requires what demons refer to as “the Trials,” and they aren't always survivable. And even when they are, they are terribly unpleasant.

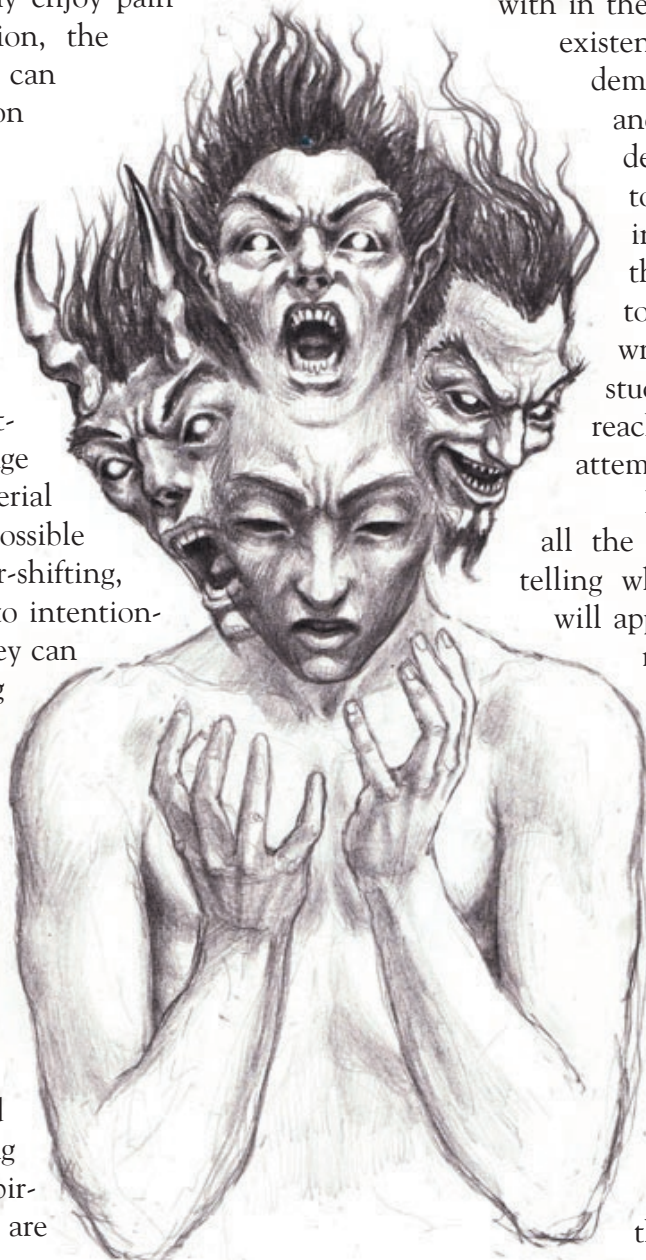
As much as demons may enjoy pain and torment, after a fashion, the Trails are more than most can bear, which keeps the demon population on Earth to a relative minimum (demons claim there is a hundred thousand times more demons in hell than on Earth, leaving many nervous about the possibility of the gates one day opening). Firstly, a demon must find a passage that will lead to the material world, and this is nearly impossible to do; these paths are ever-shifting, unmarked, and often seem to intentionally disguise themselves. They can only be found in the outlying hell lands, where giant titans roam the countryside, terrifying even to demons. These creatures are almost like mega-demons, and revered as gods among that people; most don't speak about them, and they seem incapable of crossing over to this side. They do, however, enjoy devouring demons, and even in hell there's no coming back from that one—like spirits eating spirits, these titans are

capable of digesting demons in a way that makes that meal simply a part of its new matrix.

If a demon manages to find a passage, and avoid the titans, it will find itself in a nearly endless tunnel. Once it enters, it cannot turn back—it must fight on to the end or perish. The Trials that it faces in these tunnels are not physical. On some level, demons know they are not meant to exist. Not only do they not belong on Earth, but even in their own reality they were not meant to be—whatever schism happened during the Becoming created creatures that should not have existed, and caused a great perversion of that world. Some demons fight against this fact, and some simply ignore it, but in the lower bowels of the thing it calls a consciousness a demon knows it shouldn't be here at all. That is what it must come to grips

with in the tunnels. The Trials are an existential pain, and unbearable to demons; none find it pleasurable, and most fall to its intensity. A demon that fails to continue to walk forward, even for an instant, becomes a part of those tunnels, causing them to be an endless chamber of writhing, twisted creatures stuck halfway in those walls, reaching out to those who dare attempt to cross, in eternal agony.

If a demon manages to get all the way through, there is no telling where on the other side it will appear. There seems to be no rhyme or reason to this, no predictable pattern, no common areas (apart from relatively unpopulated by human eyes). And once a demon finds its way here, there is no way back. The tunnel opens for only a flash of an instant, and then is gone for ever, likely never to reopen in that location for the rest of time. To return, if one so wishes, requires a demon to punch its way back through reality, requiring a





massive amount of power that only the strongest demons can manage to accumulate (through the collecting of human souls; see the following section “Demonic Systems”).

### *Wolves amid Sheep*

On the other side, they found lambs for the slaughter. They stalked the earth like wolves, and humanity was defenseless. Humanity was completely unprepared for this level of intrusion, and even the other supernatural creatures on Earth didn't hold a candle to their numbers (at least, at first—vampires are now incredibly abundant). And so demons spread throughout the world, reaching every corner of the globe.

The evolution of concept, if not nature, quickly adapted to this influx, and so demons changed humanity forever. Fires were built high, and walls were erected to keep the demons out; soon there were brightly lit cities so that every man could see faces. Demons learned how to pass as human, and so society became more complex, harder for them to hide in. And so demons began to permeate the governments of these civilizations, and so kings gave way to democracies, so that corrupting one man would not destroy a nation; demons simply

changed their tactics, corrupting the many, creating corporations and lobbyists. And throughout this entire period, humans began to respond to magic by Awakening.

Humans and demons are now irrevocably linked. They have existed in the same world for so long there is now an entire order to reality that helps foster the relationship. And demons still have the upper hand, and vastly so. This leaves only mages to do what they can to protect humanity. In the last section of this book, there is a discussion about how certain mages dedicate their lives to combating demons and keeping mankind safe (this will lead to *Stumptown Chronicles: Vigil* which will explore how Hunters and Mages work together easily in this reality).

### *Religion*

Although it is important to note that not every myth that isn't already covered by another system is the result of demonic activity, the very presence of devils has existed from the beginning of recorded human history, and their existence has permeated every level of culture. What's fascinating about this is that demons are all too happy to play along. Sometimes there are legends that stem from some falsely remembered or superstitiously limiting

interaction with a demon, but all too often is the demon that hijacks the myth. The following are just a few examples of faith, and how demons have shaped, or been shaped, by them.

**Judeo-Christian:** Without a doubt, Christianity and Judaism the favorite religions of many a demon, especially those that wrap themselves in the guise of an angelic visage and pervert mankind through supposed acts of righteousness. Yes, demons are both the angels and devils of Christian myth. This provides several advantages. Those wayward sods who believe in this stuff (which demons scoff at privately) are actually the most likely people to seek out demons in order to make deals. But the opposite side of the spectrum is where things get truly interesting. In the far annals of this faith, when Judaism was first being formed, men invented the myth of angels. This was a campfire solution to the demons that actually existed. And it make a terrific amount of logic, in a way, as far as folklore goes: if there are devils of unholy terror, surely their must be righteous beings that work against them. The real demons, meanwhile, were more than happy to use this new tool to their advantage. Today there are demons whose entire Modus Operandi (see the following section) revolves around pretending to be angels. Using a woman's faith to destroy her is one of the sweetest victories a demon can hope to achieve. These "angels" tend to either corrupt one's virtue by pretending to foster it, or cause a human to commit a terrible deed in the guise of righteousness. The broken spirit that follows the truth is utterly delicious.

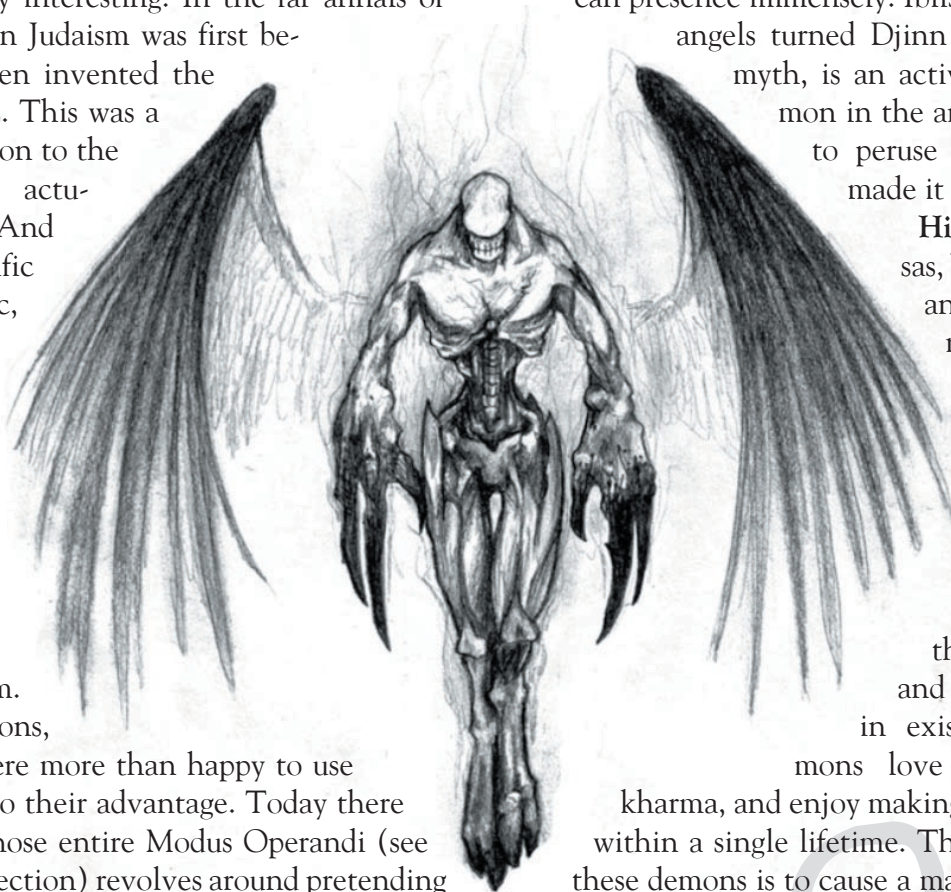
**Djinn:** Demons are undoubtedly the source of Islamic and pre-Islamic Jinn myth. In fact Awakened scholars posit that the Middle East was the first geographical location to be plagued with de-

mons, and their numbers still seem stronger there than anywhere else (although to be fair that might be more the result of the perennial instability of the region). Demons love fundamental extremists in all variety (the recent emergence of Bible Belt warriors of god is entirely the work of fiendish mischief), but Islamic extremists are by far the favorite. Those who wrap themselves in the disguise of Djinn (or Islamic angels) usually have an immunity or resistance to fire, and love nothing more than to hang around and wait for one of these zealots to blow themselves to kingdom come. Not only that, demons love human war, for man killing man is a sweet flavor, and so they continue to push for aggression in the region, and enjoy the American presence immensely. Iblis, one of the fallen

angels turned Djinn leader in Islamic myth, is an active and famous demon in the area, and continues to peruse the agendas that made it legendary.

**Hinduism:** Rakshasas, Vetalas, Pishachas and especially Asuras are all very real. Unlike some other forms of demon, these are inherently evil, not just mischievous, and are some of the most dangerous and aggressive fiends in existence. These de-

mons love the concept of karma, and enjoy making it an active force within a single lifetime. The MO of many of these demons is to cause a man's actions to end up working against him: causing an assassin to become assassinated, making a stock broker go broke, turning a woman who has been cheated on into a promiscuous vixen. Indian demons love irony, and will go to great lengths to include it in their games. Because demons do not believe in reincarnation—they have never seen an identical soul in another body some twenty years later. So the idea of karma is much more of a joke, to be used to get a laugh as well as feed. Also, the most bestial flesh-eating demons tend to come from this region,



where myths of cannibalistic demons originated.

**Voodoo and Hoodoo:** These quasi-religions are actually the invention of demons—according to some demons. Most of the witnessed power that manifests from these practices is demonic. Devils continue to nurture these myths because they inherently make human beings more susceptible to demonic possession and corruption.

**Buddhism:** Demons such as the legendary Mara were so terrible and pervasive in Eastern history that an entire religion formed to combat these temptations. That Buddhism teaches letting go of earthly possessions and desires is a reaction to the kinds of practices Mara and its “daughters” enjoyed. These demons are still some of the most corrupting in the world; unlike some demons, these can simply overwhelm the senses until you have no idea what you’re doing. When the dust settles they will feed on your regret.

**Scientology:** It may sound like a joke, but there are theories that this entire “religion” is being

controlled and cultivated by demons. It seems the only way something like this could have gotten so big. And while it’s amusing to think of Tom Cruise prancing around in a pentagram and summoning L. Ron Hubbard’s favored minions, the secular implications of a demon-driven religion are frightening. Also, this realization has made many wonder if the entire pop culture mess around aliens, from crop circles from abductions to tinfoil hats, is entirely a demonic invention, and another way of getting at a food supply.

**Satanism:** Like Keyser Söze in *The Usual Suspects*, no one is sure if Satan was ever real, but there are many demons who are perfectly willing to accept the handle in order to do terrible things. Every cult that worships Satan is in fact worshipping a *different* Satan, and so provide a Handy-Snacks packaging of potential human food. These idiots are the most willing to give their souls over, because they’ve somehow fooled themselves into thinking there could possibly be a good outcome.




### *Demonic Society*

Demons are on the whole solitary creatures. It’s something about the environment from which they came, where there was nothing *but* demons, fighting with each other, torturing each other, eating each other. It wasn’t competition there, per se, but it definitely is here, and even that aside such activities are not nearly so pleasant on Earth. Demons feel pain the same way humans do in this realm, and so tend to be cautious around other demons. Also, most who come to Earth don’t wish to return to hell, and conflicts with brethren is one of the most likely ways of getting sent back.

Still, that isn’t to say that demons are isolationists. Many have an unlimited lifespan from a human perspective, and much of the remainder can live for hundreds of years before needing to return to hell. And so a culture, of sorts, has developed over the millennia,

### *Secrets*

All demons love secrets. They’re like candy, little tidbits that almost have a taste to the creatures of hell. The world lives and dies on secrets, they say. Some demons specialize in such matters, but none will pass up the opportunity to learn something that was meant to be hidden.



Be it brethren, human or mage, a demon wants to know. If the governments of the world could only get their hands on the right demons, all the questions and conspiracy theories out there would be answered once and for all. Yet demons would never reveal mysteries to mortals, which would be an act akin to using a racist or sexist epithet at a dinner party.

Demons will, however, trade with their fellows and mages, for a price. Because of this, an ad hoc barter system has emerged over the centuries, with demons trading information for information. To outsiders this system is puzzling, contradicting and arbitrary. What seems important knowledge to a human might be frivolous to a demon, and visa versa. When dealing with demons, mages never know what will be asked of them for certain knowledge, or what the secrets they do have are worth. Among themselves, meanwhile, devils are adept hagglers, talking a mile a minute and negotiating like it's the Wild West.

There are certain secrets, of course, that are difficult to discover even for demons. In these situations, most are apt to put aside their differences, mistrust or even downright hatred and work together long enough to obtain such a coveted prize. Oftentimes what seems to be valued among demonic society is how difficult the information was to obtain, and so even rivals will agree to work together, for the rewards are delectable. Nothing makes a demon happier than the ability to hold a secret over the heads of his comrades. Demons have even been known to team up long enough to discover some hard truth, only to never give up that information for trade; instead the use it as a status symbol. Once the mission is completed, however, the formed alliance rarely lasts—lust over secrets is a little like a first lay, and once the thrill of the unknown is discovered familiarity sets in, and in the demon world this is quickly followed by irritation, paranoia and eventual aggression. Some partnerships stand the test of time, but they are extremely rare, and usually predicated on a continuing quest for a series of secrets that might take lifetimes to unravel. During these knowledge crusades demons can be downright amiable toward one another, helping each other indulge in their Vices, even sharing Willpower and Soul Points (see the following section).

## Trade

Treasures, too, are of interest to demons. Oh, not gold or technology or bearer bonds—those things have their uses, but they are a means to an end only, and usually unsightly to a devil's eyes. No, demons hold in high regard what mages do: magic. Imbued items and artifacts, wands and lacrimo, and especially grimoires are all wonderful delights to demons, but there are other things out there in the world that they crave as well: fetishes and parts of mythic beasts and chemicals found in places inaccessible by human bodies. Demons are especially fond of blood—vampire, fae and werewolf fluids, and any other creature imaginable. In fact they even trade their own blood: demon blood has myriad properties, each unique to its species, properties that can be utilized by anyone and without the aid of additional magic (see following section).

These trinkets and bobbles in all of their manifestations, when combined with secrets, create a sort of working economy that exists underneath the rest of waking civilization. This economy is hardly dynamic, as new magical artifacts are not introduced with enough frequency to change the landscape. Items and objects float around the world, traded over and over again, often changing hands a dozen times in a year. Many demons find such things useful or exciting for a very limited time, and then it's time to find something new to study or use. Given the fact that there are demons always on the move, and that most can move through the world relatively quickly, and somewhat global exchange becomes ubiquitous.

Demons are seldom formal (for how many who thrive on debauchery and torture need etiquette?) but in this one regard they are sticklers. If a demon invokes the somewhat casually named Right of Stuff, a negotiation *must* occur, although nothing might change hands. To invoke this right, both demons must have something of value. Both demons do not need to have a desire for the other object, only the one who invokes this tradition. By beginning this negotiation, all parties have to at least give all other parties the chance to convince them to make a trade. Beyond the initiation there are no firm rules on how to proceed—Rights of Stuff can last from a few seconds to weeks, and everything from shady tactics to outright lies about products is fair game.

