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**OWbN Guide to the Infernal**  
*A Sourcebook for One World by Night*

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# INTRODUCTION

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Infernalism, as presented by, White Wolf never received the exposure or the development which Vampire the Masquerade received. Debuting in the first-edition Player's Guide to the Sabbat, the bulk of the Infernal "genre" evolved through a scattering of books across many different product lines. The purpose of this document is to bring the genre of Infernalism together and simplify it for organized gameplay in One World by Night.

One thing was very clear in White Wolf's sources - everyone hates an Infernalist.

For players, playing an Infernalist means that you have sold out to a demon. For Storytellers, portraying Infernalist antagonists will likely cause characters in your Chronicle who are normally the most bitter of enemies to unite. For this reason, when Infernalists are used in organized gameplay, Storytellers (and players) should be careful, adapting their play-style to one which is far more subtle and secretive than normal.

You are the enemy, and you have chosen the route of "power at all costs." You will receive no breaks, no one is going to cut you any slack, and no one is going to weep when your character dies.

You are the bad guy.

Some of the sources used in the creation of this document are:

- Demon: The Fallen - Houses of the Fallen (WW8203)
- Demon: The Fallen - Damned and Deceived (WW8221)
- Demon: The Fallen - Demon Players Guide (WW8202)
- Demon: The Fallen - Demon Storytellers Companion (WW8201)
- Demon: The Fallen - Core Rulebook (WW8200)
- Demon: The Fallen - Earthbound (WW8280)
- Hunter: The Reckoning - The Infernal (WW8137)
- Hunter: The Reckoning - Fall From Grace (WW8135)
- Vampire: The Masquerade - Player's Guide to the Sabbat (First Ed.)
- Vampire: The Masquerade - Sins Of The Blood (WW2421)
- Vampire: The Dark Ages - Dark Ages Companion (WW2804)
- Vampire: The Dark Ages - Devil's Due (WW20047)
- Vampire: The Dark Ages - Road of Sin (WW20033)
- Mage: The Ascension (Sorcerers Crusade) - Infernalism - Path of Screams (WW4806)
- Mage: The Ascension - Book of Madness - Revised (WW4602)
- Mage: The Ascension - Book of Madness - Whispers Without, Chaos Within (First Ed.)

## DEMONS, AN OVERVIEW

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### THE AGE OF WRATH

The Age of Wrath is the term used to describe the thousand-year war fought between angels led by the archangel Michael and those led by Lucifer. For more background and setting information about the war, such as the reasons, motivations, and moral implications; please see Chapter 2 of the *Demon: The Fallen - Core Rulebook*, which starts on p.42.

For organized gameplay, the important thing to understand is that after the war, the rebel angels were cast out of heaven by the Creator and imprisoned in a quiet and dark place of anguish - the deepest, darkest depths of what is called the Abyss. Though White Wolf uses the word Abyss heavily in reference to the Lasombra, it is assumed that the Abyss which serves as the Shadowlands-prison for the outcast angels is synonymous with Hell. The words "Hell" and "the Abyss" may be used interchangeably in this document.

### THE EARTHBOUND

After being banished, Lucifer spent many years living among humanity, teaching them Sorcery in the hope of one day bringing forth his comrades from their prison. When they succeeded, Lucifer was shaken to his core once he realized that the other fallen angels (referred to now as Demons) had been warped and twisted by the time they spent suffering in the Abyss.

The first Demons from the Abyss by way of mortal Sorcery were Lucifer's five Archdukes, but over the years many others followed - a total of 666. These beings, anchored to the physical world, were called the Earthbound and seized control of the ancient world, over time. The Earthbound are few, but have existed outside of the Abyss for many years and are extremely powerful.

Many years later, Rome would become the pinnacle of the Earthbound's success, forcing conquered nations to worship their insidious gods. Only the advent of Christianity had the influence to break the Earthbound's power, eventually sending them sleep as their ancient faiths faded and disappeared; their worship falling out of practice. By the Renaissance, the last of the Earthbound had fallen asleep, not stirring again until the end of the week of Nightmares, when the bombs that created the 6th Great Maelstrom opened cracks into the void below.

For more information on the history of Earthbound, please read *Demon: the Fallen - Earthbound*, p.11-12.

### THE FALLEN

After the 6th Great Maelstrom, some of the lesser-powered Demons began to realize that the cracks were large enough for them to escape their age-old prison. No longer inherently tied to the Abyss,

these escapees sometimes find ways to possess mortals; they are called the Fallen. With the escaping of so many Fallen, the sleeping chthonic gods - the Earthbound - are starting to stir.

## **THE ABYSS**

The overwhelming bulk of Demons remain imprisoned in the Abyss. These Demons cannot exist “naturally” outside of Hell, they need to be summoned in order to leave their prison and may only remain out of Hell in certain situations.

Demons summoned from the Abyss will appear incorporeally in the physical world in Apocalyptic Form (a physical reflection of the Demon’s true nature, covered later). These Demons, in order to avoid being pulled back into the Abyss when no longer anchored by the summoning will need to seek one of two methods of remaining in the Physical world. First, the Demon can shift its presence into a reliquary - a specially prepared item which will hold the Demon’s consciousness. Alternately, the Demon can possess a weak-willed mortal, subjugating the mortal and taking over his or her body completely and (mostly) permanently or even the body of a recently deceased mortal.

These types of Demons are the main subject of this document. Any reference to “Demons” that this document makes, unless otherwise specified, is intended to mean the Demons which come from the Abyss.

## **TORMENT & RESOLVE**

This document simplifies Demons in order to not require the mechanics of Torment and Resolve. Since it is assumed that player-characters will not be portraying the Demons detailed in this document, we have chosen to focus on giving Storytellers fast and easy mechanics for using Demons. Since Torment and Resolve are concepts that would be handled by the Storyteller anyway (if he or she was using a full and complete Demon character sheet), they have been excluded from this document.