## *Demon Markets*

Trading in secrets and artifacts brings demons together, and is in fact one of the only factors of existence that can foster a temporary peace. In seventh century BCE, a practice began in southern Europe called Blood Day. This was an event to allow demons to gather together, ostensibly to trade blood, which allowed demons to temporarily use powers of their brethren that they themselves did not possess. It was met with success, as far as a gathering of terrible devils can go, but of course blood was not the only thing traded there. Secrets flittered about like tickertape, and slowly items began to be pulled from cloaks or shadows and offered up as compensation. Before long, every Blood Day became a large event with hundreds if not thousands of demons attending.

To the human mind, Blood Days are nearly inscrutable. There is sometimes only one a year; sometimes there are seven. From 2003 to 2005 there wasn't a single Blood Day at all. And yet demons find these events cyclical and repetitious, somehow. There is no unholy newsletter that is passed around to the population, and few keep in any contact at all, and yet every demon seems to know when and where the next Blood Day will take place. For a mage to have any clue of these events at all, she must have a least some demonic status, enough at least to be informed when these will occur.

Demon markets are a sight to behold, indeed. They occur in seemingly random places, sometimes never appearing in the same place twice. There are a few locations that seem to be favorite spots, though: Tai Pai, London, Brussels, Prague, Portland, Perth, Toronto. There is only one Market in the world at any one given time, and with a few notable exceptions (after major earthquakes, during World War II, leading up to September 11<sup>th</sup>) it is always *somewhere*, even if it isn't Blood Day. These Markets are placed in alleys that humans seem incapable of entering; once inside the alley is far bigger than predicted. Three or four stories high, these allies crowd around at the top, so it feels almost like a long cave of commerce. To varying degrees (with the ultimate expression occurring on Blood Day Markets), nearly *everything* that can be found can be found here. Demons trade their secrets, wares, blood, services, items and artifacts,

Willpower, souls, slaves, children, cadavers, even rare objects in the mundane world. If any human were to wander in here, their mind would surely break; free of mortal eyes, most demons let their disguises drop, and can be seen in their full forms, and these terrifying visages are difficult even for the most stalwart mages to endure. Still, if one can stomach it, these places are wonderful for finding that rare item that might save one's cabal, or just the perfect gift for the Consilium member who has everything.

## *Supervillains*

The only other thing that will cause demons to gather amiably is a desire for destruction and conquer. Few demons wish to truly rule, as their own fiendish desires are enough to be darkly happy and evilly content forever, but there are always a few. Some wish to become King of the Humans, some wish to see all of them turned into slaves or farms for easy picking, some merely wish to open the gates to hell and make Earth into a dimension like that. Whatever their true motives, like-minded demons can will work together to fulfill their twisted ends. These alliances are few and far between, and even then cannot sustain numbers beyond a few. A good rule of thumb is that any time a group of demon's collective Rank exceeds that of 15, they are likely to blow themselves apart from their own bickering and mistrust. Occasionally, however, there emerges a Grand Fiend, some once lord of the hell dimensions that is able to corral loyalty to large numbers for a short period of time. These gatherings usually mark terrible and cataclysmic events in human history. One theorizes that if a Grand Fiend were able to sustain an army for more than a matter of months, more than just cities or countries would fall.

## *Devils and Wizards*

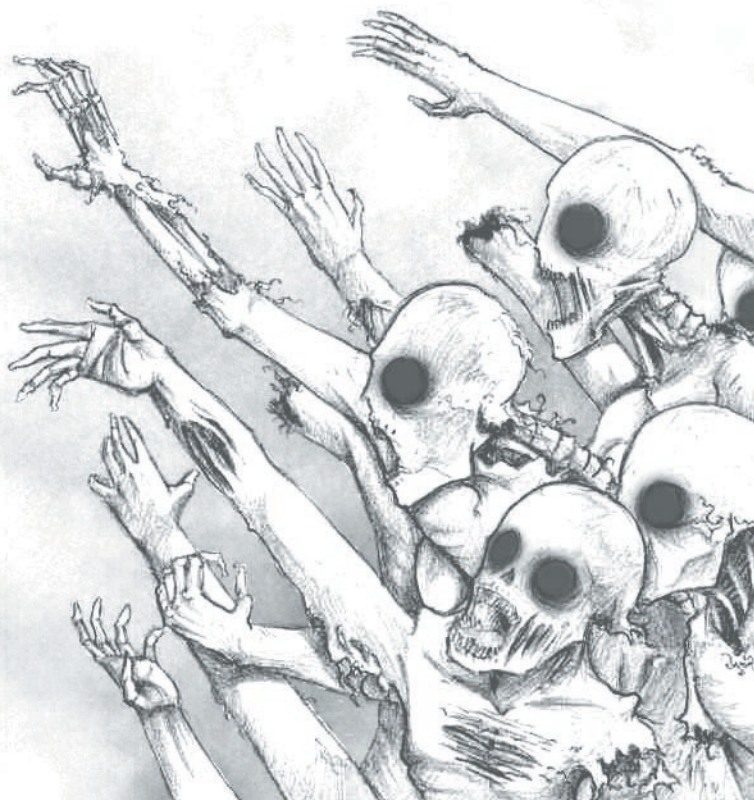
Without a doubt, demons recognize that mages are something special. Their flagrant disregard for human life as anything more than chattel does not extend to the Awakened, per se. While this doesn't mean a demon won't attempt to pervert or steal the soul of a mage if it thinks it can manage, there is some level of respect that is given mages for simply being powerful enough to (potentially anyway) play on the same level as demons. Mages are the only humans that can foster Demonic Status

(see merits in the following section), and definitely the only mortals that can possibly manage to trade with a demon in a way that doesn't compromise their very being.

For all that, demons as a whole do not like mages. They stink of humanity, and think like those foul creatures, too—worse, wizards always seem to want to protect the sheep, more's the pity. They could be ruling the humans, and yet they serve, hidden in the shadows. At least demons have an excuse to remain hidden—they are the scourge of humanity. Mages, meanwhile, are its pinnacle. So why on earth would they remain locked away in secrecy?

Demons will often pick fights with mages to prove their worth. The souls of Awakened are terribly delicious, and far more prized than their Sleeper counterparts. Yet mages are responsible for much of the magic in the world, and that includes items. So demons would never wish to rid the world of mages, as a singular concept anyway—they are far too valuable, far too fun. Yet it takes much ef-

fort for a mage to truly exist within that world. A mage must prove herself in ways that may seem utterly revolting, for she has to demonstrate she can at least temporarily think beyond to confines of the human experience. And this all leads to the degradation of a mage's Wisdom, too. Most are cautioned to stay far away from devils, and most do. But as is all too often the experience, Awakened find a source of power ready to be utilized, and what can one time hurt? Or maybe two; but that's it, after that there'll be no more dealings with these demons. Maybe a third time, maybe, because three times is a good round number in occult life, and after that one will have exactly what one needs. After four times there will be no more interaction, and mages can return to their Awakened-oriented lives, and forget about demons forever. Five times, because demons don't seem so bad any more, and maybe they have been misjudged. Six times, because other Awakened are looking at one funny, and the company of demons is becoming far more preferable...



# UNHOLY MECHANICS

The following section describes the rules surrounding demons, and how to create them.

## *Classification and Rank*

There are many different types of demons, some of which from a mage perspective have yet to be discovered. See the next section for a list of the different classifications of demon. Demon type usually have corresponding rank spectrum. Unlike spirits, demon types cannot mix, as demons cannot reproduce (at least, without a near-impossible level of difficulty, and even then it is asexual in nature). Unfortunately, the classification of a demon is little help in determining a demon's ban, as demon types are merely broad categories under which a myriad of different kinds of demon exist. Like spirits, however, a demon's Rank offers some measure of protection against being summoned or bound to service by any means: subtract the demon's Rank from any die pool making such an attempt.

## *Traits*

**Attributes:** Although demons are neither as primordial as ghosts or spirits, they still come from a terribly alien reality, and as such do not possess the same physical makeup as humans. This is best

(and most conveniently) represented by using the three-attribute system (Power, Finesse and Resistance) instead of the nine.

**Specialties:** However, demons for the most part attempt to either pass themselves as human, or use human knowledge or behavior in order to better hunt. Because of this, demons end up becoming adept at certain aspects of mortal life. Although demons do not possess Skills, this is best represented by allowing a demon to have Skill Specialties as normal. When rolling an attribute roll that is appropriate to one of these Specialties, add 1 die to the pool.

**Health:** A demon's health is equal to its Size + Resistance. Demons regenerate Health at the same rate as humans do. A demon that loses its entire Health rating is utterly destroyed. No corpse is left behind, although any blood or any other body part lost does remain. There are conflicting theories about what happens to a demon upon death: many mage scholars feel that if a demon dies in this realm, it is gone forever; demons, meanwhile, claim that a destroyed demon is transported back to the hell dimensions, never allowed to again journey through the Trials. Whatever the truth, any demon whose death was confirmed has never been seen again.

**Willpower:** Demons have a Willpower trait

## Demon Rank

Rank	Max Trait	Attribute Dots*	Base Willpower**	Willings	Max Soul Points
1	4	4-7	3	1-3	1
2	5	8-13	4	4-5	2
3	7	14-19	5	5-7	3
4	9	20-30	6	7-9	4
5	12	31-45	7	9-11	5

\* These represent permanent, not temporary, dots

\*\* A demon has Willpower equal to Base + Finesse + Resistance

Demons of Rank 6 or greater are considered titans and cannot cross to this realm



## Mages are People too

While other supernatural forces may see mages as fundamentally different creatures than Sleepers, in the Stumptown reality mages are undeniably human. They have deep rooted human ties, and although their power can cause hubris on a scale unmatched by the rest of mankind, this is little more than the ultimate expression of "power corrupts." No, mages are human, and as such subject to the same pressures and weaknesses (although their magic, when active, can help shield them). For the sake of conversation, demon interaction is said to occur with "mortals" and "humans" and "Morality rating." Assume that unless otherwise noted, this also directly and immediately applies to the Awakened portion of humanity.

equal to their Power + Resistance + base willpower score according to their Rank, and there is no cap on the trait (see Willpower section below).

**Initiative:** Equal to Power + Finesse

**Defense:** A demon's defense is equal to Finesse or Resistance, whichever is higher. Demons do not have the capability to chose to Defend for their action.

**Size:** Speed is equal to Power + Finesse + base move. Assume that that base move is 5, but certain types of demon, depending on their physiology, will obviously have faster mobility than others.

**Vice:** Demons have no Virtue, but use their vice as normal.

### *Willpower*

The one startling characteristic demons and mages both share is that their power comes from there very will. While demon's don't warp reality the same way mages do, it is the sheer force of their intent that powers their mischief. Demons have no Mana or Essence equivalent—everything they do is utilized by Willpower. And demons have a frightening amount of it; even the smallest demons can conceivably have a Willpower of 11.

### *Properties*

**Standard:** Demons can use Willpower as nor-

mal, to add 3 dice to a pool, to add 2 dice to a resistance roll, etc.

**Expenditure:** Demons can spend as many Willpower around as is required. They may only spend one point for standard Willpower usage (e.g. what everyone else can do with the Trait) per round, but their supernatural powers require Willpower in order to use, and there is no limitation there.

**Willings:** Any time a demon uses one of its dreaded supernatural powers it must spend Willpower (see each power below).

**Healing:** A demon may spend a Willpower point to heal one point of lethal damage, or two Willpower to heal one point of aggravated.

**Trade:** A demon can spend one Willpower point to cause another demon to regain a Willpower point. See above section for more on this concept.

### *Necessary Expenditures*

**Life:** A demon must spend one Willpower point each day, usually at around the same time each day. If a demon does not do this, it loses its ability to utilize its powers, and suffers a -5 on all rolls.

**Tricked:** Any time a demon is itself tricked, whether by a fellow demonic entity or a human being (or mage), a demon must spend a Willpower point.

**Temperance:** Any time a demon is faced with its Vice and chooses not to indulge, it must spend a Willpower point to do so.

### *Empty Will*

If at any time a demon is completely bereft of Willpower, it's pretty much fucked. A demon without a single point in the Trait suffers the following effects:

- Its movement is reduced by 5
- Its defense is reduced to 0
- It is considered to have no natural armor
- Any magical effects active because of that demon are shut off
- Full lethal damage will destroy the demon

This means that the common-most strategy for mages hunting demons is to figure out ways to drain a demon's will to nothing, which is no easy feat: demons have a multitude of ways to regain these lost points.

### *Regaining Willpower*

**Vice:** Anytime a demon indulges in its Vice, it

regains one Willpower as normal.

**Vice of others:** If a demon assists a mortal in indulging her Vice, it gains the Willpower she would have gained instead. If the demon and its victim's Vices are identical, a demon regains two points.

**Modus Operandi:** This is a demon's primary identity, and the way demons gain most of their will (see below).

**Spirit consumption:** Anytime a demon defeats and eats a spirit, it regains Willpower points equal to that spirit's Rank (see below).

**Soul Consumption:** Demons interact with human souls in a very unique way (see below). A demon with Soul Points can remove any of those points to regain Willpower on a one for one basis.

**Cannibalism:** Truly desperate demons show no loyalty to their own kind. If a demon kills another demon and consumes a portion of its blood, it regains a single willpower point. Note that the demon *must* kill a still living demonic entity; feeding on the blood of a found demon may have its uses, but regaining Willpower is not one of them.

## Angelic Demons

While Judeo-Christian mythology holds that demons are fallen angels, in fact no evidence of such angelic creatures has ever been found by Sleeper, mage or demonic scholars. However, it is possible that this misunderstanding began because of a specialized subset of demons: in modern culture, these demons are ironically referred to as "angels." These are demons whose MO revolves around pretending to be a benign creature. The angel will appear before a human, either in the guise of a biblical angel or perhaps a kindly genie.

Angels fool these humans into believing they have the best interests of the mortal at heart. All angelic MOs revolve around targeting a victim's Virtue, and perverting it to either make the mortal cause harm with his Virtue, or forcing him to regret having that positive character trait. These angels leave a trail of suicidal or deranged men and women behind them, causing the same existential pain that still rings so loudly in their ears from their Trials.

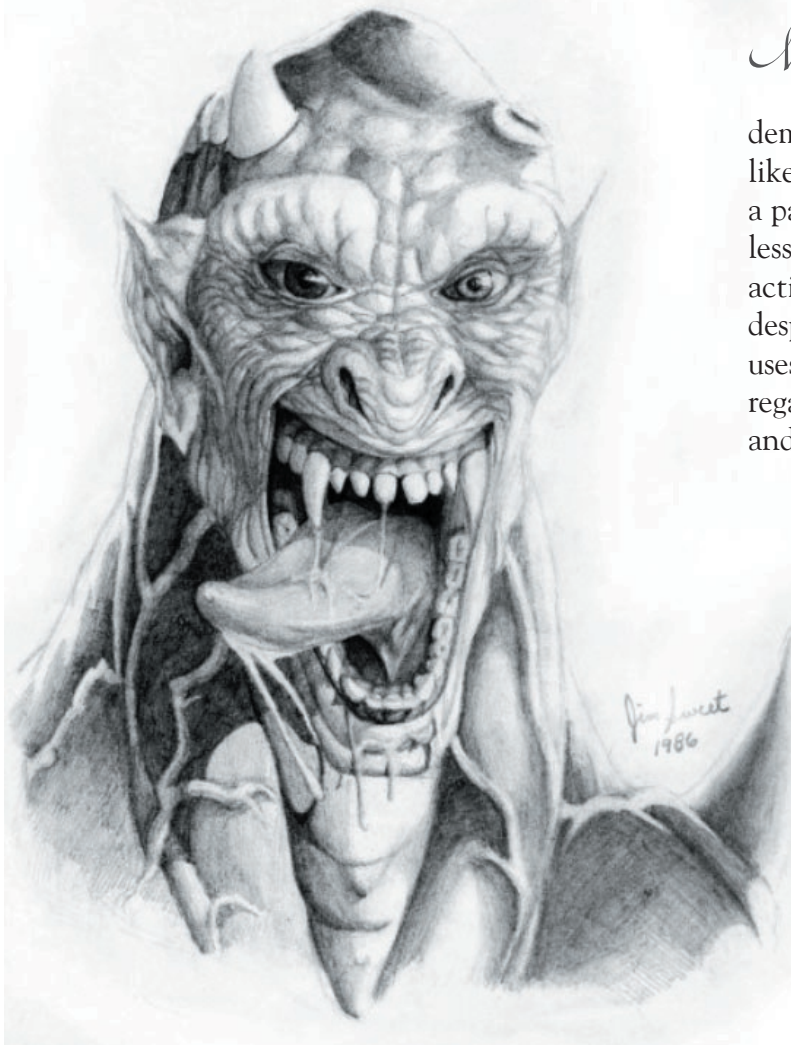
## Modus Operandi

Demon classification is used to determine a demon's type, but Modus Operandi (MO) is sort of like that demon's specific species. All demons have a particular fetish that they indulge upon the hapless mortal race. In hell, this was a demon's favorite activity: torture, rape, pillaging, trickery, betrayal, despair, whatever. In the physical realm, a demon uses its M.O. to hunt mortals, and by indulging it regains Willpower that it uses to stay on this plane and charge its powers.

Each demon has a single MO ability. Each is very particular, and involves some form of ritual or another (depending on the MO in question, the ritual can last from hours to a matter of seconds).

## Activation

A demon's MO ability requires one Willpower point to activate. A roll of Power + Finesse is required. The instant actions of Modus Operandi are considered to be concentration; if the MO requires an extended roll, the demon cannot break concentration either. Specialties apply to these rolls if the demon or the human it is tricking makes an appropriate action.



## Action

A demon must first ensnare a human or group of humans into their little game. This could be anything, from suggestion and coercion (getting a child lost and feeding on its fear or forcing someone to betray a family member) to outright harm (feasting on a virgin's flesh or causing traffic accidents). The demon must be present for the event, even if it doesn't itself initiate the action in question. A demon's MO roll then dictates the amount of Willpower points gained. A single success is technically considered a failure, since one Willpower lost and one gained causes the demon to break even.

Usually, the demonic entity is feasting upon the more esoteric result of the action. It isn't the flesh, blood or stolen items but the essence of the event a demon needs. For example, merely witnessing a mortal kill another (if that is the demon's MO) is enough to regain Willpower points; the atmosphere of pain, terror and death is practically tangible to demons.

A demon can only perform its MO action as many times a day as its Rank, and each event meeting the requirements of its MO allows for only a single roll (meaning if the demon fails his roll, it cannot reattempt—it must create a new event and try again). Dramatic failures result in a draining: the demon loses an additional Willpower point, and cannot reattempt MO rolls for a 24 hour period. Any demon attempting to gain Willpower from an MO roll concerning a mage suffers a penalty equal to that mage's Gnosis.

## Theft

Competition between demons of the same MO can be fierce. Any demons with the exact same MO can attempt to steal the attempted roll from one another. If a demon lurking in the area sees another demon indulging in its MO, each rolls initiative (with a +1 modifier for the first demon if the second is unaware of its presence). The demon with the highest initiative attempts the MO roll first. If the first demon steals the MO successfully, the demon originally performing the attempt loses the opportunity. However, that demon instantly knows what the other has done, and rarely do any creatures allow such transgression to go unanswered.

The following section contains many examples of demons, and many examples of MOs.

## Bans

Bans work exactly as described in the rules for spirits. A demon's ban or bans are unusually interconnected with its MO. In fact, these two characteristics typically define a demon's species, and therefore discovering a demon's MO is a significant clue toward discovering its ban. A demon beyond Rank 1 must have at least two Bans; a demon beyond Rank 3 must have at least three. Unfortunately, mages cannot derive a demon's ban by scrutiny.

## Willings

Willings are the additional powers that demons possess above and beyond Modus Operandi and Soul Points. These powers are wide ranging and impossible to fully codify. For the sake of simplicity, use either the Numina or Dread Powers system (or both); they are simply here called Willings to prevent necessitating stating both types of pre-established powers each time they are referred to. Demons begin with three Willings, plus one for each dot in Rank after the first; if using the Dread Powers system, each ability's dots represent the Rank a demon must be to access that power. Willings always take a Willpower to activate but require no additional cost. Also, Willings cannot be



used to directly gain Willpower; that must be done in the other ways already described.

### *Disguise*

Nearly all demons have the ability to disguise themselves some how. Whether that is to become invisible, appear as an animal or look completely human, each demon starts with a free Willing along these lines. Very bestial demons may not have this ability, which is up to you as a storyteller to decide. But a demon incapable of disguising itself is a serious weakness—which may be exactly what you want, but most do possess the ability.

### *Defenses and Weaknesses*

Demons all have different methods of active defense, just as they all have different MOs. They do, however, all share a few characteristics in common that makes hunting or fighting one extremely difficult. The following are properties all demons have, both good and bad, that come into play during combat.

**Supernal resistance:** Demons are naturally resistant to Supernal magic; it is as if their existence, until they began to interact with Earth, was entirely separate from the five realms. Each demon subtracts its Rank from all mage magic cast directly upon it.

**Related Arcana:** The exception to this seems to be that Mind and Prime magic has the potential to be a little more potent. It is only ever one of those two Arcana, but it *always* one. Whichever is the demon's weakness, one less die is subtracted from the caster's pool when using that Arcana.

**Fear:** Without a doubt, demons are some of the most terrifying creatures in existence. In some ways they seem literal manifestations of our worst fears. Although seen as an act of desperation, demons can exploit this. By spending one Willpower point, a demon may roll Power + Rank versus a target's Resolve + Composure. If successful, a demon sends the target into a state of absolute panic; the victim must either flee or hide (if a Mage has a magic shield that corresponds to the demon's weakness, she gains +1 die to the roll). While a few demons have the ability to do this often and easily (as a Willing), all demons can do this once a day, but only upon receiving more lethal or aggravated damage than their Resistance score. Once a demon activates this ability, it lasts for rounds equal to the

creature's Rank; however, the demon must make eye contact with targets in order to invoke a roll. If the demon suffers a dramatic failure, its Fear ability is shut down regardless of how many rounds it had remaining, and that particular target gains a +1 bonus to all rolls made against it.

**Taunt:** Similarly to invoking fear, demon's can tap into some deep part of a human's subconscious that knows, fundamentally, demons should neither exist nor be on this plane. Man is inherently aggressive to these beasts, even if that impulse is buried so far down most will never know it is there. A demon, however, can trigger it by spending one Willpower point and rolling Finesse + Rank versus the target's Resolve + Composure (Fear's rules of magic shields apply the same in this circumstance). If the demon succeeds the roll, it sends any human being (mage or otherwise) into a rage. While not a frenzy that causes the mortal to lose her mind, the human will find herself unable to resist attempting to destroy the demon. One would wonder why any creature would wish to invoke such wrath, until one understands that demons are crafty creatures, and aggressiveness and brash action may be just what it needs. Taunt may only be used as many times a day as the demon's Rank.

### *Soul Points*

Willpower is much like food for demons. Kill a human, bring one to the brink of despair, cause a man to kill his sister...all five course, delectable meals. But as good as those treats may be, as essential to their survival, it doesn't hold a candle to *souls*. Souls are a demon's favorite drug, the things that they truly live for, truly crave. The strength of will one gains from tormenting humanity is nothing compared to the souls that they possess. It is no easy feat, and even if a soul is stolen (or given) it may not convert to the right type of energy (granting only a measly Willpower point and nothing else). But if correctly injected, souls act within demons like PCP, allowing them to perform acts that would otherwise be impossible (or at least more difficult, depending on Willing powers). This drug waits in their veins, dormant, waiting to be used at will.

If a demon manages to snag a soul somehow (see below), it must immediately roll Resistance + Rank (-1 for each point above 5 of the original owner's Morality rating). If the roll fails, the

soul is used only to regain one point of Willpower (dramatic failures reduce a demon's permanent willpower dots by one and the soul returns to the original owner). If the roll succeeds, however, the demon gains a single Soul Point. Demons can hold 1 + Rank worth of Soul Points at any given time, and start life (e.g. the game) with none. If a demon consumes a soul when full up on Soul Points, no roll is necessary; two points of Willpower are regained instead.

### *Soul Point Effects*

As a demon accumulates soul points, it may choose to spend them in order to receive certain benefits. Some of these effects may be similar to certain Willings, but Soul Points allow any demon to access them, even if they wouldn't otherwise have those powers. The type of effect is determined by the number of Soul Points spent.

**1 Point:** Look into Shadow; interact with Twilight; heal any bashing damage; roll Finesse + Rank versus Resolve to render a Sleeper unconscious; regain 2 Willpower points; cause a mage's single successfully cast spell to invoke Paradox as if the mage had rolled 1 success on a Paradox roll (cannot be mitigated in any way).

**2 Points:** Interact with Shadow; heal any lethal damage; roll Finesse + Rank versus Resolve + Gnosis to render a mage unconscious; cause a mage's single successfully cast spell to invoke Paradox as if the mage had rolled 2 successes on a Paradox roll (cannot be mitigated in any way).

**3 Points:** Enter the Astral Plane or cross into Shadow (and can leave either at any time for free); interact with the Abyss; roll Power + Rank (minus Gnosis) worth of lethal

damage to a single target (or bashing damage to any and all targets within a five meter radius); roll Resistance + Rank to regain Willpower points equal to successes; cause a mage's single successfully cast spell to invoke Paradox as if the mage had rolled 3 successes on a Paradox roll (cannot be mitigated in any way).

**4 Points:** Freely enter the Abyss; heal any aggravated damage; take possession of a mortal (and become temporarily incorporeal in the process; this works whether or not the mortal still has an intact soul); roll Power + Rank (minus Gnosis) worth of aggravated; damage to a single target (or lethal damage to any and all targets within a five meter radius); cause a mage's single successfully cast spell to invoke Paradox as if the mage had rolled 4 successes on a Paradox roll (cannot be mitigated in any way).

**5 Points:** Travel across the dimensional rift and return to hell (if the demon retains 1 Soul Point, it may use it to return instantly); regain all Willpower points; briefly open the Abyss to allow a manifestation to come through; cause a mage's single successfully cast spell to invoke Paradox as if the mage had rolled 5 successes on a Paradox roll (cannot be mitigated in any way).

Aside from these effects, consuming souls is generally just a pleasant activity. Even if a demon has no reason to use its Soul Points, it will usually do everything it can to fill up that trait to its maximum level. Upon consuming a Soul Point, a demon is granted a physical high akin to the afterglow of sex mixed with the rush of a heroin injection. To say that the ingestion is addicting is



an understatement. There is a drawback, however: if a demon consumes a soul (whether or not it becomes a Soul Point), the next day he *must* consume another or suffer a -1 penalty to all rolls besides a roll to gain a Soul Point.

### *Gaining Souls*

Although there are doubtless other ways to steal souls, here are the least common (or more likely, the only ones mages have managed to discover):

**Total perversion:** Although difficult, a demon can cause a mortal to overindulge in her Vice so heavily and completely, and over so long a time, that the body and spirit of the victim are left vulnerable enough to take her soul by force. The victim must indulge in her Vice consistently (if not continuously) for as many days as her rating in Morality or Wisdom.

**Total corruption:** If a demon, through its actions and manipulations, can cause a mortal's Morality or Wisdom rating to drop 3 levels or more (regardless of how long a period of time this requires), the demon can attempt to steal that person's soul. If after this drop the victim's Morality or Wisdom is still 6 or greater, there is no effect; the demon must continue until 5 or lower.

**Seven days of blood:** Although time consuming, this is one of the most surefire ways to gain control of a mortal soul. A demon must capture a human and lock her away somewhere, to perform a diabolic ritual that must last for seven days. During that time the victim must be drained of a significant percentage of her blood (say, about one-seventh) but cannot be allowed to die. The demon must drink this blood each dusk or dawn. The final letting of blood must kill the victim by being exsanguinated. When the final drop has been consumed, the soul is transferred from that death into the demon. This ritual does not require concentration at all times, allowing demons to pursue other endeavors while they slowly drain their victim; in fact, some of the more vicious and powerful demons kidnap droves of humans and almost *farm* souls, planning their killings so that a different victim is exsanguinated each day (this takes such extreme care and planning, however, that most can't pull it off).

**Granting Boons:** See below.

### *Boons*

Some demons have the ability to "bless" human beings in special ways. These effects can be permanent or temporary, depending on the type of demon. Few demonic creatures have access to multiple types of Boon, and some do not possess them at all. Boons exist without firm rules; it is possible even demons themselves do not know how they achieve these particular gift-granting abilities. A boon costs one Willpower point to place upon a mortal temporarily (up to a few days); two points will make this longer lasting (up to a few weeks) and three dots even longer (up to a few months). Additional Willpower points may be spent to make effects last even longer, but the delineation becomes much foggier after this point. Boons are almost exclusively gifted in an attempt to gain a mortal's soul.

**Physical and mental enhancement:** Even the weakest demons are able to have the ability to temporarily enhance a human Attribute by a number of dots equal to up to twice that demon's Rank. This Boon cannot cause a mortal to go beyond the bound of its natural limitations (nothing beyond 5 for longer than a few hours). Dots can be distributed across multiple Attribute ratings.

**Secrets:** Demons are tried and true dealers of information, and even the ones who aren't outright spies usually have access to knowledge that most humans don't even know exists. Such secrets are tempting indeed, even for mages. While dangerous, a human can gain access to knowledge that could possibly be obtained in another manner.

**Memory erase:** Sometimes the opposite of true. Knowledge is as harmful as it is powerful, and certain information can be debilitating. Perhaps a man suffers from a terrible affliction of his past, haunting memories that plague his every day life. Or maybe a politician's dire secrets have been uncovered by a brilliant reporter. The desire to remove this knowledge can be so overwhelming that in their desperation foolish mortals will turn to demonic creatures for assistance.

**Compulsion:** Often mortals fall victim to demonic magic because of intense emotional desire. Like witches of legend, demons are employed to compel the object of that human's desire. Demons (Rank 3 or better) can force a human to fall in love, quit his job, give away all her money or com-

mit suicide. No two demons use the same ritual to perform this Boon, but the result is the same: the target is overcome by a sudden and possibly irrational desire, and the human that did the asking loses his soul.

**Gift of fortune:** Sometimes all it takes to lure a foolish person into giving up their soul is the promise of good luck. The ability to correctly guess lottery numbers, to land that job or to get that promotion, to run into the girl of your dreams or just to avoid traffic for the rest of your life—everyone wishes for control over these things, but it comes with a price.

**Power:** One of the most tempting things a mage can encounter is a demon (Rank 3 or better) that has the ability to artificially increase her preexisting abilities. This gift is usually *permanent*, lest a mage not be sufficiently tempted. By granting this Boon, the demon increases a mage's Arcana or Gnosis by 1.

**Willings:** Some skillful demons (Rank 4 or better) may be able to gift a mortal with one or more of its own Willings. These powers are activated and utilized by a mortal at the expenditure of a point of Willpower, and work as they normally might. Gifted Willings allow mortals to transcend the limitations their species suffers; treat any mortal using a Willing as a demon while the effect is taking place.

**Wishes:** The most powerful of demons (Rank 5) may possess the ability to grant reality-altering wishes, much in the way legendary genies could. Demons cannot bend reality because of their own choice, but can only do so as the direct result of a “wish” from a mortal. However, there is nothing to say that a wish has to follow a mortal's intent, only the words spoken. Oftentimes a demon will steal a soul only to grant a wish that isn't remotely close to what the now soulless hap wanted out of the deal.

Souls aren't always taken all at once, or easily. Simply granting a Boon is not always enough to take a soul. Oftentimes souls are stolen in stages; perversion and corruption can happen over months or even years, and many demons have lists of long-term cons in play, ripening souls ever nearing harvest. There is, however, a surefire way to get a soul; before any Boon is given, a contract is signed (sometimes, though not always, even in blood). As soon as the mortal's benefit is granted, his soul is forfeit.

Demons will often lurk in shadows, trying to find victims who are particularly desperate or needy. Demonic creatures will approach these poor soul carriers and tempt them into betraying themselves. Humans, of course, will sometimes save them the effort, for there

### *Soulless Mortals*

There are several ways mortals can react to having their souls taken from them

**Lunacy:** Something about lacking a soul can drive a man mad. Some react by merely gaining a derangement or two, but there are a few that, deprived of their spiritual essence, go batshit, gaining a new derangement every month until they are so overwhelmed with insanity that they either become completely debilitated or kill themselves.

**Hellion:** Some go mad, others *get* mad. It is not uncommon for a soulless human to become a hell raiser. A human who has his soul stolen may suddenly inexplicably drop to a Morality rating of 2, and begin to act accordingly. They may not even be aware a change has occurred in them, and their new lifestyle of debauchery or anarchy may seem



completely natural.

**Withering:** For whatever reason, certain human beings simply cannot withstand the lack of a soul. Every month, an Attribute dot is randomly subtracted from a character's score permanently. This continues to occur until the poor sod is too frail to move and too dim-witted to hold a conversation. These mortals invariably end up in some sort of hospice care, barely aware of their own feeble existence, pumped full of medication or even sustained by a machine, waiting for their bodies to finally give out.

**Undead:** Some mortals who become aware of their missing soul enter such a state of crisis that they seek out the embrace of a vampire simply to remove the existential pain that haunts them so.

**Ridden:** Human beings without souls often have no resistance to spirits or ghosts attempting to possess them.

**Puppet:** Certain demons have the ability to control a mortal once it removes his or her soul. This control, however, only lasts as long as that Soul Point is within the demon's body; after that he holds no effortless sway over his victim.

**Philosophical zombie:** Perhaps the strangest reaction, some humans seem not to care at all. They continue to go about their lives as they always had, laughing at the same kinds of things, perusing the same passions, loving the same people. No Sleeper notices the change in them. But mages do, and the concept terrifies them. These men and women behave like fully functional human beings, flawed

and idiosyncratic, at times delightful and surprising. Yet they have no aura—*none*. It is as if there is a robot there, precisely *acting* like a human being should, specifically the one that they were before; but it is just an act, an exact duplication of life, complete with memory and social learning. These mortals continue to live their lives, until one day they just snap. They shoot up a mall full of kids, blow themselves up in a crowded restaurant, indulge in a raping spree. And they do it with cheerful and personable attitude. When they are caught (or inexplicably kill themselves), neighbors and loved ones shake their heads and commiserate. “He

was always such a quiet man, a nice man. Who would have thought he was capable of such acts?”

## *Demons and*

## *Spirits*

The demonic and the spirit realms are fundamentally different states of existence, and for the most part the denizens of each are completely incompatible. There is, however, some fundamental connection they share. What is known is that for whatever reason, perhaps inexplicable, demons and spirits hate one another. Demons that venture into the spirit realm must be terribly powerful indeed, for few spirits would waste the opportunity to destroy them out of spite alone.

Demons, however, have an advantage over spirits. Whether by some shared cosmic lineage or a compatibility of energy, demons can eat spirits. This is done by causing lethal damage equal to the spirit's Corpus rating or better; the demon then rolls Power + Finesse – spirit's Resistance. If successful, the demon fully consumes the spirit, gaining one Willpower point per level of that





spirit's Rank.