## DEMONS, CREATING NPCS

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### OVERVIEW

Demons, their origins, power-level, and the mechanics that supported them were documented differently in many World of Darkness books. For organized game-play, we have tried to present the material drawing from the latest sources, primarily *Demon: The Fallen* as it is the latest and most complete source on the subject. The other source which was heavily utilized were the rules for Demons printed in *MET Sabbat Guide*, p.108. These rules were simple, fast, and need only minor additions in order to create complex and complete antagonists. The following step-by-step process can help Storytellers quickly create Demons for use in their Chronicles.

### STEP 1, CONCEPT

The first step to create a Demon NPC is to determine the concept. Is the Demon a thing of nightmares, a beast from realms beyond the scope of human imagination or is it a fallen angel who stands watch over the innocent? Does it hunger for the secrets of the universe, concealed from it by the Almighty or is it simply driven to eradicate the “sickness” of free will?

Choose the Demon’s House In order to better define its motivations (*Demon: the Fallen - Core Rulebook*, p.123):

- *Devils* - Charismatic tempters and deceivers, able to twist souls with their honeyed words
- *Scourges* - Bearers of plague and pestilence, these demons can harm (or heal) with a touch
- *Malefactors* - Artisans of the fallen, able to create any wonder, for a price
- *Fiends* - Masters of fate as written in the stars, dispensers of nightmares and curses
- *Defilers* - Glamorous shape-changers, can alter their form to become anyone’s greatest desire
- *Devourers* - Warriors of the fallen, given charge of the beasts and wild things
- *Slayers* - Tormentors of the dead, able to raise ghosts and rip living souls from their bodies

### STEP 2, POWER LEVEL

The primary resource used to determine the power-level of Demon NPCs is the chart from *MET Sabbat Guide*, p.108. This chart has been revised for organized game-play and appears below. The number of Traits listed in the chart serves as a Demon’s Trait total in each category: Mental, Physical and Social. Choosing Powers is explained in more detail in following steps.



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

Rank	Eminence	Name from MET Sabbat	Cost (Mentals)	Traits	Abil.	WP	Starting Faith	Powers
1	Lesser War Demons or Imps	Imp	1	6	2	1	1	2 Basic
2	Greater War Demons or Fiends	Fiend	2	10	3	2	3	4 Basic
3	Lesser Servitors, or Fell Knights	Shade	4	15	5	4	4	6 Basic & Int.
4	Greater Servitors, Tempters, or Fell Knights	Servitor	6	21	8	6	6	8 Basic & Int.
5	Minor Lords or Lords	Pit Lord	8	28	13	8	8	10 Basic to Adv.
6	Overlords or Barons*	Elder	10	36	21	10	10	16 Basic to Elder
7	Duke*	Master	12	45	35	12	15	24 Basic to Master
8	Arch-Dukes *	Ascendant	15	55	55	15	???	36 Basic to Asc.
9	Gods of the World???*	Methuselah	20+	70+	70+	20+	???	50+ Basic to Meth.

*\*Demons of Rank 6+ require Demon Coordinator Approval. This includes Demon Coordinator Controlled Canon NPCs such as the Archdukes and Lucifer. [OWbN R&U Bylaws, Section G.vii.8.]*

### STEP 3, INNATE POWERS

Add the following powers to the Demon (*Demon: the Fallen - Core Rulebook, p.171*):

#### *Apocalyptic Form*

All Demons have an Apocalyptic Form for no cost. This is the empowered form of a Demon, a reflection of its true form as well as a shadow of its purpose in Creation. Though this form is different from Demon to Demon; generally, Apocalyptic Forms are human-like, with a significantly altered appearance and voice in order to appear grander and more terrible.

Demons that lack a host or a Reliquary exist solely in their Apocalyptic Forms. A Demon in possession of a host may assume Apocalyptic Form as long as it has at least one point of Faith available. To enact this change, the Demon's portrayer performs a Simple Test with a success leading to the change occurring at the end of the round. Demons may alternately spend a temporary Trait of Faith in order to change immediately, without a test.

Demons automatically receive 16 free Points which they must spend on Investments that are tied to their Apocalyptic Form and only accessible while in Apocalyptic Form. When the Apocalyptic Form is activated, all Investments stored within are automatically considered

activated.

### *Faith Traits*

Faith is the source of Demons' power and is used to fuel certain powers (in a similar manner to Blood for Vampires). Faith may also be used to mend wounds and keep from falling into a deep slumber. A Demon may additionally (once per challenge) spend a Trait of Faith in order to gain a retest on any challenge, or to increase its Traits (in a manner similar to how Vampires spend Blood to increase Traits).

Any power which would require an expenditure of a Trait that the Demon does not normally have (such as Blood, Quintessence, or Gnosis) is instead fueled by Faith. Demons never need to spend anything to use their Dark Thaumaturgy or Investments unless the power specifically calls for a Faith to be spent (such as entering Apocalyptic Form). Further sections in this document identify how Faith is further used by Demons.

A Demon inside a Reliquary can emerge and materialize in Apocalyptic Form without feeling the pull of Hell, but must spend one point of Faith (or Willpower) each round or find themselves drawn back to their vessels.

### *Healing Physical Damage*

Demons may expend a Temporary Faith Trait in order to immediately heal all Bashing damage they currently suffer from. Alternately, they may expend Faith to heal Lethal damage on a one-for-one basis. Aggravated damage may not be healed in this manner; Demons can only repair one level of aggravated damage suffered per 24 hour period for a cost of three Faith Traits and one Trait of temporary Willpower.

### *Immunity to Fear*

Demons are immune to fear and all forms of intimidation, including powers such as Dread Gaze

### *Immunity to Mind Control*

Powers similar to and including the Discipline: Dominate automatically fail against a Demon, as does the Blood Bond of any level. Powers which attempt to control or manipulate the mind, such as most mind-affecting Thaumaturgy or some uses of the Sphere: Mind similarly fail.