When a spirit ingests another spirit, the two merge, the hunter taking on properties of the prey. This does not happen to demons; regardless of the type of spirit it eats, a demonic creature is not influenced toward those concepts. Demons find spirits to be a delectable meal, and will eat them whenever they can—it is often an easier way to gain Willpower than interacting with human. However it is not without considerable risk. The same connection that makes spirits so delicious to demons also makes the latter susceptible to the former; spirits gain a +1 to any aggressive rolls made toward a demon, regardless of any other considerations. If there is ever a contested roll made between them that results in a tie, the spirit is always considered to be the victor.

### *Ghosts*

Strangely, these properties do not hold true to ghosts. In fact, demons seem to have a weakness when it comes to specters. First of all, even though demons can easily see spirits in Twilight, they have a much harder time even spotting ghosts—all demonic creatures suffer a -2 to reflexive perception rolls and a -1 to intentional searching where ghosts are concerned. Although there may be a demon or two with certain Willings that allow otherwise, demons as a whole cannot eat ghosts or benefit from them in any way. Ghosts, for their part, don't seem to pay any attention to demons either.

Devils are extremely dismissive of ghosts. As important as souls are to them, demons do not see a correlation between those and ghosts. Oh, they'll acknowledge that ghosts are the remnants of once living human beings, but these vestiges have nothing to do with the soul—they are merely echoes, demons claim, pings in the great void of twilight, a remainder in the mathematical equation of

spirituality.

This does provide mages with a distinct tactic against them. If a mage enters Twilight and uses Death magic to disguise himself cleverly enough, a demon will ignore her long enough to get close, and perhaps even do an amount of harm the demon cannot recover from before it realizes its mistake.

### *True Names*

While the concept of True Names is a concept of much debate with mages, it is only controversial in relationship to whether or not *earthly* creatures have them. Demons, meanwhile, have been shown to have True Names, and this knowledge can provide great sway over the creatures.

Demonic names are usually close to unpronounceable by the human tongue, but speaking them isn't as important as *knowing* them; learning a demonic name and saying it allowed works whether you get it exactly right or not. The concept of a

## Researching Demonic Names

Action: Extended – 25 successes

Research Time: 3 hours per roll

Appropriate Libraries: Demonology, Angelology, Fairie Folklore

Possible Modifiers: Demonic Status (+ dots), Mastigos (+2), Preexisting knowledge of Ban or MO (+1, +3 if both)

### Successes

### Information

1-9

Nothing

10-15

The mage learns about the demon's MO, his previous activities, the types of people it likes to victimize or possible other demons it interacts with frequently.

16-19

The mage discovers a demon's ban if he hasn't already, and any significant chaos it has caused in the last few years, as well as any ancient legends or folklore concerning a demon of that type

20-24

Each demon is unique, even those that share the same type, MO, Ban and race. Until now information gained could apply to any similar demon; at this point the mage begins to discover secrets and specific information about the individual demon concerned (haunts, ideosyncasies, other weaknesses, whether the demon is susceptible to either Mind or Prime, etc.)

25+

The mage learns the demon's true name

True Name, in this context, is that whatever demons were before the Becoming is what they were truly meant to be—True Names reflect that, even if a particular demon was created *after* the Becoming, for that event was unnatural, and that demon's birth should have been something drastically different.

Knowing a demon's True Name provides the following benefits:

- Gain a +1 bonus to all rolls made against that demon
- Gain a +5 bonus to learn the truth of that demon's MO or Ban
- Use the True Name as a part of scrutinizing to accurately see who a demon has manipulated or stolen the soul of
- Speak the True Name aloud to the demon three times will cause a demon to involuntarily reveal its true form (demon must achieve an exceptional success on a roll of Power + Resistance – Rank)
- Gain a +5 bonus to summoning and controlling rituals for that demon
- Use the True Name in a banishing ritual that will force the demon to return to hell (it must make the Trials again to return, regardless of the number of Soul Points it may possess)

### *Conjury*


There exist in the world some remarkably idiot Sleepers out there who, having discovered that demons exist, decide it would be a good idea to try to control them. Demonologists (or “conjurers”) can gain the ability to summon a demon directly from hell and control it. The exact origin of this ability is unknown to any sentient being. All that is known is that around the beginnings of civilization this practice started, usually re-

sulting in failure of course but over time becoming more sophisticated. Demons are especially hostile toward these types of Sleepers, because unlike mages they are blindly toying with forces beyond their understanding.

Mostly, humans summon mist demons (see the following section) to request enlightenment, power, or simple ecstasy, but some attempt to use the demons as weapons or muscle. There exist no humans, however, than can control demons for long. Within a few hours time, the demon is either safely returned or devouring the conjurer.

Apart from a demon using 5 or more Soul





Points, conjury is the only known way to punch a hole from this side to hell. Doing so is a harrowing experience, to say the least; during a demon's initial appearance and its return, a small slit in reality reverberates in the location. A thousand-thousand voices of sheer anguish and anger fill the area, and a deadly hot or freezing wind whips around the room; the ground shakes, and the worst aspects of a location are highlighted. This terrible ordeal is the result of just a pinprick revealing the very end of some tunnel or another, providing an example of just how horrific the true domain of hell must truly be.

**Requirements:** First of all, there must be some sort of object that allows the summoning to take place. Demonic grimoires, holy conjuring relics, etc. exist here and there in the world, although they are hard to come by. Without something of this kind, that physically links to the hell dimension, summoning may not even be attempted.

Secondly, a circle must be made of chalk or salt. Usually people draw a pentagram with a surrounding circle, but a simple orb design will suffice (any culturally appropriate design will function as well). Around this circle five candles must be placed evenly, to be lit during the ceremony.

Before the actual summons, a ritual must occur. These rituals vary according to the type of demon, the object used in the summoning, and the culture the conjurer comes from. Some chant, others pray, some fuck or cut themselves or commit a blood sacrifice: some do all of this. Once this ritual is complete, the conjurer stands apart from the other participants (who effectively become mere witnesses at this point, whatever input necessary until now) and begins the summons.

Once the requirements are satisfied, the process begins, usually occurring in three stages.

**Summon:** The conjurer begins an extended roll of Intelligence + Occult – Demon's Rank. Rolls occur once for every ten seconds, and a conjurer can only roll for seven minutes, minus one minute per the demon's Rank. Success required are equal to 5, plus another 5 per demon's Rank. The summoning process is a sheer force of will effort, and requires such mental force that the conjurer quickly becomes fatigued. A Stamina of 3 or better is required for a conjurer that lasts more than one minute; Stamina 4 is needed after two minutes, and 5 after three. After the third minute, even a conjurer with

a Stamina of 5 suffers a -1 to all rolls. At the end of the allotted time, if the successes required have not been met, the roll is considered a failure.

**Command:** Upon successful completion of the summoning, a demon stands, floats or lays in the drawn circle, and a contest of wills begins. The demon appreciates being loosed upon this world, but has no need of a master, and will quickly try to break free. The conjurer rolls Resolve + Occult versus the demon's Power + Resistance.

If the conjurer wins the contest, she may issue one command to the demon for every success she netted. Commands must be fairly simple, but multiple successes can be combined for more complex instructions.

The demon can be commanded to perform duties away from the physical location of the summoning. If that happens the demon will continue to obey the commands regardless of how far away it might run. The conjurer during this time *cannot* do anything but sit there and concentrate, rolling a Resolve + Composure roll every 15 minutes. This sheer determination grows harder; every half hour the demon is gone the conjurer suffers an additional -1 to his roll. The demon can only remain under control for two hours per level of Rank. Forcing the demon to perform a task that takes longer than this time is considered a failure; by spending a Willpower point, the conjurer can make the demon break of its actions and return, regardless of what state the demon is in.

**Unsummon:** Once the demon has completed whatever tasks have been laid out before it, it is compelled to return immediately. The demon continues to struggle against the conjurer as it re-enters the circle, and now the conjurer has one last task: unsummon the creature. The demon, recognizing that it has only one last chance to remain here with its free will, fights even more desperately against its master. To send the demon back into hell she rolls Wits + Occult versus the demon's Finesse + Resistance + Rank. If successful, the portal opens and the demon is sucked back into hell.

**Failure:** If at *any* time a single roll fails for the conjurer, the game is up. The demon is completely free, and will immediately return to try to kill the conjurer and any other witnesses. This is not a guarantee, of course, and the humans might be lucky enough to escape with their lives. Maybe. But probably not.

**Dramatic Failure:** If the conjurer suffers a dramatic failure, he is doomed for eternity. Instantly he is sucked into the portal to hell. All witness must make a reflexive Wits + Dexterity roll to avoid being sucked in as well, and even if they manage to hold on, the summoned demon is now on the loose to exact vengeance upon them.

**Suggested Modifiers:** Protective Lacrimo holy stones (+2), ancient bible (+1), conjurer an ordained priest, shaman etc. (+1), summoning on appropriate holy or spiritual days (+1), *inappropriate* holy or spiritual days (-2) during a full moon (-1), during a new moon (-1), during sunset (-1), during sunrise (+1), surrounded by cold iron (+1), conjurer has been possessed before (-2), first time conjurer (-1), Demonic Grimoire (+3), True Name of demon known (+5), conjurer possesses a piece of that demon (+2).

### *Supernal Duplication*

Although it has been attempted, using combinations of Space, Mind, Prime, Death and Forces magic, no mage has ever been able to successfully perform a summons using supernal magic. Although of course an Awakened can use the above methods to perform such a ritual and use their own magic for protection, it troubles mages that this seems to be an area that their power has no influence over at all. Some draw parallels between this and the natural resistance demons seem to have against Supernal magic. There are those who believe it is merely a matter of unlocking this knowledge, while others posit that perhaps Abyssal magic is what is necessary. Regardless, mages are at nearly the same disadvantages as their Sleeper counterparts.

### *Demonic Duplication*

Demons, meanwhile, cannot perform these summoning at all. For unknown reasons, it seems that only mortal humans can become conjurers. Demons, however *wish* they could use this power, and wish desperately. Mages are wary of the very existence of this kind of magic, because it stands to reason that if Sleepers, in their blundering bull-in-

a-china-shop-way can open a hole to hell, perhaps a demon can find a way one day. The notion of a demon able to summon is a terrifying thought, for likely the above stipulations would not need to be followed: a demon would summon just to summon, and the conjured fiend would thank it kindly and be on its way. If these secrets were ever discovered, it could mark the end of humanity—and it is an understatement to say that here are demons looking for these answers.

### *New Merit*

As much as people would like to stay away from demonic activity—and most do—there are some who cannot escape. Whether by the willful intent of a demon to intrude itself upon his life, the fact that his status as an Awakened mage necessitates learning of this world, or merely a Sleeper's own selfish interests, a character can find himself thrown into a this word. Fortunately there are some defenses and benefits that can come from this involvement. While useful, these merits create ties between characters and demons that can be exploited to create story arcs in a demon-driven chronicle.

### *Demon Blood* (● to ●●●●●)

**Effect:** Your character possesses a vial of demon blood that has a potent effect that occurs when that blood is used in a specific way. See "Demon Blood" below.

### *Demonic Status* (● to ●●●●●)

**Prerequisite:** Awakened

**Effect:** Demons are generally dismissive and uncaring about humans, apart from being a source of food and fun. They can, however, be made to



recognize the power or accomplishment of certain mages. While very few mages ever interact with the demonic world enough to gain actual contacts or allies, they can become influential enough with certain demons to allow the possibility of free information exchange possible. Free is a loose term, of course: demons will always want *something*. Demonic status helps to limit that something do it doesn't become a soul or some form of torment or MO. Demons are always looking for information themselves, and in Stumptown's reality are as interested in magical items as mages. Mages receive a bonus to social roles equal to this status when interacting with demons in this capacity; demons will usually refuse to deal with mages on such a level unless they have at least a status of 1.

**Drawback:** Of course, the knowledge that one deals with demons can be a damning one. Demonic Status works as an inverse of other Awakened-oriented Statuses, the former subtracting its dots from the highest level of the latter status that can be achieved. For example, both types of status are rated 1-5: if a mage has a Demonic Status of 3, the highest Mage Status he can achieve is 2.

### *Righteous* (●●●)

**Prerequisite:** Morality or Wisdom 6 or greater; starting characters only

**Effect:** Your character, for whatever reason, believes in himself, and the right course of action. While this doesn't mean on his own the character won't make mistakes or even do wrong, it does mean that demons have a harder time convincing or tricking him into harmful actions. Demons sense this, and it makes them nervous; most Sleepers are mindless sheep, but these people are likely to resist them, and in so doing blow their cover (demons are still worried about the possibility of a human uprising against them). Your character gains a +1 to intimidation rolls, and demons suffer a die penalty to any attempts to subvert, pervert, corrupt or steal the soul of your character, equal to his ethical standing (Morality 6, -1; Morality 7-8, -2; Morality 9-10, -3). If your character's Morality ever slips below 6, however, he loses this merit (cannot be regained).

### *Deathly Aura* (●●●)

**Prerequisites:** Death Arcana of 1 or greater, Stamina less than 3, Presence greater than 2, no

### Giant Size

**Effect:** Your character has a pre-existing tendency to appear somewhat sickly or non-threatening, and can use her magic to help foster this illusion. Somewhat like controlling her nimbus, a mage can cultivate her deathly aura to make her appear almost ghostly. This causes a demon to treat her differently. Firstly, all demons suffer a -1 penalty to perception or investigation rolls concerning the mage. Additionally, a demon is less likely to be interested in her soul, as there is such a ghostly taint on their perceptions they may even be fooled that she has one (this has no mechanic, only roleplay considerations). Additionally, if the mage shifts completely into Twilight, any attempts to spot the mage by a demon can only be determined by a chance die.

**Drawback:** Other mages who are unaware of the reason for her actions will be easily alarmed when scrutinizing her aura. It appears as too deathly to be an alive and healthy mage, and it takes 15 successes or better to determine that it is a disguise. Mages who are unaware of the truth behind (but still notice) her aura are a little uncomfortable around her, and she suffers a -1 to all social rolls.

### *Demon Tongue* (●●)

**Prerequisite:** Starting characters only

**Effect:** Your character has an innate ability when it comes to demonic languages. This is often because of a deal the character's mother made with a demon, or the presence of demonic activity as a child; sometimes, of course, it's just the way they are born. Regardless of how she attained the ability, your character can glean meaning when she hears demonic languages. When she hears one of these tongues spoken in her presence, she may attempt to ascertain the content of the words.

**Die Pool:** Wits + Empathy

**Dramatic Failure:** Not only does your character learn nothing, but the demons she was spying on are aware of her listening in.

**Failure:** The demon tongue sounds like pure gibberish.

**Success:** Your character gets the gist of what the demon was trying to convey. Word on a secret ambush, the location of some hidden scroll, or just the delight in torture are the types of things able to be gleaned.

**Exceptional Success:** You character literally

interprets the demon's exact meaning.

Note that your character *cannot* speak these languages; her mouth isn't equipped to handle such a challenge. A lot like Han Solo and his favorite wookiee, this merit allows your character to understand demonic tongues only.

### *Demonic Grimoire* (●●●●●)

**Effect:** Your character has come into possession of a powerful book that allows for the summoning and controlling of a specific demon. The True Name of that fiend, although likely difficult to discover, is contained within its pages, and this book provides an additional +2 to all rolls made against that demon. See "Conjuring" above.

### *Demon Blood*

The following are examples of various demon bloods and their properties. Any merit purchased, whatever its effects, comes in the form of a vial of liquid that has 5 drops. This merit, therefore, is not self-sustaining; once all 5 drops are gone, so is the merit. Any merit listed below may be increased by 1 dot to provide another 5 drops.

There is also a drawback to these merits: blood used easily becomes addictive. Each time a user has a drop of blood enter his body in any way, he must roll a Resolve + Composure roll. Extended use of blood can impose penalties on this roll. A failure causes the character to gain the flaw Addiction: Demon Blood. At that point, although the specific type doesn't matter, the character begins to crave the blood for the physiological high (and of course the abilities) it provides. Once addicted, the user suffers a -1 penalty on *all* rolls for days he does not ingest blood, and it requires two weeks of complete "sobriety" to kick the habit (during which time the Storyteller can impose ever-harsher penalties and withdrawal punishments).

### *Nightvision* (●)

The blood of a halox demon (a nocturnal Chipling who enjoys collecting deadly insects and placing them in people's shoes) can grant the remarkable ability for vision that far exceeds human possibility. By consuming 1 drop of this blood the user removes all penalties for operating under cover of darkness. Also, the user can see slightly up and down the spectrum of light, allowing for a wider range of possible vision including the fringes of infrared and ultraviolet. This effect lasts for 1 round.

### *Twilight Eyes* (●)

Aninat is a weak species of Imp that gains the majority of its sustenance by consuming spirits.

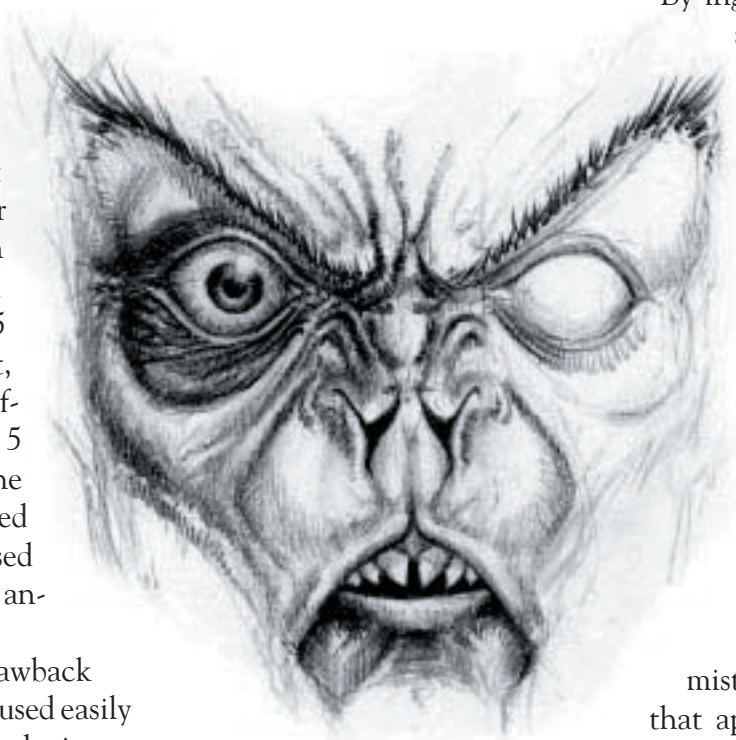
By ingesting 1 drop of this blood, a user gains the ability to peer into the Twilight State. This effect lasts for 1 round, and during that time the user can see spirits, ghosts (at a -1 penalty, they appear hazy and indistinct). Although this blood will not allow for a user to gain the language, he will be able to hear spirits and other things in the state of twilight.

### *Harden Fabric* (●)

There is a certain type of mist demon, called Argotna, that appears papery or like sheets hanging in the breeze. Blood collected while this demon is manifested has the ability to strengthen malleable substances. Per drop used on a piece of fabric, the blood will increase that fabric's Armor rating by 1. This effect lasts for 1 round, and is cumulative.

### *Demonic Sense* (●)

Many different types of demon blood can allow a user to gain access to the same perceptions of that demon. By ingesting 1 drop of this blood, the user reflexively rolls Wits + Composure - Rank whenever she sets eyes on a demon; if successful, the demon's true form is revealed to her. This lasts



for 1 round. By purchasing this blood as a 3 point merit, the ability becomes more external—by placing this blood on the skin of any demon, it must immediately roll Finesse + Resistance – number of drops used; if the demon fails, it publicly and visibly reveals its true form for 1 round.

### *Increase Senses (●)*

Many Goblins' blood will grant a mortal keen senses. By consuming 1 drop of this blood, a user gains the smell of a dog, the sight of an eagle and the hearing of a dolphin. This lasts for 1 round, but during this time the user must roll a Wits + Composure roll for all sensory input, for it is alien enough that the human brain has difficulty interpreting it.

### *Danger Scent (●)*

Khell demons, like many fiends, are hated by dogs and other animals, because of their scent if not the wrongness of their existence. By placing 1 drop of this blood on the skin, a user becomes a terrifying entity to anything with animal senses. Dogs will bark, etc., but no animal will come within 5 meters of the user, even if they have to harm themselves to stay away.

### *Lockbreaker (●●)*

Some of the most effective spies and thieves are a species of Imp demon called the Obsulaa, and they have a preternatural ability to infiltrate any space. Their blood has for centuries been sought after for its potent ability to throw any lock or lever that is meant to restrain. A user places 1 drop on *any* lock, and that lock is considered to be defeated; it isn't broken or damaged in any way, it simply reacts as if its corresponding key has been used. Remarkably, in recent decades this blood has been proven to work on keycard swipes and other electronic devices.

### *Raise Attributes (●●)*

Incredibly strong, brilliant or seductive demons seem to store these properties in their blood, which can be temporarily transferred to mortals. As a two-dot merit, this blood targets a single Attribute; per dot used, this substance raises that Attribute by 1 for a scene. At a four-dot merit, this blood targets an entire Attribute category (physical, mental, social) for the same duration. At the end of this blood usage, those stats revert, and then the user

suffers a -2 to the same scores until she has slept for a night.

### *Cure Disease (●●)*

Although demon blood is not inherently regenerative, it can be curative based on harm. Aniuqu, a demon who is a harbored of disease, has blood that can cure any illness. From the flu to AIDs, this blood specifically targets foreign agents in the human body. This is an incredibly painful process. It takes all five drops, taken once a day consecutively at around the same time (dawn, dusk, noon, etc.). It causes violent illness for about an hour: vomiting, sweating, even delirium. Once this passes, the patient is still very weak, and suffers a -2 on all physical rolls. For some lesser illnesses, less than all five doses may be sufficient, but for something truly life threatening (including cancer and tumors) it requires the entire vial.

### *Pheromones (●●)*

The blood of succubae and incubi naturally cause the human body to release pheromones at an unprecedented level of effectiveness. By ingesting 1 drop, a user gains +1 to all social rolls for the remainder of that scene, and a +5 to seduce anyone who is attracted to the user's sex. Those who could potentially be interested will find themselves drawn to the user, flirting without realizing what they're doing; anyone with a Composure less than 3 will likely proposition the user.

### *Awaken Object (●●)*

A single drop of this blood will awaken the spirit of any object.

### *Dissolve Death (●●)*

HarSlnova, a species of Goblin, are flesh eaters, and their blood seems to be as well. By placing 1 drop of this blood onto any now-dead once-living form, within seconds you will have a puddle of sizzling goo, and moments later that liquid will turn to a gaseous state. 3 rounds after placing the drop, it is as if the corpse was never there. Mortals are urged not to breathe in the resultant gas.

### *Instill Silence (●●)*

A modified mixture of Obsulaa blood changes its properties. Instead of breaking locks, it instead makes any object render absolutely no sound—and no sound comes from any other object it might

come in contact with. A rock striking a wall, therefore, wouldn't make any noise the entire time (although throwing a rock into gravel would, when the small pellets thrown into the air land). 1 drop of this is enough to ensure total silence for 1 scene. Sneakers can suddenly be used at a dead run without noise, a gun can become quieter by itself than it could with a silencer. Excessive use, however, wears down the object; if drops are placed upon it in excess of its durability (regardless of the time in between), the object will fall apart.

### *Alacrity* (●●)

This blood comes from the Uzseant demon, a creature that never sleeps. Mixing 1 drop of it in with your coffee or water will ensure the ability to remain awake for 48 hours without penalties. A concentrated dose is also useful: ingesting one pure drop will cause, for 1 scene, the user to be *first* in Initiative order, regardless of any other considerations.

### *Poison* (●●●)

There are many types of demon blood that have no other effect but radical harm to the mortal form. Some bloods need only to be touched and absorbed through the skin, and others ingested—either way, the target suffers one point of lethal damage per drop used. By purchasing as a 5-dot merit, each drop does 2 points of lethal. Any use of this blood is a Sin against Morality 5 (4 if the target is killed).

### *Gnosis Boost* (●●●)

Krecktor is a demon with the ability to grant Boons than enhance pre-existing powers. A slightly less dangerous way to achieve this effect is to consume a drop of its blood. This will increase one's Gnosis for a period of 24 hours. At the end of that time, more blood can be used to sustain this boost, but if at any time a dose isn't administered, the user is considered to have a -2 Gnosis for all spell activity (if this lowers below 1, user cannot cast magic). Still, there are some who go to great lengths to acquire enough of this blood to appear more powerful than they really are, but at a certain point they become a slave to it; the -2 penalty lasts for as many days as the +1 had been continuously in effect, so long term use means that they can't ever afford to let it slide. If during a lapse at a -2 Gnosis, the user can ingest the blood again to re-

verse those effects and return to a +1, but without waiting for a return to the natural state these days are considered cumulative if the person goes off the drug again.

### *Invisibility* (●●●)

Any demon who has the ability to turn itself invisible stores that property in their blood. By ingesting blood of this type, a user can become almost completely transparent, and gains +10 on all Stealth rolls for 1 scene. Cameras and other electronic devices cannot pick up any images of the user, nor can motion detectors sense movement. At the end of that time, the user suffers 3 *resistant* lethal damage as his body reverts to normal.

### *Mimic Death* (●●●)

Many demons have poisons in their glands for which they use to hunt their prey—some have venom so powerful it doesn't just debilitate, it actually *simulates* death. For every 1 drop of this blood a user imbibes, she remains in a perfect death-like state for an hour. A scrutiny roll of 100 is required to determine the person isn't in fact dead. At the end of that time, the user suffers 1 aggravated damage as her body is wrenched back to life. 1 drop of this blood, if absorbed through the skin of a "corpse," will reverse the effects prematurely.

### *Truth Serum* (●●●)

The Geraeat demon's MO is to force despair through the truth, and its blood can produce similar results. A single drop of this blood will cause a victim to have extreme difficulty lying for 1 scene. Each time that person is asked a question he must roll Resolve + Composure, but at such a high penalty it can never be better than a chance die. A success allow for the victim to lie, but an interrogator is afforded a Wits + Empathy + 3 roll to determine this. Dramatic failures mean that not only does the user answer the question, but offers up relevant information that might not have been in the initial question. Of course, someone subjected to this serum may attempt to get around having to answer things directly, but if so the captor's Interrogation rolls get a +5 to coerce direct answers.

### *Telepathy* (●●●)

Any demon who possesses telepathic abilities has this quality in their blood, and ingesting it allows mortals to use this skill. However, mortals do



not have control over the ability: 1 drop of blood causes the user to hear the active thoughts and surface emotions of all other sentient creatures within visual range. The user cannot block out any of these thoughts, and must roll a Wits + Resolve roll to filter out a particular person's mind.

### *Anti-Exposure* (●●●)

This blood will allow any negative effects of exposure to starvation, dehydration, extreme heat and cold to be counteracted for 24 hours. This blood may be used consecutively, but at the end of that time the user is rendered unconscious for 12 hours for every 24 under these effects.

### *Oxygenation* (●●●●)

Demons do not need to breathe, although most mimic the function to one degree or another (many growl, spat, curse, etc, and chemicals absorbed through lungs can still effect them). Certain demons, such as the Riaoganavon, can pass this trait to others through their blood. For a 24 hour period per drop of blood, the user has no need of oxygen and cannot be drowned or suffocated.

### *Weaken* (●●●●)

Instead of merely causing damage, some poisons severely weaken a person physically. As a three-dot merit, this blood targets a single Physical Attribute; per dot used, this substance lowers that Attribute by 1 for 24 hours. At a five-dot merit, this blood targets the entire Physical Attribute category for the same duration. Any Attribute lowered below 1 causes the victim to become paralyzed and catatonic until the duration's end.

### *Fire Blood* (●●●●)

To anything that comes from this reality naturally, demons taste terrible. Whether it is

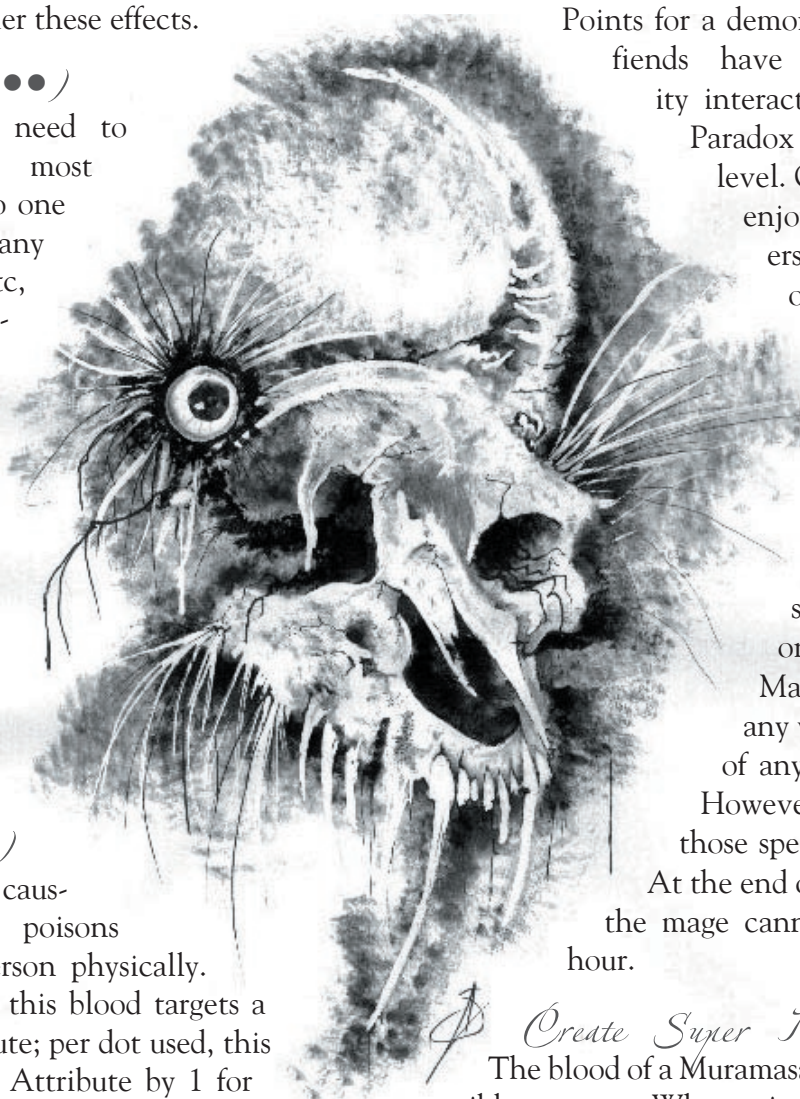
their blood, flesh or bones, no animal or creature that will normally feed on such things will touch a demon. By injecting oneself with 1 drop of this blood, the user becomes intolerable to the bite of any creature; damage is dealt to the attacker instead of the user. This also holds true for vampires, but far more so; for each blood point a vampire tries to suck from the user, it is instead dealt one aggravated point of damage (the undead can of course stop immediately).

### *Mitigate Paradox* (●●●●)

Although it takes the expenditure of Soul Points for a demon to do it consciously, fiends have some strange ability interact with the concept of Paradox on a fundamental level. One sort, the hortswyr, enjoys it more than others, and often a demon of that species has an MO related to screwing with a mage's magic. It's blood, however, seems to have the opposite effect. 1 drop of this blood will last for 1 scene; during that time one additional point of Mana is required to cast any vulgar magic regardless of any other considerations. However, all Paradox pools for those spells roll at a -3 penalty. At the end of the blood's duration, the mage cannot use Mana for one hour.

### *Create Super Item* (●●●●)

The blood of a Muramasa demon has an incredible property. When mixed with metallurgic ingredients during an item's construction, this blood causes that object to have a Durability of 25. This effect is permanent, although it requires all five drops of that blood. In essence, infusing this blood into metal makes it indestructible. This has to be done when all the individual elements of that item are still in their most basic form waiting to be assembled; completed items gain no benefit from this



blood.

### *Compel* (●●●●)

Golthaga demons are a particular kind of mentalist, their MOs usually revolving around forcing one to betray his nature, and their blood is similarly effective. By forcing a victim to ingest 1 drop of this blood, the user renders her completely susceptible to his suggestion for 1 scene. This effect can be cumulative, and during this time she cannot resist any commands except those that immediately endanger her life.

### *Dissolve Resonance* (●●●●)

Some of the most sought after kind among Awakened, the blood of a ressuagen demon can destroy the Resonance of an object or prior magical activity. 1 drop of this will cumulatively increase the successes needed on a scrutiny roll by 10. This effect is permanent, although it after all that someone manages to succeed, it becomes obvious there has been demonic activity. However, most mages will quit long before they get 50 successes (assuming the entire vial is used), and will assume there is nothing to be found; There is no ready evidence at the beginning of scrutiny there is a Resonance there at all.

### *Increase Defense* (●●●●)

Snake demons are small Chiplings that are so inherently slippery and fast that they can rarely, if ever be caught, but if they ever are they can be drained of their blood, which carries that property. By imbibing 1 drop of this blood, the user gains a +2 Defense for one scene; this score is added after any other defense considerations, and cannot be mitigated in any way—in fact, even if fully prone, the user is still considered to have a Defense of 2.

### *Destroy Artifact* (●●●●●)

Artifacts are inherently indestructible, and normally require a Master to Unmake them. There is one type of demon, however, called Artkuuth, whose blood can temporarily make such an item vulnerable. 1 drop of this blood will cause any artifact to revert to a normal object during the next turn. When this happens, the object is considered to have a durability and size equal to what its natural state should reflect (a book suddenly has the durability of a book, etc.). The object must be de-

stroyed before the turn is over, or else it returns to its status as an artifact and the opportunity is lost. Multiple drops of blood can extend the duration.

### *Lead to Gold* (●●●●●)

One of the most legendary and sought after substances in existence, the blood of the stiltskin demon has the capacity to take ordinary lead and transmute it into gold. It isn't as simple as that, of course, but is merely the active ingredient in an alchemical potion, but it is this blood that eludes mortal scholars, and once obtained the rest of the potion is easy. 1 drop of blood *permanently* alters a cubic foot of any poor metal into pure gold.

### *Living Stone* (●●●●●)

Stone demons are particularly ancient creatures that have not been heard from in centuries, at least as far as anyone knows. And yet occasionally some of their blood surfaces at market; when it does, fierce competition breaks out to obtain it. Because this blood has the ability to completely render flesh into stone. Each drop of blood used on a living entity causes it to become a statue for one week; there is no recourse against this action. However using this blood for any reason is a sin against Morality 2.

### *Painblood* (●●●●●)

Blood demons are among the most frightening in existence—they have the ability to cause pain with their mere touch, and rend flesh so easily it might as well be butter; these rare fiends are usually skilled farmers at the Seven Days of Blood technique to obtaining souls. Their own blood is so incredibly potent that if 1 drop is spread on a weapon that does lethal damage, for one scene that weapon instead does aggravated. If more drops are used on a weapon than it has points in Durability, the weapon is completely destroyed.

### *Murphy's Law* (●●●●●)

Luck demons love to tempt fate, cause ill fortune and generally cause vicious pranks. Their blood is powerful enough to instill some of that luck into a victim, but it is never a positive effect. 1 drop of this blood will curse a sentient being for a 24 hour period. During that time, any roll that results in a failure is considered a dramatic failure.

# DEMON TYPES AND EXAMPLES

What follows are the major classifications of demons one is likely to encounter. It's possible that there are other types, but most demons one can think of will fall into one of these categories.