### *Immunity to Possession*

Demons are immune to any kind of attempt to control or suppress their souls (such as Dominate: Possession, Bone Path Necromancy 4: Soul Stealing, and the Arcanos: Puppetry). Since they regularly possess mortal hosts, however, it may be possible to force them from their host (by a power such as Dominate: Possession which targets the host). In order to initiate this challenge, the Demon must first be reduced to zero temporary Faith (otherwise, the challenge automatically fails).

### *Invocations*

Speaking a Demon's name aloud allows the Demon to ascertain exactly where the individual is and what is being said about it. The Demon may expend Mental Traits in order to gain more information, as follows:

1. What the speaker looks like
2. The name of the speaker, in addition to the above
3. The exactly location of the speaker, in addition to the above two

### *Resistance to Illusion*

A Demon who is in the presence of an Illusion (such as those created with Chimerstry) or who is affected by some type of supernatural concealment (such as the Discipline: Obfuscate or the Gift: Blur of the Milky Eye) may test immediately to see through the illusion/concealment and (if he or she fails) may test again every 5 minutes that the illusion/concealment persists in his or her presence outside of combat (or each round, when in combat).

### *Resistance to Lethal Damage*

When in Apocalyptic Form, Demons ignore all wound penalties until they are "killed" and automatically reduce the damage of any attack which deals Lethal or Bashing by one. This reduction occurs before any other modifications or reductions (such those from Investments) are applied.

Alternately, Demons inside of reliquaries empower and harden the vessel making it extremely difficult to destroy. Items which Demons inhabit automatically reduce the damage of any attack by an amount equal to the Demon's Rank.

### *Supernatural Awareness*

A Demon is in-tune with supernatural energies in its local vicinity. Also known as *Pattern Sense*, this innate power has two uses. First, the Demon may spend a Mental Trait and concentrate for a round in order to use the mechanical equivalent of *Auspex 3: Spirit's Touch* on an area the size of a medium-sized room, additionally sensing if strong magic/powers have been used there.

Second, the Demon may make a Static Mental Challenge (the difficulty set by the Mental Traits of the individual employing a Supernatural power), retest Awareness, in order to be aware that supernatural powers are being employed, or persist. This ability may only be used for active supernatural powers; for example, a Vampire using Potence would not register, but someone under the effect of *Presence 3: Entrancement* or who is in *Dominance 5: Possession* would.

## **STEP 4, ABILITIES, WILLPOWER & THE REST**

Add the rest of the details such as Abilities and Willpower according to the chart above, in addition to the following:

- All Demons have a number of (Healthy) Health Levels equal to their maximum Physical Traits. When all of these Health Levels are expended, the Demon is “killed.” A “killed” demon is banished, returning to Hell and may not be summoned again for a year and a night
- Demons do not have Blood Pools, they expend temporary Faith Traits for any power which requires an expenditure, as detailed in this document.

## **STEP 5: POWERS**

Choose the powers that the Demon has access to from any source you desire. Since Demons are NPC antagonists, the Storytellers should feel free to choose from appropriate powers of the specified level from any White Wolf product line (Werewolf, Mage, Vampire, etc) as well as Dark Thaumaturgy and Investments. It is highly recommended that Storytellers use mechanics from the primary genre of their Chronicle when selecting powers for Demons.

Demons may pick and choose individual levels of Disciplines, Paths of Blood Magic and other such powers and are not required to choose powers in the order which a character would normally be required to learn them.

Storytellers should keep in mind that Demons may only grant to Infernalists powers which they possess and a Demon may only grant Investments of a cost equal to their [Rank +1], or below.

## SO YOU WANT TO BE AN INFERNALIST?

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### BARGAINING YOUR SOUL

The currency that a character uses to broker deals with Demons is his or her Soul. When a character gains any benefits from a Demon (in the form of Pacts), whether or not the character plans on fulfilling his or her end of the deal or not, a portion of that character's Soul is "sold" and may not be bargained again in future dealings with the same Demon, or with other Demons.

The total bargaining value of a character's Soul is equal to his or her unmodified permanent Willpower x5 [*Devil's Due*, pg.101].

The maximum value of all Infernal Pact values, added together (regardless if they come from Thralldom or Diabolism), can never exceed this total. The concept of "Soul Points" is an out-of-character mechanic to aid in administration and should not be referenced in-character for any reason.

### THRALLS

A Thrall is any character who successfully summons a Demon and pledges a part of his or her life/soul to that Demon. The relationship between Demon and Thrall is similar to that between Vampires and Ghouls. Thralls are the Demons' connection to the modern world and Thralls help those Demons amass temporal power, in addition to the power of Faith, gained by the reverence the Thrall holds for his or her "Master" (also known as Patron).

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

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

Infernal Pacts may never be removed without the permission of the Demon Coordinator.

*\*Removing, Escaping or Undoing an Infernal Pact requires Coord-Approval [OWbN R&U Bylaws, Section G.vii.4.]*

### LIFE AS A THRALL

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

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

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

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

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

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

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

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

This power is not restricted to only the Demon's Thralls; Demons may attempt possess anyone who is sufficiently weak-willed with a touch and a Mental Challenge, retest Intimidation. Weak-willed is defined as anyone with a permanent Willpower rating equal or less than the Demon's Rank. There is one exception to this - Demons may not attempt to possess the Thralls of other Demons; the power simply fails.

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

A Demon may leach the soul of its Thrall to replenish its power, or to simply punish the Thrall. In order to Ravage a Thrall, the Demon spends one round in unbroken concentration. Each round spent this way replenishes one Trait of Faith and saps something from the Thrall in the following order:

1. *Willpower* - The Thrall's Willpower will be temporarily spent, one-by-one
2. *Physical Traits* - The Thrall's Physical Traits will be temporarily spent, one-by-one
3. *Health Levels* - The Thrall's Health levels will fill up with Aggravated Damage; nothing can stop this loss

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

### **Storyteller Discretion**

Whatever Storytellers can think of to torment characters should also be considered. For example, if the Storyteller determines a Demon is dissatisfied with its Thrall, he or she could simply Ravage the character, or the Storyteller could rule that the Demon curses the Thrall for his or her failures, causing the Thrall to suffer from the Flaw: Cursed for a number of months equal to the Demon's Rank, the level of which could be determined based on the severity of the failure or infraction. The Flaw: Nightmares would also be an appropriate punishment. Demons are creatures who are completely alien to many other denizens of the World of Darkness and Storytellers should feel unfettered by system mechanics in order to craft appropriate stories of personal horror for characters who have intentionally doomed themselves in the name of temporal power.