Each type of demon includes several examples. The true name listed there is the singular one of that specific demon, and not the overall species. Also, the Willings listed aren't complete, merely those required for this demon to function correctly. If using any of these demons in your game, assign additional Willings as appropriate to your story. (Also note that Willings listed are often just the concept of the power, rather than any reference to a pre-existing Numina or Dread power or anything described in this book. Just remember that all rolls are two Attributes put together, contested as appropriate and activated by spending a Willpower point—beyond that, make up your own rules for these powers as you wish, or substitute them for pre-existing ones.)

Nearly every one of these examples, usually as their race, is a real demon found in various myths and folklore. Further research may provide you with story inspiration.

## *Chiplings*

Chiplings are small demons of low Rank that more often than not are never seen. This is one of their primary methods of defense, as in all likelihood even a pissed off enough human can take one out. Chiplings, unlike most other demons, do have the capacity to band together in groups, although this is not as straightforward as it sounds. Chiplings that travel in packs can only last for around a month with the same structure, before their own internal quarreling drives them apart. Because of this, Chiplings are independently nomadic; they break away from their current pack in search of

another one to join.

**Rank:** 1

**Characteristics:** Chiplings are never larger than five-year-old children, and usually appear quite inhuman. Whether in packs or alone, Chiplings tend to use sensory oddities to unnerve their victims, rattling under stairs, banging around in the kitchen while everyone is asleep, breathing down someone's neck while sitting invisibly in a tree. Chiplings alone are usually quite cowardly, but as their numbers increase will become bolder. Other demons tend to kick Chiplings around like annoying little brothers.

## *Endiok the Hearth Demon*

**Species:** Rabisu (Crouchers)

Crouchers are demons that reside in doorways, window sills or holes in the roofs of domiciles. The saying "Sin crouches at the door" comes from these creatures. They will lay low, rarely seen, and cause mischief and havoc. Endiok enjoys sneaking into a home that has just been blessed with a newborn and stealing the baby. Endiok then feeds on the terrible grief that hangs over the domicile.

**Attributes:** Power 1, Finesse 3, Resistance 2

**Specialties:** Brawl (grappling), Stealth (hiding), Intimidation (mid-night spookery)

**True Name:** *Outhjaengh*

**Vice:** Envy

**MO:** Grief from the loss of a child

**Ban:** Driven into a blind panic if all ways out of a home are closed off, even if it doesn't wish to escape

**Willings:** Invisibility, Ensnare

## *Tommy-Knockers*

**Species:** Tommy-Knockers

One of the only species of demon that *always* travel in packs, Tommy-Knockers are about the

size of toddlers, with disproportionately large heads, scratchy full beards, arms that hang to the ground and unnaturally gray and wrinkled skin. First recorded in England, these creatures enjoy causing mischief to miners and foresters. Often they will appear to be helpful rather than harmful—at first. Usually a pack of Tommy-Knockers shares a common MO: doing the work of laborers in the dead of night, such as furthering a mining tunnel, clear cutting forest or any other such dangerous work. In so doing, however, they lull the men they are helping into a false sense of security, just long enough to let their guard down. Then accidents begin to occur, or sometimes a catastrophe all at once (such as an unexpected cave in). Tommy-Knockers feed on pain and death, and will gather at these sites, feast during the dark times, and then slip away again just as quickly. Unlike other demons, Tommy-Knockers can feed on the same incident that fulfills their MO.

**Rank:** 1

**Attributes:**

Power 3, Finesse 1, Resistance 1

**Specialties:**

Athletics (labor), Stealth (observation), Crafts (labor)

**True Name:** *Unaatihlaitun* (species name)

**Vice:** Wrath

**MO:** Painful accidents and death from the complacency that comes from having one's work done for one without questioning what's happening.

**Ban:** Tommy-Knockers can refuse no request for help (although this will inevitably lead to fulfilling their MO).

**Willings:** Time dilation (to make progress at the labor sites during the night), Concealment

## Imps

Imps are lower-powered demons who very

much enjoy mischief and disorder. Oftentimes the MO of an Imp will not be pain or death but rather just confusion and fear. Folklore holds that imps have the capacity to be turned good, but this is a misnomer. Imps enjoy perpetuating—in reality they will pretend to reform, and wait for the perfect opportunity to enact their MO. Of all the types of demon, Imps are among the most likely to be spies and artifact thieves, and they make up the bulk of Market traders.

**Rank:** 1-3

**Characteristics:** Imp species tend to be smallish, anywhere in size from a medium-sized dog to a seventh-grader. Most have wings and enjoy flight. They are fond of music and wine, and are capable of being charmed (in the traditional sense of the word).

Imps are more easily summoned than most other types (summoned receives a +1 bonus to the attempt).

## *Miyaota the Merciful*

**Species:** Tengu

Tengu are high-flying demons who dwell in cedar trees.

They have small wings and sharp claws, horribly crooked noses, white

hair and red faces. *Miyaota* is a nearly harmless demon who feeds off the fear in others. Legend tells of a man in ancient Japan who saw a snake killing a bird, and then a boar came along and killed the snake. The man, a hunter, did not kill the boar. *Miyaota*, a tengu demon, a few minutes later approached the

man and said he was lucky that he had not killed the boar, for if he had the demon would have continued the chain of life and death and killed him. It fed of the man's fear for several minutes, posturing and strutting and glaring with baleful eyes, then laughed and hooted as it ran away, thanking the man for his time.

**Rank:** 2

**Attributes:** Power 2, Finesse 4, Resistance 3



**Specialties:** Stealth (opportunistic), Intimidation (threats), Subterfuge (promises of superiority)

**True Name:** *Kjaeuthnj*

**Vice:** Pride

**MO:** Fear

through threat of violence

**Ban:** Tengu will object to any trees being cut down in property they consider theirs; must sit and eat all food offered it before performing any other duties

**Willings:**

Flight, Harrow, Howl

### *Orkot the Plague*

#### *Bringer*

**Species:** Pazuzu

Pazuzu have an eagle's feet, lion's paws, dog's head, scorpion's tail and four large feathered wings. Its skull is half-exposed, revealing a death-like grimace. They are completely without mercy, and completely lack regard for human beings. In ancient Babylonia, Orkot was a crafty demon who did not initiate disease, but did help to spread it. It would intentionally get itself sick (although immune to the illness), then sneak into homes of healthy victims and feed off them as they withered. It is also rumored that Orkot sometimes extort innocent humans, vowing to protect a home from a disease if the people inside indulge in perverted desires and offer their blood to the creature.

**Rank:** 1

**Attributes:** Power 1, Finesse 4, Resistance 3

**Specialties:** Medicine (disease), Persuasion (extortion), Stealth (incursion)

**True Name:** *Aoaeyuhain*

**Vice:** Gluttony

**MO:** Uses disease to feed on despair and death

**Ban:** Will flee any statue representing it, or a

mirror reflecting its visage (must be silver)

**Willings:** Flight, ingest disease, release disease

### *Half-Demons*

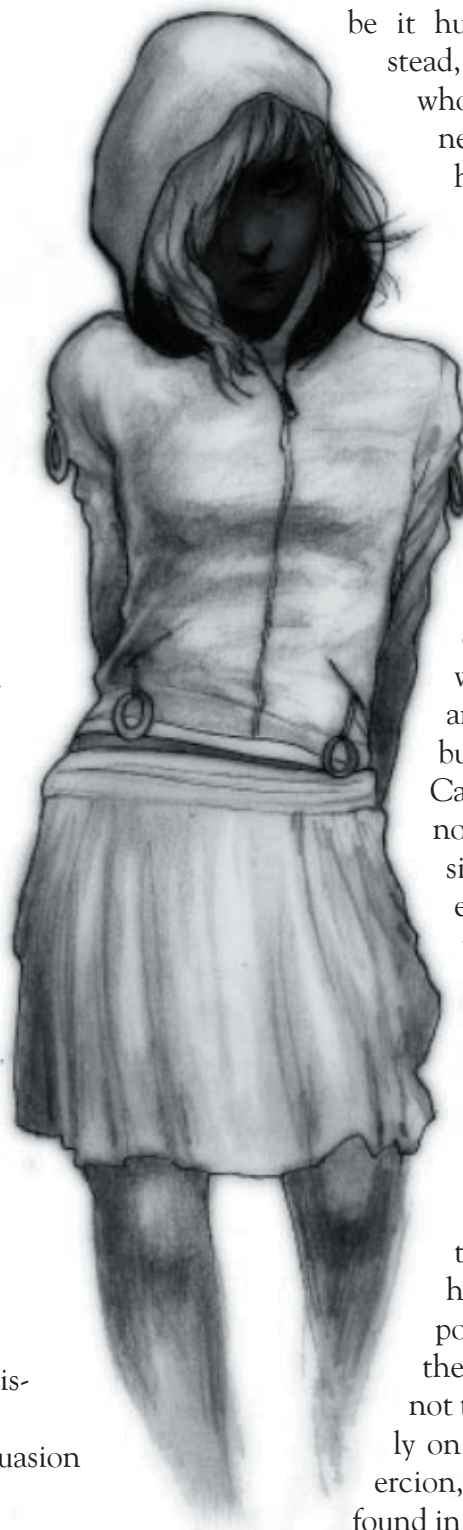
Half-demon is something of a misnomer, for there is no mixed blood in these creatures, be it human or anything else. Instead, this title refers to demons who look, in their natural state, nearly human. Most demons have terrible countenances and have to hide their true form with magics, but more often than not half-demons don't need to do this; a little make-up, a hood or a dark alley is often enough to disguise them.

It is theorized by some that vampires are half-demon, but this is still open for debate. Firstly, demons seem to be somewhat hostile toward Kindred, and claim they are anything but (although this is like a Catholic demanding a Mormon not be called a Christian—a silly distinction to an atheist's eyes). If true, then vampires would be the only half-demons recorded that can rise above a Rank 5 (and they seem to have their own system of power anyway).

**Rank:** 1-3

**Characteristics:**

While they can be stronger than the average human, half-demons do not usually possess the great strength of their brethren. More often than not these demons will rely entirely on trickery, persuasion and coercion, and are the most likely to be found in dim corners and unlit booths in nightclubs, posing as drug dealers or the like. Half-demons tend to be incredibly charming, and have most of their points devoted to Finesse, with Specialties in the social arena.



## *Mare*

**Species:** Mare

Mare tend not to have singular identities, because they can so easily change shape. Their neutral form appears as a normal human girl, but they can become anything from a man to a beast to a horrible monster. She tends to wander around until she finds a victim that seems particularly susceptible and follows them home, where she waits for them to fall asleep, sits on their chest to cause pain and shortness of breath, and causes terrible nightmares. This activity must go on for at least a full hour before she can attempt to gain Willpower points from her MO.

**Rank:** 3

**Attributes:** Power 5, Finesse 2, Resistance 3

**Specialties:** Intimidate (terrorize), Larceny (B&E), Empathy (detect fear)

**True Name:** *Eujrmaaiknlh*

**Vice:** Wrath

**MO:** Night-terrors

**Ban:** Aversion to lit candles, cannot terrorize a sleeping victim with a closed mouth

**Willings:** Shape-shift, fit through keyhole, dream manipulation, Harrow, Innocuous

## *Alana the Lover*

**Species:** Succubus

Succubi use sex as a weapon, and most commonly use it to drain a man of his life force. Alana, however, is a little more specialized—although she will use sex to indulge her lust to gain Willpower, she much prefers to be a home wrecker. Alana's only sign of her lack of humanity are scaly patches of fish-like skin around her knees and elbows, and her nails grow unnaturally thick. Alana is without a doubt beautiful, and men fall for her easily. She uses her talents, however, to find happily married men who love their wives dearly. She proceeds to completely seduce them, to the point where even their devotion cannot keep them honest. These acts foster at least some Willpower in her, but often that is not her only objective. She enjoys confronting the wives at a later date, and sticking around for the confrontation. She feeds on all aspects of the hunt. If in danger, she will usually envelop herself in shadows and attempt to escape, rather than risk a confrontation.

**Rank:** 1

**Attributes:** Power 1, Finesse 4, Resistance 3

**Specialties:** Persuade (seduce), Empathy (detect devotion), Stealth (vanish)

**True Name:** *Noajkiuantr*

**Vice:** Lust

**MO:** Targets married men to wreck a stable home.

**Ban:** Desire for sex must be clearly expressed, and wives must ask to know the truth about their husbands (she will toy with some secret knowledge until they do).

**Willings:** Rapture, Concealment, instill poor judgement

## *Asharat the Deceiver*

**Species:** Horned Devil

In some ways, this species is the one many people first think of when someone says the word "devil." They look almost completely human. They have red eyes that can be covered adequately with contacts, cadaver-like skin that can be fixed up with fake tan or make up, and a small horn on each side of the temple that can be veiled much like Spock could hide his ears. These demons haunt nightclubs and hang-out spots especially, and enjoy using their Willings to seduce members of the supposed opposite sex.

Asharat especially enjoys approaching gay men looking for prostitutes and lures them into dark alleys by using his abilities to increase the horniness. He then scares the hell out of them with their pants down, revealing his true nature. This usually ends with the men cowering in fear, begging for their lives, and it is that desperation Asharat seeks. Worse, he will often photograph these men, and blackmail them later—though of course, the money or favors are no where near as interesting as the continued desperation that provides a five course meal.

**Rank:** 2

**Attributes:** Power 2, Finesse 4, Resistance 3

**Specialties:** Persuasion (seduce), Intimidate (sudden reveal), Subterfuge (disguise)

**True Name:** *Ashnasrlnnuat*

**Vice:** Lust

**MO:** Desperation

**Ban:** Cannot prey on women or children; prefers ashamed homosexual men

**Willings:** Instill lust, dissuade doubt, fog memory

## Mist Demons

While most demons have a physical form, the neutral state of mist demons is to not have one. While nearly all *can* manifest as part of their natural existence, to them it is a tool rather than a requirement. Many of these demons possess others. They are hard to defend against because they can move with the properties of a sentient mist, creeping through door cracks and keyholes and vents.

**Rank:** 1-3

**Characteristics:** It is very possible that mist demons can be mistaken for spirits. And in fact, mist demons are the most likely to engage with those creatures, or to travel to Shadow. One important distinction is that mist demons do not exist in Twilight unless they have Willings that allow them to go there—while they may not be tangible they are certainly visible, and here in this Earth with everything else. They tend to have flighty, loose personalities with quick and unexpected shifts in mood. Mist demons also appear the most alien of their similarly Ranked brethren. One other important distinction is that each one has an additional ban that requires the being to manifest physically for at least a short time.

### *Metatron, the Voice of God*

**Species:** Incorporeal Whisperer

One of the more infamous spirits that exist, Metatron uses the guise of the Hebrew legend of Metatron to speak to true believers as if he is the Voice of God. By convincing a woman that he is an angel sent by the Lord, Metatron quickly begins to dominate her thoughts. He will not appear even in mist form around others, and will rarely, if ever, become tangible or even clearly visible by choice. Instead he floats in the darkness, or appears *as* mist, and discusses the will of God with his victim. His ultimate goal is to use the woman's own Virtue against her. He will cause a Hopeful person to despair, or a Charitable person to withhold, by first convincing her it is divinely prophesied that she does so. Then, just when his victim is on the brink of absolute mental exhaustion from denying her true nature, Metatron chooses to talk with her in public, but in a way that only she can hear. Suddenly struck with the truth that she is mad, the woman breaks down, and

an invisible Metatron settles over her to feed.

**Rank:** 3

**Attributes:** Potency 3, Finesse 5 Resistance 4

**Specialties:** Occult (Christianity), Empathy (nerve points), Subterfuge (promises)

**True Name:** *Auotijasgh*

**Vice:** Envy

**MO:** Perversion of Virtue through promises of the knowledge of God's will.

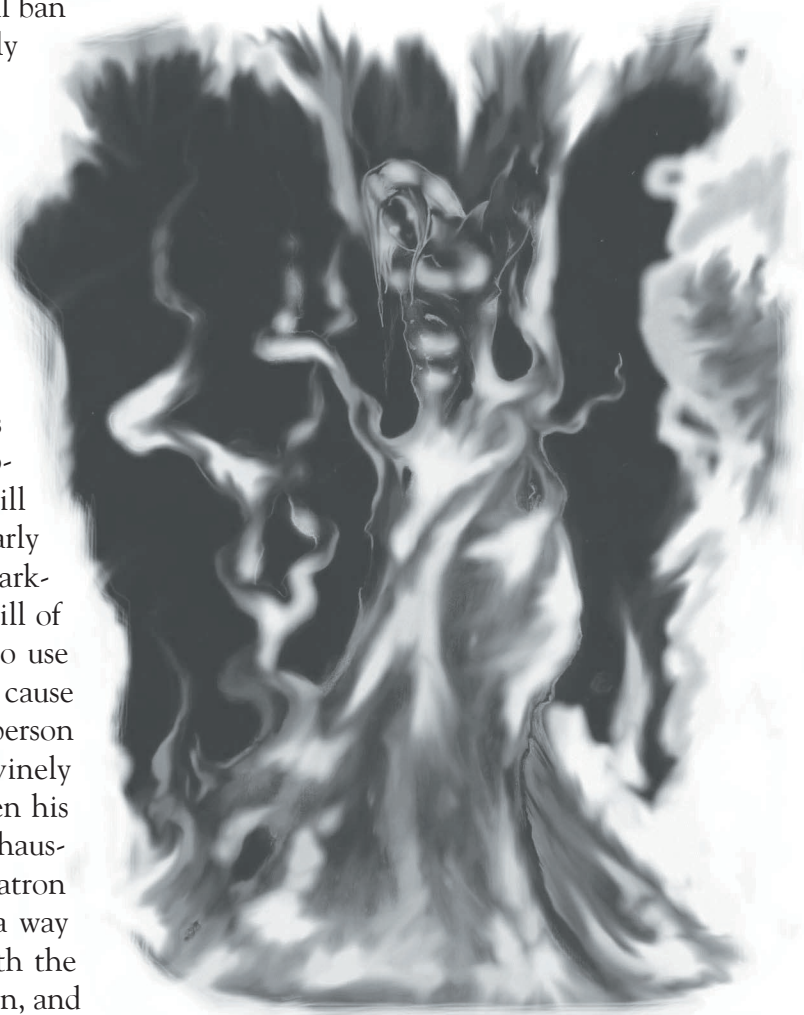
**Ban:** Strangely, Metatron cannot enter Christian churches; additionally, ringing a silver bell three times will cause it to manifest for 3 rounds (at which point Metatron might try to escape).

**Willings:** Manifest, Telepathy, Hallucinations,

### *Shomoto Reyl*

**Species:** *Kitsune-Tsuki*

A fox-spirit in myth, the *Kitsune-Tsuki* are actually mist demons. They are able to fully possess a human for long periods of time. There is always evidence of this possession, such an extreme, constant longing for rice and an increase in artistic ability (these demons love to paint). If forced to reveal its



true identity, they will appear as a ghostly fox-like being that seems to float out from a person's belt and wrap themselves around the upper torso, with its head next to the victims and looking in the same direction. Shomto Reyl is a *Kitsune-Tsuki* who inhabits the bodies of women in traditional Japanese households (or any culture that has a woman subservient to the man). The demon, as the wife, disobeys the husband and is defiant in many ways. The demon will continue this action until the husband beats his wife; while harming the poor girl's body, the demon feeds on the domestic violence.

**Rank:** 2

**Attributes:** Power 2, Finesse 4, Resistance 4

**Specialties:** Stealth (initial possession), Medicine (to heal victim), Larceny (to sneak about)

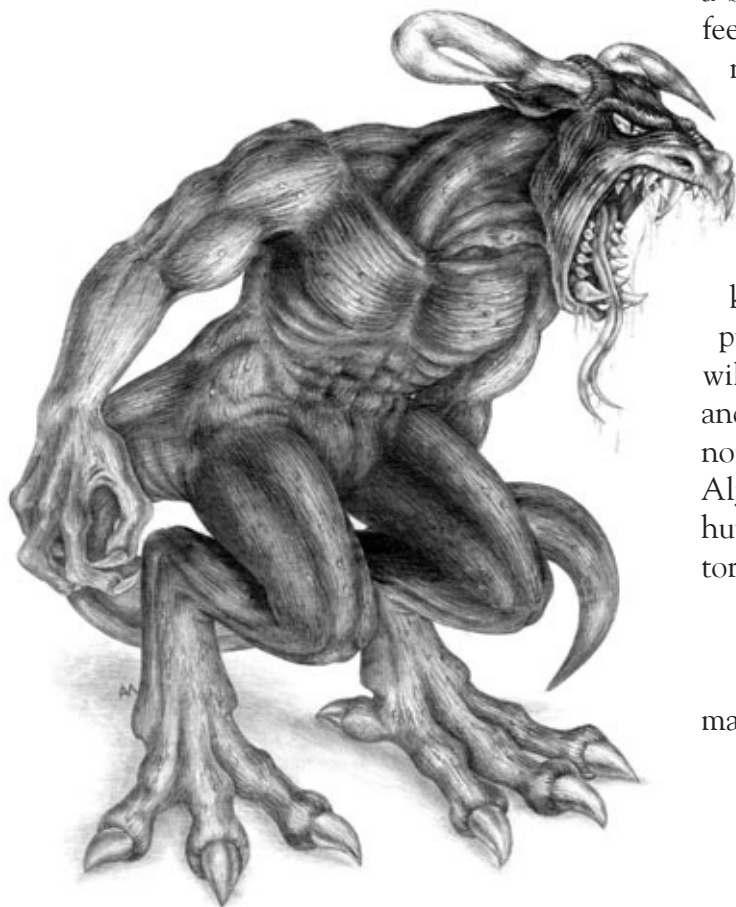
**True Name:** *Wargauinkw*

**Vice:** Pride

**MO:** Inviting domestic abuse

**Ban:** Anyone who knows this demon is possessing a victim can berate the demon personally, causing such anger it will manifest (into the form of a man-fox like creature), and any offering of rice cannot be refused.

**Willings:** Possession, Manifestation, Claim, Blast, Camouflage



## Goblins

Goblin is a term meant to describe a particularly terrifying type of demon. Goblins rarely have the capability to disguise themselves, never look naturally human, and are often severely limited in their intelligence. Of all demons these are by far the most bestial, and the easiest tricked or bested through the mind.

**Rank:** 1-4

**Characteristics:** Goblins are easy to spot because they are so readily seen as unnatural. Most augment this trait by hiding in water or wheat or shadow. Most are terribly violent, and use strong arm tactics and outright slaughter for their MOs. Rarely is a Goblin subtle in any way, apart from their hiding. Goblins also cause a human to panic whenever they are seen; the observer rolls Resolve + Composure – Goblin's Rank, and flees at a dead run if a failure occurs (dramatic failures reduce them to quivering puddles of soon-to-be-devoured jelly).

## *Aljuntital the Terrible*

**Species:** Bunyip

Bunyip are lagoon demons about the size of a bull, covered with gray hair or feathers, hooved feet, flat and wide tail, very wide mouth filled with rows of sharp teeth, two walrus-like fangs and a mane. It also has big flippers on the sides of its body, and has a distinctive roar, mistaken for a dragon in the distant past. Aljuntital waits in the water for hapless victims who wander too far into the wild alone. Instead of outright killing the victim, Aljuntital instead holds them prisoner and forces them to labor. The demon will wait until the human is completely despaired, and then allow him to go free. The human does not travel far, however, before he drops dead from Aljuntital's magic; the demon then devours the human whole; the sudden hope after the months of torment makes the flesh all the sweeter.

**Rank:** 3

**Attributes:** Power 6, Finesse 4, Resistance 5

**Specialties:** Brawl (grapple), Intimidate (command), Subterfuge (release)

**True Name:** *Paiewtayhb*

**Vice:** Gluttony

**MO:** Slavery leading to feasting

**Ban:** These demons hate pollution, and will set



about to clean up any messes in their domain (can use the human slave for this purpose). Also, for every hour it is away from water, the demon suffers -2 to all rolls.

**Willings:** Concealment, Ensnare, Elemental Immunity (water, cold)

### *Thoarin the Babyeater*

**Species:** AI

AI have brass fingernails, a fiery single eye, iron teeth and the tusks of a wild boar. Sometimes they are erect and human-like in their countenance, but often times will be shaped like giant black dogs. They tend to have disease-ridden hides just based on their nature, and often unwittingly spread plagues. Thoarin, like nearly all AI, attack pregnant women, strangling them and then feasting on the liver and the unborn child. They also attack newborns who are only a few months old.

**Rank:** 4

**Attributes:** Power 8, Finesse 6, Resistance 7

**Specialties:** Brawl (teeth), Brawl (grapple), Athletics (chase)

**True Name:** *Iourhajw'aeabt*

**Vice:** Gluttony

**MO:** Death and flesh of newborns and pregnant women

**Ban:** AI do not like iron, and will not assault anyone surrounded by it; also, certain Amernian prayers will inoculate an infant from an attack

**Willings:** Howl, Swarm Form, Pathfinder

### *Greater Demons*

These demons are the *most* sentient, if such a property can be given degree. Greater demons write, philosophize and live lives of meaning, at least according to demonic values, which may not seem appropriate to human life. Greater demons were lesser lords of hell, and usually possess great intelligence and foresight.

**Rank:** 2-4

**Characteristics:** They find the lives of mortals to be somewhat fascinating, if a little revolting and disgustingly innocent. And unlike previous demons, these are governed by *ambition*. Greater demons like to be in control. They enjoy corporeal power even if they claim it is below them. Often, greater demons will only use that which they have in common with other demons (MOs, feeding, etc.) as a means to an end, a way to stay alive while

they foster their own wealth and status in human society. Greater demons are the most likely to *become* human, after a fashion, living nearly complete lives as if they are people, some even owning Social Security numbers.

### *Brutus*

**Species:** Betrayer Demon

Brutus is a demon that hates this concept of family. It means nothing, and yet humans put so much stalk in it. And so he delights in ripping asunder family ties and close friendships. Usually by injecting himself as a new friend in some social circle (or by dating someone in a family), Brutus will sidle up to two friends and begin turning them against each other. Lies that they cannot remember coherently later foster resentment, and soon Brutus will have them openly fighting, destroying reunions and weddings and eventually entire families.

**Rank:** 2

**Attributes:** Power 3, Finesse 4, Resistance 2

**Specialties:** Persuasion, Subterfuge, Empathy

**True Name:** *Qijayui'ikhlnor*

**Vice:** Wrath

**MO:** Brotherly betrayal

**Ban:** Cannot shake hands; cannot bear to look at his reflection; rain will cause his skin to sizzle.

**Willings:** Disguise, memory fog, Telepathy, Hallucinations

### *Methul dena Rosealin*

**Species:** Orinain Devil

Methul dena Rosealin is a terrible vengeance demon that hates humanity for its ability to love. How dare such weak creatures enjoy this life so much, while to Methul everything is dark, pallid and cold? In her true form, Methul appears to be a human-torch like burning entity, but she feels no warmth other than a burning jealousy toward mortals. Her revenge is fairly straightforward but delicious. Usually appearing as a friend, Methul will take any innocent person whose Vice is only an inkling, the slightest urge, and turn it into a raging and uncontrollable force. A gentle schoolteacher will wind up being arrested for beating his students within an inch of his life. A professional athlete becomes a 300 pound couch potato. A chaste Mormon becomes a prostitute. Methul will stick around until the person is truly corrupted (Mo-

rality 1 or 2), and then leave them to their fate. Halfway through this terrible nightmare gauntlet the victim accepts that Methul is always around as if it is a natural thing, and begins to appear insane, talking to a woman who isn't there.

**Rank:** 3

**Attributes:** Power 4, Finesse 7, Resistance 6

**Specialties:** Persuasion (temptation), Stealth (tailing), Streetwise (fixes)

**True Name:** *Hutanewjk*

**Vice:** Envy

**MO:** Corruption of the innocent

**Ban:** Methul cannot help but destroy self-help books wherever she finds them, although she attempts to do this without being noticed; also, if forced to eat (or unwittingly consumes) food laced with vitamins, she will appear to go into anaphylactic shock and suffer 4 points of aggravated damage.

**Willings:** Disguise, Invisibility, Rapture, Firestarter

### *Jeremy Tblis Miller*

**Species:** Inveigle Demon

Jeremy Miller is the senior assistant to one of the Senators from the State of Oregon. He appears to be a fiscally conservative Democrat, but in reality is hellspawn. His true countenance is truly terrifying, an alien-looking humanoid with sickly green skin covered in slime, eyes that look afire and a maw through which the Abyss seems to be escaping. Miller's MO is simple: corrupting the Senator into betraying his once noble principles. Miller continues to milk the politician for all he is worth; though only 50, the Senator looks to be close to death's door. While the Inveigle Demon drains the energy he advances his own career and agendas. Miller does not want to be a political figure, and when this Senator dies he will turn to another in a

similar advisory capacity.

**Rank:** 4

**Attributes:** Power 8, Finesse 8, Resistance 8

**Specialties:** Politics, Persuasion, Subterfuge

**True Name:** *Biawetubasvl*

**Vice:** Greed

**MO:** Long term control of a single important human

**Ban:** If asked the same question three times in a row, on the third time the demon must answer truthfully; metal detectors and other heavily magnetic devices cause Miller to shake uncontrollably.

**Willings:** Disguise, Telepathy, Possession, Incorporatoin

### *Elders*

Elders were the great demon kings in hell that have come to Earth to dominate just as effectively. They are the strongest of the demons, and have no restriction as to their shape, size or appearance. They are the most evil, vile and corrupt, and the least likely to understand humanity beyond what's required to manipulate it. Elders are commonly those demons who are able to command other demons, if only for a limited time.

**Rank:** 5

**Characteristics:** There is no clear way to describe what elders have in common, because at the end of the day they are extremely unique. Not only that, but most are merely the ultimate form of previous types. Choosing an Elder is little more difficult than choosing another type of demon and just making its Rank 5. Elders of course have more Willings (and Bans) than similar demons of less Rank, but usually share most other characteristics with their common type.



# STUMPTOWN WITH DEMONS

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What has come before in this book is general information and rules on demons that are required to incorporate them into your game; what follows is how the introduction of demons impacts the established world of *the Stumptown Chronicles*.

## *Fight against the Fiends*

In 1988, there was a young Acanthus named Alice Grimm, favored subject and secret mistress of a then Consilium member, was seduced by a demon. They became secret lovers themselves, and she grew in power and shrank in Wisdom over a year as she weaseled her way further into the hearts and minds of the Council. It isn't clear how aware she was of her new lover's true identity at first, but at some point her corruption reached the level where she was its willing agent.

The resultant plot killed all but one of the Consilium members (the junior Counsilar Andron Baldaer) and left a dozen other mages mortally wounded. Alice Grimm, who was at the time a mage with similar status to Penelope Brash today, was publicly executed and her soul was interred in an Egyptian urn, which to this day sits on the mantle overlooking the Consilium's debating table. It is considered one of the worst outright acts of aggression committed by demonic creatures against an Awakened community, and severely blackened Portland's reputation. It was feared that demons would become emboldened and flock to Stumptown, where mages were clearly ill-equipped to deal with them.

From that terrible ordeal, however, Portland for a time banded together with a unity rarely seen by the Awakened community. Andron Baldaer, who suddenly catapulted to popularity, led the new Consilium (many members of which did not

last long in Portland because of unrelated scandals, etc.) to amend the Stumptown Lex Magica to be flagrantly anti-demonic. Until that time, there was a general anti-demon stance, of course, for the two worlds have never meshed together well, but suddenly demons went from a scourge to be avoided to an enemy to be hunted.

To this day the Stumptown Lex Magica holds nearly all of the tenants laid out during that initial post-attack legislative session:

- It is the duty of any Mage or Sleepwalker to report the slightest hint of demonic activity in the city to the Consilium immediately; the punishment for failure to report this is a stern reprimand on the same level casting Vulgar magic in front of a Sleeper
- Any Mage found to be using demonic gifts or demon blood in any capacity will be immediately asked to surrender these possessions, and will enter a period of probation for a 24 month period, during which time the Mage must subject herself to routine scrutiny three times a week for as long as the Provost requires, in order to ensure there is no recurring demonic taint. A second time caught using such devices, or failure during a routine scrutiny, will result in permanent banishment.
- Any Mage found openly colluding with demons in any capacity will be banished from Portland, and any refusal to leave the city will increase that penalty to death by Celestial Fire
- It is the duty of every Mage to investigate their respective fields to test for demonic influence. While this tenant is not enforceable, it reflects a short period of patriotism when every Mage was dutiful out of fear.

This entry is still on the books, and around half of Portland's Mages continue to regularly screen their specialties, jobs, haunts etc. to find any demonic activity that may exist there.

- Any Mage found summoning demons, or assisting mortal conjurers in any way, shall be immediately put to death
- The Scourge (see Sebastian Baruchel below) may employ any Mage in a deputized capacity to fight a demonic threat. There are recourses against this, but the Consilium must convene to rule on any objection, and usually this action is meant to be a stop-gap measure, to happen in real time. It is possible to simply ignore this request, which to be fair is made very infrequently; but anyone who can be proven to be resisting the request *will* be reprimanded sternly.

These laws not only helped the mage community feel safe, but actually stemmed the tide of demonic immigration, which was, at the time of the amendment's signing, becoming the problem predicted from the near-cataclysmic events caused by Alice Grimm. Of course, this was all short lived—the fickle and paranoid nature of mages quickly drove them all apart again, and before long these were just words in a book on some dusty shelf. But the general attitude toward demonic activity has persisted.

### *Scourge*

Part of the amendment to the *Lex Magica* was the creation of a new office that in some ways has jurisdiction over the Herald, Provost and Sentinels. Baldaer named it Scourge, and while its official duties are the protection of the entire city against all aggressive and unexplained supernatural activity, in practice the Scourge is a demon hunter. The Scourge is responsible for patrolling the city a la *Buffy*, and also for investigating any reports of demonic activity or mages who are involved with fiends.

The position is a tumultuous one. The *Lex Magica*'s law on the Scourge gives this official a level of access unprecedented even to Consilium members. If the Scourge thinks that it might help an investigation that will result in the destruction or capture of a demon (or proof of a mage's involvement), formally no one can refuse him access


to *anything*. Oh, there are stipulations of course, and again remedies to Scourge intrusion, but in real-time it is hard to deny access. The Scourge can demand entrance to a Sanctum, access to files, even items, artifacts and grimoires for scrutiny. This makes mages nervous: judging by the obvious corruption of the local Provost, everyone fears that any time the Scourge could go off the deep end and become one of the most dangerous political figures in Portland.

### *You Can't Take the Sky from Me*

In the previous release there can be found a discussion on the independence of Portland mages and their willingness to circumvent the law if they think they can get away with it. A good example of that segment of *Stumptown Chronicles* is the reactions possible to this demonic subject. While there are still many mages in Portland who follow these rules, work with the Scourge, and are fighting the good fight against demons, not everyone follows the word and law of the Consilium. One of the interesting and dangerous things about the Stumptown reality is that all mages make up their own minds, and rarely conform to anything like a political party or order. Because of this, there are mages who believe that while dangerous, the official Awakened stance on demons is slightly inappropriate. There are those who enjoy what demons can provide, although they recognize the dangers inherent in such activity. But because demons are not guaranteed to steal a soul or corrupt when it comes to mages (like it is with humans, from an Awakened perspective anyway), then it is up to the individual mage to be responsible for his or her own actions.