## **THRALLDOM IS HARSH!**

Though the mechanics above make it seem like Thralldom is a one-way-ticket to the death of a character, Thralldom is actually the "default" Infernalism that characters in game-play *should* have. In fact, though this document seems to focus on Thralls being punished for mistakes and failures, truly dedicated, subservient or successful Thralls are rewarded by their masters for their successes with fame, success or power that most normal people could never achieve.

Additionally, since Demons fight each other via proxies when they do fight, it is conceivable that other Demons might attempt to compete over a prized Thrall with the winner claiming the prize and the Thrall receiving even more power and influence as he or she "upgrades" to a more powerful Patron.

## **DIABOLISTS**

Diabolists steal their power from the forces of Hell. Diabolism works essentially the same as Thralldom, except the character has no intention of actually complying with the terms of the Pact offered. Once successfully summoned, the Demon will be expecting the summoner to bargain for a Pact. At this point, the potential-Diabolist must somehow convince the Demon to Invest him or her with power(s) while ensuring that the Demon will never be able to collect on the owed "debt."

Stealing power from Demons is dangerous business and means that you have either tricked, bullied, cajoled, cheated, or otherwise outmaneuvered a Demon in order to gain the benefits of Pacts without

having to pay the Consequences and/or Obligations. As far as the Demon is concerned, you owe it part (or all) of your eternal soul and that is a debt that the Demon, and Hell itself, will never forget.

Tricking Demons or forcing them into submission will earn the character powerful enemies. These enemies are reflected in the Flaw: Enemy (Variable Cost) which may never be bought off. The total aggregate value of each and every Pact a Diabolist *would have had* determines the value of the Enemy Flaw that he or she gains, as follows:

- 1-8      Enemy, 1-Trait
- 9-15    Enemy, 2-Traits
- 16-21   Enemy, 3-Traits
- 22-26   Enemy, 4-Traits
- 27+     Enemy, 5-Traits

Diabolists gain ranks in the Enemy Flaw as they gradually rise in power-level. Additionally, it will become more and more difficult to summon, deal with, or hide from Demons in the future as word of your betrayal, tricks or tactics spreads among the forces of hell.

Finally, though Diabolists do not actually pay the Consequences or Obligations of Pacts, they still deplete the “potential” value of their Soul with each bargain they renege on. Mechanically, the maximum amount of experience Diabolists may spent on Infernal powers is the same as for Thralls - Hell has its limits.

*\*Diabolism at any level requires Coord-Approval [OWbN R&U Bylaws, Section G.vii.5.]*



# SUMMONING DEMONS

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## OVERVIEW

The following section provides MET mechanics for the Researching and Summoning of Demons. The following sources were used to convert the mechanics for the Summoning and Binding of a Demons to MET:

- Book of Madness, Revised; p.94-95
- Devil's Due, p.102-112
- Hunter: The Reckoning - The Infernal, p.99-101
- Demon: the Fallen - Core Rulebook, p.255-258

*\*Any Demonic Interactions require the Notification of the Demon Coordinator. This includes the summoning ritual creation, summoning performance and the creation of the Demon to include their powers and Rank. [OWbN R&U Bylaws, Section H.vi.1.]*

## RESEARCH

Before a character can summon a Demon, he or she must first discover its name and create a ritual to summon it. Characters may spend weeks and months researching exact pronunciations, necessary ritual components, optimum time to summon and other such minutiae. Storytellers are encouraged to make this process complex and to ensure that neglect of even the most minor detail could spell eventual disaster for the summoner. Since no two Demons are identical to one another, each summoning ritual is unique to the Demon researched.

When a character begins this research, Storytellers should require a number of pieces of information or other such clues to be individually investigated and/or deciphered equal to (at a minimum) the [Demon's Rank x2]. Success on each of these investigations may lead to discoveries of information such as what powers or Investments the Demon possesses, what its role in Hell is, whether or not it has been active in the last several years, and possibly even parts of the ritual used to summon it.

Some examples of investigations might include: reviewing a Crime Scene or an investigation which has gone cold (Mental Challenge, retest Investigation or Academics with a difficulty based on how obscure or dated the clues), deciphering an ancient Grimoire (Mental Challenge, retest Occult with a difficulty based on how old or cryptic the text), reviewing historical accounts or even directly interacting with other Demons or their minions, in addition to other challenges the Storyteller creates. Additionally, dogged inquiries into the topic of Demons may draw the attention of anti-Infernal groups or individuals and present dangers all its own.

Additional mechanics for Research are as follows:

- Each research interval is equal to one week. During this research, the character will be required to expend capital and time in order to decipher clues and acquire hard to find

materials. This will require the character to expend Occult Influence, and at least one other background such as Allies, Contacts, or Resources (at levels determined by the Storyteller)

- At the end of each interval, the player performs one Static Mental Challenge, retest Occult or Demonology against a difficulty equal to the [Demon's Rank x3]
  - Characters using Demonology for this test gain +2 Bonus Traits on the Challenge
  - Storytellers should adjust the difficulties of this challenge (or rule the test an automatic failure) if the proper resources are not available or utilized
  - Storytellers may wish to perform this test in secret so that the player is never truly aware if the Summoning Ritual will be completely correct or effective
- On a failure, perform a Simple Challenge, retest with either Occult or Demonology (whichever was used for the previous challenge)
  - On a win, no progress is made toward the Summoning Ritual; this is usually due to a small setback in progress.
  - On a loss, the research comes to a dead end or something similar happens which ruins, taints or otherwise destroys the research.
- When the total amount of successful weeks of research equals the [Demon's Rank x2], the character has successfully completed the research and the Summoning Ritual is complete

## SUMMONING

Outside the realm of Dark Thaumaturgy and other powers that can be used to summon otherworldly beings, the means by which Demons are brought forth from Hell requires the spark of human *faith*. Though Vampires may be able to summon Demons, they may only summon Demons which already exist outside of Hell. Only mortals can summon Demons from Hell (to include Ghouls, Werewolves and Mages). Vampires who do interact with Demons, however, get around this by using mortals to do the actual summoning, then conduct the bartering and negotiation themselves.

This system also assumes the mortal summoner(s) has some kind of protection versus the inherent fear caused by seeing a Demon in its Apocalyptic Form, known as the Revelation. When a mortal sees a Demon in Apocalyptic Form (only a Demon, not those simply with the Investment of the same name), compare the Willpower rating of the mortal against the permanent Faith rating of the Demon. If the mortal has less Willpower, the Storyteller should narrate the mortal's actions. Anything from fleeing in horror, to standing and staring raptly are all valid responses, with the subject either forgetting immediately or believing the encounter to be a dream or hallucination. For more information on Revelation, see: Demon: the Fallen, p.253-254.

A typical summoning Ritual takes hours (and possibly days) to cast and often requires meticulously specific and overwhelmingly complex and/or elaborate circumstances to be in-place before the attention of the Demon is sufficiently attracted. The number of these special requirements should equal the permanent Faith of the Demon, minimum. For especially powerful Demons (Rank 6+) multiply this number by 5.

Storytellers should feel free to create new twisted and horrific requirements using the suggestions below as guidelines or starting points. These special conditions should call for all types of challenges (Physical, Mental and Social) and the Storyteller should adjust the difficulties of the Summoning Challenge if conditions are not exactly perfect:

- A specific chant (which must not end or be misspoken, even once)
- Sacrifices of animals (such as the head of a Stag) or humans (possibly of a virgin)
- A violent orgy (which must not be interrupted)
- Candles formed from human fat
- Severed Head(s) of the Demon's enemies
- Desecrated Holy Relic(s)
- Fetter(s) of the Dead
- Bone Effigy
- Precious Stones or Metals
- The Demon's name to be prepared as a sigil on a parchment (at a certain level of Crafts)

Additional mechanics for the Summoning Ritual are as follows:

- A number of preconditions must be met, equal to the permanent Faith Traits of the Demon
- Takes a number of uninterrupted hours equal to the permanent Faith Traits of the Demon
- At the conclusion, the Summoner performs a Static Mental Challenge, retest Occult or Demonology with a difficulty equal to the Demon's permanent [Faith Traits x2] and spends a variable amount of Mental Traits determined by the Rank of the Demon (see the Chart earlier in this document)
  - Characters using Demonology for this test gain +2 Bonus Traits on the Challenge
  - Storytellers should adjust the difficulties of this challenge (or rule the test an automatic failure) if the ritual is interrupted, or if the preconditions are missing or incorrect in any way
- On a failure, the Summoner perform a simple test with no retests
  - On a win, the Summoning is unsuccessful and the Demon does not appear, but it is aware of the attempt to summon it
  - On a loss, a dramatic failure has occurred which could have disastrous consequences for the Summoner(s), such as a different Demon coming through. Additionally, the originally intended Demon is aware of the attempt to summon it.
- On a success, the Demon is summoned into the prepared space and the character (or another character who participates in the Summoning Ritual) may attempt to make deals with it, or force it into his or her service.

## **SUCCESSFUL SUMMONING**

Success on a Demon-Summoning Ritual means that the Demon has been successfully summoned into the Summoning Circle. If the Demon is in Hell or resides within a Reliquary, it is summoned to the physical plane. If the Demon is currently Possessing a Host, it is not ejected from Possession, but the body goes into a comatose state until the Demon returns.

A successfully summoned Demon appears in Apocalyptic Form at the site of the ritual, inside of the prepared space (circle, triangle, pentacle, or hexagram). While inside the prepared space, the Demon is safe from the pull of Hell. Should the Demon leave the prepared space, it must outright win a Simple Test each round (or expend a temporary Faith Trait) in order to not be pulled back into Hell (or to its Reliquary or Host). Additionally, there is nothing preventing the Demon from using his or her powers on those inside or outside of the circle.

At this point, a character may attempt to strike Pacts, bargain for services, or simply converse with the Demon. Storytellers should use this opportunity to create a unique role-play experience as Demons are creatures capable of extreme levels of manipulation and duplicity. For characters wishing to make Pacts, the Pact mechanics are available in the next section of this document.

If a deal is not brokered by the end of the scene or night (ST discretion), the Demon will return to wherever it came from.

## **BINDING DEMONS**

Once a Demon has been successfully summoned a character may, instead of negotiating, attempt to force or otherwise bind it into his or her service. Some Diabolists do this by tricking the Demon with complex loopholes or exploitable escape clauses and some by showering the Demon in riches and praise in an attempt to distract the Demon from taking the Soul of the Infernalist. Other Infernalists even attempt to force the Demon into submission via a Physical confrontation, though this method is regarded by most as suicidal.

In order to bind a Demon into service, a character must accumulate a number of successes equal to the permanent Faith of the Demon. These successes may be achieved in the following manner(s):

- The Infernalist performs a contested Social and/or Mental Challenge after role-playing the tactic represented by the challenge; a win adds one success:
  - The retest for these challenges (for both participants) is a single Willpower
  - The Demon is considered the defender (and may additionally retest with Faith)
  - The Demon gains bonus Traits on this challenge for each Trait the Infernalist has in the Flaw: Enemy - Forces of Hell (which Diabolists gain automatically as they gain power)
  - Each time the Infernalist performs a Challenge, each assistant may perform the same test. Each assistant who wins adds one bonus Trait to the Infernalist's Trait totals for comparison of ties, to a maximum equal to the Demon's Rank
- The Infernalist enters into Physical combat with the Demon in order to erode its stamina and resolve, eventually causing it to relent to the Infernalist's demands. For each of the following conditions imposed on the Demon in combat, the Infernalist gains a success:
  - Temporary Physical Traits at 0
  - Temporary Willpower at 0
  - Temporary Faith at 0
  - Remaining Health Levels of the Demon reduced to 1

Storytellers should feel free to perform these tests in secret, after the role-play occurs because, if any challenge is failed, the Demon may choose whether it wants to play along until the right opportunity arises, or to seek out bloody vengeance immediately, attempting to slaughter the fools who thought themselves its master.