Because the truth is, demons can be incredibly valuable, and some do not consider them to be any more inherently dangerous than spirits. Demons have access to secrets that mages can only dream of, and there are vast demonic trade networks that provide trinkets and magical items that would never otherwise be available. Of *course*, summoning a demon to kill or selling a soul for unnatural power is a terrible crime, but that is a far different perspective than the official Portland stance.

So there are some who pay only lip service to the *Lex Magica*, and demons continue to populate Portland in substantial number. Demons are all too happy to make deals and allies with mages, because



they are aware of their now-precarious existence in the city—and this gives a mage advantage in any negotiation. In essence, a mage can actually cause a demon to need her as much as she needs it, and that way lies mutually beneficial deals that will result in no hubris or sudden absence of the soul. They will find excuses not to help the Scourge, and won't report any but the worst demonic activity. For of course, demons are dangerous, but so are spirits—and mages leave the latter alone when the aren't hurting any one; why not so for the former? Of course, other mages would argue that not all spirits have to hurt humans in order to survive. This book takes no stance on this debate, other than to express that in fact, demons *do* need to cause harm to humans in order to survive. This may make them inherently dangerous to humanity, but in all likelihood they will never be exterminated completely, and meanwhile there is no denying their potential usefulness to the careful Awakened.

### *Portland's Demon Market*

Until the tumultuous events that led to the deaths of four Consilium members and numerous other mages, the Stumptown demon market was held just north of Hawthorne Blvd. Four innocuous apartment buildings form a square around an open space that no windows look out into, and in this area the fiends gathered. There were perhaps twenty demons living there full time, with little fruit-stand caliber shops that would have been startling to anyone who wandered inside, so out of the way were they—not that anyone was able to find it. When the main demon market fell in Portland the walls were crawling with little hanging shops and stands, and perhaps most amazing of all the place somehow quadrupled in size; overnight full fledged stores would crop up in the space, the size of coffee shops and the like, and no one in the outside world noticed apart from the odd smells that would sometimes waft out (but most chalked it up to the Korean restaurant next door, and the Koreans assumed it was the German place across from *them*). Of the mages that had been there at the time came reports of exotic fruits and delectable that in all likelihood weren't earthly, strange hovering stores and a mass of undisguised, truly unnerving demons. The main market would only appear there for about a week roughly four times a year, but it is said that many of the grimoires and artifacts floating around in Port-

land to this day first arrived from there.

After the event, Andron Baldaer and the new Scourge made regular visits with a cadre of deputized mages, and for three years each main market would result in a bloody battle as mages outright slaughtered as many unsuspecting demons as they could (at the time, a greedy Imp sold the information of when the market was coming, giving the mages weeks to prepare spells ahead of time). Eventually, the demons learned their lesson, and on the fourth year there was no market to be found—even the few demons usually remaining across the seasons were gone.

Baldaer declared victory, and issued a proclamation stating that his Consilium had roused the demons once and for all. And until 1990, that appeared to be true. And yet unexplained phenomena continued to occur, mew items and trinkets kept wafting into the mage population, and sleepers continued to be terrorized. At the end of the Cold War it became apparent that the demon market continued to prosper, simply in a new location. Immediately the Scourge devoted all his resources to finding the new area, but it seemed that the demons had truly adapted. Since that time, the demon market has never been found.

The most likely explanation is that every arrival of the demon market is held in a new location. Portland is a big city, and despite its wonderful city planning has its seedy and confusing areas. And given the ease in which this global market tends to jump around, it seems like a small feat to ensure that each visit to Portland is a new area. Occasionally, signs of a market are found left behind, but always it seems to have vanished a week before such evidence surfaces. Some, like the Scourge, are terribly discouraged by this fact, and bang their heads against walls trying to figure out a pattern. Others, like Baldaer, claim that this is a victory of sorts—the demons are on the run, permanently, and as long as the Awakened remain diligent they will never be permitted to reestablish a foothold in the city.

Every year or so, however, a shop is discovered to be demonic in nature. In 2002, an antique and jewelry store on Hawthorne was found to be under ownership by a Greater Demon whose MO seemed to be trading precious charms for souls. Three years before that, a demon near OMSI had taken up shop as a humble dry cleaner, but was using the provided

addresses to track down his meals of choice, and torture them in their own homes. Last year, a small band of Chiplings had taken up the disguise as a team of remarkably short gardeners (who strangely enough seemed to be causing no trouble, but nevertheless vanished once discovered).

These clues lead to one conclusion: demonic presence in Stumptown is as strong as ever, only adjusted to account for Awakened meddling. The Scourge and others continue to look for ways to root out the market, and meanwhile some continue to make deals with fiends and devils.


## *Dramatis Personae*

The following are mages who reside in Portland, Oregon and who relate to in some way to this demonic reality. In *The Stumptown Chronicles* you will find a near-comprehensive list of the Awakened community; these mages are considered to be part of that *dramatis personae*. That is, if you decide to incorporate these elements into your chronicle, assume that these mages have always been in Portland. They were not included in the first release because they are largely peripheral to the topics found there, and mentioning them would require including much of this information, which is meant to be completely optional and total modular. See “Storylines” below for examples of how these mages interact with those already introduced in the previous release.

**Sebastian Baruchel** (*Canadian Obrimos*): The current Scourge of the city. Although there is concern about the position’s possible gross violation of privacy to the Awakened community, currently there is little to worry about. Sebastian Baruchel despises demons, and wants to see them eradicated. His Awakening came at an early age, when a pair of terrible demons raped and ate his mother. His mom, a mage who had been teaching him the ways of the Supernal (although he was not yet Awakened), had cast a protective spell and hid him in the closet when the demons came calling. He witnessed the horrible ordeal—during his Awakening, he saw angels from the aether that descended to protect him during his time of crises, and helped him through his journey to become powerful enough to protect himself. He never found the demons that killed his mother, although rumor has it that he has had some measure of revenge, with over a thousand kills under his belt. He is rumored

to be a third-level Adept or better, and most respect his raw power and the desire to do this job the way it was actually spelled out. If a vote was held in Portland, Baruchel might come out most trusted mage in the city. Actively abstains from Consilium contests, despite the fact that many consider him powerful enough to be a contender; if elected to the Consilium, he claims, he would be required to give up his current duties, which is all he cares about. The Consilium pays him a generous stipend and puts him up in a condo downtown, so literally all Sebastian does is hunt and research demons. Very good friends with Gabriel Raleigh and Thomas Arillis.

**Maddox Kelleher** (*American Acanthus*): Maddox walks a fine line between the various schools of thought on demons. On the one hand, he agrees that they are dangerous, and if left unregulated and unwatched, they will wreak havoc, and possibly kill them all. And yet he cannot deny a thing its nature—demons are just a challenge, an example of wayward life, and something in a way to be *pitied*. Of course, he expresses these opinions neither to the Consilium nor to his demonic “friends.” But he has been rumored to be the person most likely to be in contact with at least *a* demon at any particular time, with the exception of Sophia the Red Merchant. Three years ago, he was reprimanded for having in his possession nearly one hundred vials of various demon bloods, as well as a few bones and other “unholy” artifacts. He served his probation, and has since not been proven to be colluding with demons. Instead, he focuses his attention on research, sometimes assisting Gabriel Raleigh. A noteworthy musician, he spends a considerable amount of time playing shows as part of Columbia Falls with Ricky Revelation—while not officially part of the band, he contributes to more than half their shows (slide guitar, violin and cello). If one was in desperate need to get in contact with a demon (non-specifically of course) it is common knowledge that Maddox might be one to approach. This knowledge, of course, means that he is under intense scrutiny from Sebastian Baruchel, who considers Maddox a traitor to the Awakened cause. Rumored to be sleeping with Aniche Hill, a fellow Acanthus. In recent months, Maddox hasn’t been seen or heard from, apart from one brief (and alarming) sighting with three members of Mystery Train in Vancouver.



**Gabriel Raleigh** (*American Mastigos*): A very reserved elder statesman that has served in the Oregon State Legislature for nearly thirty years, with very little interest in attaining higher political office. This is because much of his time is devoted to the research and investigation of demons and demonic activity. Every “breakthrough” in the field that has occurred in Oregon has been either directly because of Gabriel’s work, or because of his involvement. There is no single person more knowledgeable about the subject than he is. Despite his high-necked sweater, gentle papery faced demeanor, some are deeply suspicious of him. After all, who speaks of demons with such...enthusiasm? Made worse is the fact that he has been routinely spotted in odd places around town in recent months. What business does someone like this have at Babylon’s Ruins? Some think that as a politician he suffers from the same weakness and foibles as the mortal variety, with sexual aptitudes that must be kept secret, but there always exists the possibility that his demons aren’t of the internal variety. A known associate of Darren Nox and, oddly, Prometheus (who supplies him with interesting gadgets related to the field, for the reward of prestige; this alliance has lead to Prometheus applying the gear to Sebastian Baruchel, at the great dismay of Einstein).

**Amol Suthar** (*Indian-American Moros*): Very little is known about Amol Suthar—in fact, although he has lived in Portland for over a decade, most mages were only aware of his presence about a year ago. This is a startling revelation in the Stumptown Chronicles, and everyone is wondering what he’s hiding—and in all honesty, to date the only people in Portland who have concealed their presences have been those with sinister intent. A small, effete man with coffee skin and a lavish wardrobe, Amol can be seen partying at Babylon’s Ruins every other night, and is rumored (heavily) to be a frequent third-party in sexual marathons with the club’s owners. First “outed” to the Awakened community when a Mad named Aerina Illunta arrived in town looking for him. No one realized this mage was insane, of course, but once Amol was found she went absolutely berserk, casting balefire and lightning and summoning terrible spirits in an attempt to kill him. More frightening, Amol destroyed her easily, revealing a since-unseen preternatural physical ability, deftly stepping around these at-

tacks and killing her with one exceptionally well placed and magically-enhanced blow to the face. Amol explained his situation as one of a man who wanted nothing more than to live a quiet life, and Aerina’s recorded reputation as a Mad from New York City made it impossible to hold any charges against him. He has, however, gone on record as saying the Consilium’s stance on demons is an overreaction, and although he publicly agrees to abide by these rulings, his friendship with Sophia Montagu has no one fooled as to his true position and intent. Nothing has stuck to him, of course, and for all intent and purpose is a fine upstanding citizen, but there have been over a dozen counts of quarrels with the Scourge over suspicions never proven. On three separate occasions the two have met in the Duel Arcane, and everyone is waiting for the day when one kills the other.

**Sophia Montagu** (*English Acanthus*): Nicknamed the Red Merchant, Sophia is the only mage in the city who openly defies the Consilium and the Lex Magica on this issue. She claims to be a regular attendee of the Portland demon market, and although has no demonic wares publicly on display in her novelty and new age shop (Lilith’s Comb), she has gone on record as saying she is a contact for demon goods. This puts her directly at odds with Sebastian Baruchel (and the Consilium behind him). On many separate occasions she has had to physically and magically defend herself against Consilium aggression, and the amazing thing is that she succeeds. The Scourge hates her with unbridled passion, and is always on the lookout for allies against her. Most, however, are reluctant to make an enemy out of her, for whatever deals she has made with demons has made her powerful indeed. In fact, there is a rumor that during one of the encounters with the Scourge, Sophia was actually defended by an extremely powerful fire demon. She owns a shop on the far outskirts of eastern Portland, along the waterfront, and for the most part stays out of everyone’s way, and it is this distance and relative isolation that helps to keep the peace. Officially, the Consilium has declared her an enemy, and banished her from Portland, but she simply doesn’t leave. The high ranking mages in the city are waiting for an opportunity to strike. There is no doubt they could take her, if they wished, but someone would surely die in the process, and they are reluctant to waste any of the mage population.

Lilith's Comb is protected by powerful warding and banning spells, nearly completely limiting Space magic from working within its walls. The shop's back room has her truly demonic stores, and some whisper she sells such objects to Sleepers. An ugly crone with a sharp nose and haughty expression, Sophia is feared and envied for her grit and Wild West attitude. She also attends every Saturn Day, and sets up a booth (although is intelligent enough not to sell anything demon-related) right next to the Consilium tent without fail. Penelope Brash is quoted as saying about her, "She is an interesting case in feminism; she stands up to the man, but is clearly in the wrong. I end up hating and admiring her at the same time, and I can't help but think that she's doing this just because we say she can't."

### *Established Mages*

**Thomas Arillis:** As even a faux-Christian, the ministerial personality and once faith of this Thyrsus has made him personally intolerant of demonic activity. His church is warded against the presence of any demons, and to this date not a one has managed to get inside, allowing Thomas to provide Sanctuary to those in trouble from these events. He has also been a valuable resource to Sebastian Baruchel, and was in fact the mage that got that Scourge selected for office. Thomas has two artifacts and a grimoire in his possession that can be used as weapons against demons, in a non-conjuring sort of way. Privately keeps a ledger of every mage in town, and continuously evaluates each mage on the probability they are 1) not following the tenants of the Lex Magica 2) using demonic items or influence and 3) openly harboring or engaging with demons. A valuable resource for anyone suspicious of their fellow Awakened. Thomas has the merits Sainly and Righteous.

**Prometheus:** One way Prometheus has been able to break away from Einstein in their inventor's rival is to cater to those who would hunt, track or study demons. He seems to have a mind for such things. Among his recent inventions are: a pair of ordinary, stylish sunglasses that when worn cause any demonic activity (demons themselves, blood-users, even areas of recent demon visitation) to glow a sickly shade of red; a pair of silver handcuffs that demons have a nearly impossible time breaking free of (although getting them on is none the easier); a dog-whistle like device that emits sound

at a frequency that causes lesser demons discomfort; and a blood examiner, which is able to analyze demonic excretions and provide explanations as to their properties, if any. Of course, what Prometheus tends not to disclose is that in order to invent these devices, he is required to have some level of interaction with demons. The sheer amount of blood he needed to perfect that last device, for example, caused him to regularly frequent a demon haunt known to him. In truth, he doesn't have that much hatred toward the creatures—this is just a means to an end, a way to get an edge over Einstein. This will of course invariably corrupt him, as his curiosity leads him farther into the belly of the beast.

**Izanami Ru:** Her mild-mannered groundskeeper appearance to the contrary, Izanami Ru has lived a life of fierce battle and bloodshed. She is part of a large Cabal known as the Gilded Blade, an Japanese organization that has agents throughout areas of known demonic activity. In all of the cities the market seems to favor there is at least one agent of the Gilded Blade, and Izanami Ru is Portland's. Their purpose is to hunt and locate demons, gather information on them, and destroy them where possible. Of the perhaps 50 people in the Cabal scattered around the world, Ru is one of the leaders, a general if you will. Her interest in Portland is twofold: one, she loves the Japanese Gardens, and would hate for anything to happen to them during the course of some demon battle; and two, she is certain that demon battle is sure to come. Fiends often do things over a large timeline, and Ru believes the attack on the Consilium was just a precursor. Of course twenty plus years have gone by; it's possible that it isn't long-term planning and merely that things fell apart after the city rallied, but even if that is the case those demons in charge of the last catastrophe are entirely ready to strike the city again. The presence of the strange temples, chambers and labyrinths under Portland, that have no explanation or historical documentation, are of just as much an interest to demons as mages, but it is the *mages* who currently control all of them. If the mages in Portland were eliminated, demons might be able to exploit these locations for evil and unfathomable purposes. And so she gathers forces and allies in Portland for the time when a battle might ensue. She is convinced that there are mages quietly aligning themselves with the demons, Abyssal Awakened with unrivaled ambition



and sinister intent, and that when a conflict finally arises the city might be divided in two. Should that day arise, her resources might be the only thing that prevents Portland from falling, and even then it may be a long shot.

**Theo Stoller:** The necromancer has made deals with demons perhaps a dozen times, and it would be right to question if he even has a soul left. Amol Suthar and Sophia Montagu are among his closest allies, that is no secret; along with his other schemes with mages like Councilor Shimura, Stoller has formed a little Cabal called Red Claw. It is less a Cabal and more like a secret society which has been growing in power over the last decade. Members include the aforementioned mages, as well as Alexander Mason and Theodorus of Mystery Train (who, despite the closeness of the society, has revealed nothing of his other Cabal). There may be other mages in this organization as well, and together they reach out to demons as allies. All of them have gained considerable power and influence because of these dealings, and their long-term objectives are not clear even to themselves, in a way. Stoller in his arrogance sees this almost like a hobby, and despite the deadliness of

demons doesn't consider them to be a real threat. Uses his influence with Shimura to help keep Sophia as safe as he's able.

**Roland Tembo:** Sports a friendly rivalry, as far as that term goes in Stumptown, with Sebastian Baruchel. At one point Tembo was up for the position of Scourge, and really the two are equally adept hunters. Roland Tembo moved from lions to werewolves years ago, but his favorite sport remains demons, especially powerful Goblins. Also utilizes Gabriel Raleigh because he loathes demons too much to interact with them, even in the interest of learning their secrets and weaknesses. Although it goes without saying that demons show sentience and some even brilliant minds, Tembo approaches all of them like he would animals, with intellect being an unfortunately deadly instinct. Tembo sports one of the largest collections of blood and bones in the city, although few know about it; and the Consilium allow him to keep it all because he never *uses* any of it, just displays them as trophies. One of the most frequent employers of Prometheus, Tembo often joins forces with Regina Blodwyn for the good team sport of taking down fiends.



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*The End*

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# STUMP TOWN

## *Chronicles*

*Forthcoming...*



- More of Portland, including the landscape of the city's Shadow
- Details of Oregon, Southern Washington and Northern California (landscape, locations, history)
- Information on the Awakened community for that region
- Cast of characters throughout the area, including centralized mage populations, Cabals, isolated and withdrawn wizards and nomadic magicians
- Interaction with werewolves and hunters
- Additional storylines, system changes, new merits and more

*Thanks for Reading*