If all tests are won, the Demon will be required to comply with a very specific set of commands issued by the Infernalist until completed, the Demon is “killed,” the night ends, or until the Demon returns to Hell:

- The total number of requests the Infernalist may make is equal to [6 - the Demon’s Rank]
  - Demons of Rank 6+ may not be bound by any means available to player-characters. These Demons were banished by a direct act of God and, given time, even that may no longer be enough...
- Each success equals one *very* specific service the Demon must do for the Diabolist. The task must be something which could potentially be accomplished in one night and the wording must be very specific; general commands will be discarded, wasting the request.
  - Examples of specific commands would include: ordering the Demon to kill a person (specified by their real name), asking the Demon to spy on a location, or investing the Diabolist with a power.
  - Examples of commands which would be too general would include: “Guard me against my enemies,” and “Tell me where the Primogen are”
  - Demons are not innately omniscient, any request which is outside of their capabilities is similarly discarded, wasting the request.
- While bound in this manner (until the task or tasks are complete), the Demon is barred from *directly* attacking the members of the Binding. Please note that this does not prevent, in any way, the Demon from taking its revenge through proxies and other means - or from spreading the information it knows.

## DEMONIC SERVICE

Some summoning rituals conclude with the summoner presenting a properly sanctified Reliquary to the Demon. Reliquaries are vessels meant to house a Demon’s consciousness while in the physical world in order to prevent the it from being drawn back to Hell. Some Demons require a sanctified Reliquary be prepared before any attempts are even made at summoning. A Reliquary might be basic and simply symbolic of the Demon while others might be overly ornate, crafted out of precious metals and gems (likely requiring several Crafts challenges and expenditures of Resources).

Reliquaries for Demons of Rank 6 and above break down over the course of hours (one health level per hour), unable to contain the immense power.

Alternately, if the Infernalist asks a service of the Demon (or commands such), he or she will likely need to provide a mortal host so that the Demon can exist outside of Hell. In these situations, it is not uncommon for a Demon to demand specific requirements for their hosts such as a mortal of a

specified age, race and/or gender. Some (less powerful) Demons might also accept an animal or very recently dead mortal as a host.

## **DETECTING DEMONS**

Powers such as *Auspex 2: Aura Perception* [LotN:R, p.137-138] will perceive the Auras of Demons as a translucent outline of the Demon's Apocalyptic Form. This holds true whether the Demon is possessing a creature, resides in its Reliquary, or simply exists as an incorporeal spirit in the Shadowlands (or other such realm). Storytellers should advise players to interpret this information based on the character's understanding of Demons (i.e. Lore: Demonology).

## DEALING WITH DEMONS

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The following section is intended to help Storytellers construct appropriate Pacts for PCs who intend to make deals with Demons for the powers of Hell.

*\*Any Demonic Interactions require the Notification of the Demon Coordinator. This includes the summoning ritual creation, summoning performance and the creation of the Demon to include their powers and Rank. [OWbN R&U Bylaws, Section H.vi.1.]*

### STRIKING A DEAL

Once a Demon has been successfully summoned, the character may then attempt to negotiate a deal for whatever Infernal power(s) or malevolent service(s) he or she desires. Almost anything is within the realm of possibility for a Demon to deliver, depending on the Obligation (what the character agrees to do for the Demon in exchange) and Consequences (what happens if the character does not fulfill the Obligation to the Demon's satisfaction) of the deal.

This bargaining should be fully role-played, with the specifics from the deal being noted in an out-of-character document. In certain circumstances, this may require the involvement of the Demon Coordinator (or appointed Sub-Coord).

In order to interest the Demon in actually entering into negotiation, typically, the bargaining process is often preceded by some amount of prostration to the summoned Demon or some other act of humility, submission or adoration. The Demon might require a sacrifice to prove the commitment of the summoner, or to simply satiate its hunger as a show of proper respect. Storytellers may consider the Demon's Type/House when crafting its "demands."

When the Demon is satisfied the summoner's intent is genuine, only then will it enter into discussion as to what it requires for the power(s) or service(s) being asked for.

### PACT CREATION

A Pact is an agreement on the part of the Infernalist to perform a service for the demon (*Obligation*) at certain specified times (*Frequency*) for the rest of the Infernalist's life. In exchange, the Demon grants the agreed on power(s) or service(s) to the Infernalist unless he or she stops performing the *Obligation*; in which case, the *Consequences* of reneging on the terms of the agreement are immediately enforced.

Any character may enter into a Pact with a Demon with the exception of other Demons (to include the Fallen), Hunters (from Hunter: the Reckoning) and Wraiths. Player-Character Fallen may enter into Pacts with other characters, but may not grant Investments.

At the conclusion of the role-play involved in bargaining (described above), the Storyteller will work with the Player, and possibly the Demon Coordinator, to document the Pact. The Pact write-up is not an in-character contract (though it might be), it serves as out-of-character documentation of the details of each supernaturally enforced agreement between the supplicant and the Patron.

Though Diabolists do conform to the Obligation/Consequence part of a Pact, the player and ST should still document each would-be Pact-level so there is a record for the future of which power(s) came from which deal(s).

## **PACT MECHANICS**

The following section details how the in-character role-play of a negotiated Pact is translated to out-of-character mechanics. Though we recommend utilizing this system so that there are at least basic mechanics in-place for the in-character agreements, Storytellers are not required to utilize this system unless the Infernalist is entering into a Pact which requires a Binding Agreement, and/or the approval of the Demon Coordinator. All Binding Agreements with the Demon Coordinator will require this system to be used so that there are clearly defined mechanics associated with every Pact.

The Pact Obligation, Frequency, and Consequence determined by the in-character negotiations all factor into the final rating of the out-of-character Pact according to the following formula, from *Vampire: The Dark Ages - Devil's Due* (WW20047), p.124-125:

- Pact Rating = (Obligation + Consequence) - Frequency

Under this system, Pacts will be Rated from 1 to 9 with the Pact Rating determining the maximum value of Investment(s) a character may acquire from the Pact. The rating of the Pact affords the character the ability to spend twice the amount of XP of the Pact Rating to purchase the power(s) detailed by the Pact. For more information on the cost of Investments, see the Investments section of this document.

To determine the value which should be assigned to each, Obligation, Frequency and Consequence, please review the below guidelines:

### **OBLIGATION**

This variable represents the effort involved in the action or task the character has promised to perform (or to avoid) for the Demon. Storytellers should customize Obligations based on the character's concept so that the task being asked is meaningful and has impact.

1. Trivial or of no real importance; avoiding something which the character already avoids; a level five Path violation
2. Minimal effort but does not seriously inconvenience the character; a level four Path violation
3. Moderate effort or could potentially put the Infernalist in minor danger; avoiding something that the character would otherwise do, but that there is no emotional attachment towards; a level three Path violation



4. Serious effort or places the character into real danger; avoiding something that the character enjoys or which requires real effort to avoid; a level two Path violation
5. Grueling effort or extreme peril; abstaining from an activity the character enjoys immensely and would perform on a regular basis; a level one Path violation

## **FREQUENCY**

This variable represents how often character has to fulfill his or her agreed on Obligation or how often the character must avoid an act which has been forbidden to him or her. It is highly suggested that the Storyteller time the Frequency so that (if possible) the Obligation must be paid on a day/night when the Infernalist is attending a Chronicle.

1. Once per day
2. Three times per week
3. Once per week (Obligations of avoidance never rise above this level)
4. Bi-weekly
5. Once per month

## **CONSEQUENCE**

This variable describes what happens to the Infernalist should he or she fail to meet the Obligation at the defined Frequency - the literal Consequences of failure. Storytellers should only inflict the full Consequence(s) of a Pact on a character who fails to meet his or her Obligation by choice. Those forced into disobedience only suffer a Rating 1 Consequence as a warning. Changeling characters who fail to meet the Obligation of a Pact also receive an oath breaking mark that cannot be hidden.

Characters may choose a Consequence multiple times, stacking the same effect again and again, or selecting different effects which will all be exacted for a single failure. Such compound-Consequences have a rating equal to the sum of their component punishments; however, these component-Consequences, when added together, may never have a rating greater than four.

Every time a character fails to meet the Obligation at the defined Frequency/Frequencies, in addition to losing access to the power(s) granted by the Pact, the Infernalist also is affected as follows:

1. Choose one of the following:
  - Lose a number of temporary traits of the appropriate type (Mages lose Quintessence, Vampires lose Blood, Werewolves lose Rage/Gnosis, Mortals lose Willpower) equal to the Pact Rating
  - Gain a Physical Flaw (the value of which is equal to the Pact Rating) which the character does not already possess
  - Lose a number of temporary Willpower equal to the Pact Rating
  - Suffer a number of levels of lethal damage equal to the Pact Rating which may not be tested down, negated, redirected or avoided in anyway

2. Suffer a number of levels of Aggravated damage equal to the Pact Rating which may not be tested down, negated, redirected or avoided in anyway
3. Choose one of the following:
  - Suffer from extremely bad luck, forcing an automatic retest on any challenge where the character otherwise would have been successful. No force of will or magic can counteract this retest
  - Permanently lose a number of Traits from one or more Abilities (decided at the sealing of the Pact) equal to the Pact Rating; only experience can restore the loss; the maximum level of one of the Abilities impacted is now permanently reduced by one (Storyteller's choice)
4. Permanently lose a number of Traits equal to the Pact Rating, divided across all Attribute categories (the exact details of the loss, determined at the sealing of the Pact); experience may restore this loss, but the maximum amount of Traits per Attribute category is now permanently reduced by one
5. Horrific, agonizing death

## PACT EXAMPLES

A relatively minor Pact might read "I will say a prayer of thanks to my master once a day or find my soul wracked with despair (i.e. lose two Willpower)." This Pact incorporates Obligation 2 (a prayer of thanks), Frequency 1 (interval of one day) and Consequence 1 (lose two Traits of Willpower), for a final value of 2.

A more serious Pact might read "I will never kill another thrall of my master or I will die." This Pact incorporates Obligation 2 (not killing another of the master's thralls), Frequency 1 (never) and Consequence 5 (or die), for a final Pact Rating of six Traits.

Another example of a Pact is where a Demon agrees to perform a service for the Infernalist in exchange for a one-time deal. For example, a Sabbat member who already has a Demonic Master has been captured by the Camarilla and speaks to his Master from his holding cell to make the deal: "If you save me now, I will say a prayer (Obligation 2) of thanks to you once a day (Frequency 1) or suffer Aggravated damage equal to the Pact-level (Consequence 2)." In this case, though the service was only performed once by the Demon, the Infernalist must now pay the Obligation forever. Ouch!

## ESCAPING PACTS

While it is a piece of this type of story that the infernalist attempt to break his deal with a Demon, successfully doing so should be fraught with danger and quite rare. It requires Demon Coordinator approval to remove, escape, or undo any Infernal Pact.

*\*Removing, Escaping or Undoing an Infernal Pact requires Coord-Approval [OWbN R&U Bylaws, Section G.vii.4.]*

## **DETECTING PACTS**

Infernalism is a subtle genre, one meant to be insidious and hard to ferret out. It is almost impossible to determine who is or is not in league with Demons outside of direct observation - actually seeing the Infernalist utilize an invested power. There are no items or powers that, in and of themselves, detect Infernalists. There is no such thing as a “Ward vs. Infernalist” as “Infernalist” is not a creature type.

*\*Creating such a power or item requires Demon Coordinator Approval [OWbN R&U Bylaws, Section G. vii.9.]*

## MORALITY

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

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

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

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

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

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

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

### **Road of the Hive** [*Clanbook: Baali, p.43*]

The Road preaches all-encompassing loyalty to the bloodline as a whole and to one's sire in particular. The main reason for this is the Great Works that the Baali want to achieve cannot be claimed alone or when they interfere with the works of others. With the help of this Road, the secrecy of the bloodline is maintained and the Beast is held at bay. Many modern Baali follow the Path of the Devil, Humanity (at low levels), or Evil Revelations with only the oldest Baali still following the tenets of the Road of the Hive.

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

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

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

The maddest of the Sinners and the opposites of Path of the Devil, the followers of this Path believe that as they are already damned; they are also already prey to the Beast, and therefore allow themselves to be manipulated by it and do its bidding. They are essentially walking examples of Hell-on-Earth; even other Sinners are loathe to associate with these madmen.

## ABILITIES

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### LORE: DEMONOLOGY

*[Dark Ages - Devil's Due, p.88-89]*

The knowledge of Demons, their capabilities and how to conjure and bind them is all covered with Demonology. This ability represents more than just a specialized understanding available with advanced levels of either Occult or Theology, but hands-on practical experience from a life-time (or several lifetimes) of experience studying all manner of the Infernal, in every possible detail.

This ability is possessed by the most secret parts of the Church, Demons, Thralls, and mortal occultists who seek to conjure and bind Demons. Demons use this ability to encourage and entice others into Thralldom as they release censored secrets directly, or through the proxy of cults and thralls.

For specific information of the individual levels, please see the listed source.

### LORE: CLAN: BAALI

*[OWbN Baali Genre Packet, p.11]*

*\*Each level of this Ability requires Demon Coordinator Approval [R&U Bylaws, G.i.2.d.14]*

### LORE: DEMON

*[OWbN Infernalism: Guide to the Infernal]*

This Lore is similar to Lore: Demonology, but is mainly intended for outsiders in a manner similar to how Vampire characters purchase Lore: Kindred/Cainite and all other non-Vampires purchase Lore: Vampire.

1. Holy \*#%\$! Demons are real! They are here for your soul, are immune to fire and look like big scary monsters. You know that Demons seem to display a wide range of different supernatural abilities (super strength, hypnotism, heightened senses, super-awareness)
2. Demons cannot die, they just go back to Hell. They don't sleep, don't get sick, and some of them can be completely indistinguishable from normal people. They are very willing to give people whatever they want, granting even the most exorbitant of "wishes." There are different types of Demons, with each type seeming to have a very different "role."
3. Demons can sometimes be damaged by holy relics, but not always. They can also fly off the handle and become monstrous beasts of myth and terror. Making a deal with a Demon somehow ties you to that Demon, forever. Demons can possess people, but seem to only go after those people that no one will miss. Demons usually have many followers. You have a basic understanding of the different types of Demon Houses.
4. Demons are summoned after someone puts a great deal of research into figuring out how. You might have even seen summoning circles or summoning sites. You know about how some low-level Demonic Investments work (those that cost 2 or less Points) and you have an idea of the capabilities of low-ranking Demons (Rank 2 and below).

5. You know Demons are immune to mind control and manipulation and have probably learned this the hard way. You know how insidious a Demon's web of influence can be and it terrifies you. You suspect there is a group of Demons that even other Demons consider "evil" or immensely threatening and that they war constantly via proxies. You know about how some moderately-powered Demonic Investments work (those that cost 4 or less Points) and you have an idea of the capabilities of low-ranking Demons (Rank 4 and below)

## **LORE: FALLEN**

*[OWbN Infernalism: Guide to the Infernal]*

This ability should be treated similar to Lore: Demon as there is little difference, power-level aside, between Fallen-style Demons or any other kind of Demon. This ability should in no way be used to simulate the Background: Legacy *[Demon: the Fallen - Core Rulebook, p.156]*

*\*Each level of this Ability requires Demon Coordinator Approval [R&U Bylaws, G.i.2.d.18]*

## **LORE: INFERNAL**

*[OWbN Infernalism: Guide to the Infernal]*

This ability is identical to Lore: Demon

## **TORTURE**

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

Additional mechanics for the Torture ability may be found in the Laws of Ascension Companion, p.58.

## BACKGROUNDS

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In addition to the published backgrounds such as Allies, Contacts, and Resources, the following backgrounds may also be appropriate for Infernalists.

### CULT

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

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

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

### EMINENCE

*[Dark Ages - Devil's Due, p.90-91; Demon: the Fallen - Core Rulebook, p.154-155]*

This Background is only available for Demons *[OWbN R&U Bylaws, 3.B.i.1.]*

### FOLLOWERS

*[Demon: the Fallen - Core Rulebook, p.155]*

This Background is only available for Demons and no conversion is necessary.

### INFERNAL RANK

*[Player's Guide to the Sabbat, p.36][Thralls Only]*

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

A character who has levels in this Background may be gifted, by his Patron, with one Investment of a maximum point-cost equal to twice the Traits in Infernal Rank. Only one Investment may be gifted at a time, with higher-level Investments replacing lower-level ones if the character gains Traits in Infernal Rank.

Thralls with Infernal Rank are must be constantly engaged in political maneuvering with Demons in order to maintain their rank. Hell does not tolerate lazy or inept leaders and the slightest mistake

could mean not only the loss of rank, but also of the Thrall's existence. It should also be noted that the enemies of your Demonic Patron will be your enemies; by achieving rank in hell, you place yourself at risks from its denizens. Characters who achieve Infernal Rank may as well be demons themselves, as they command such authority in Hell that those seeking a Patron might mistakenly stumble across their name.

1. ELECTOR: You have Authority over other non-Demon servants of your Patron unless they have an equal or higher rank than yourself
2. VIDAME: You now have Authority over the lowest ranks of Demons. These imps and fiends will do your bidding as if you were their master
3. DOMINUS: You now can command Demons of intermediate rank in Hell. These Shades and Servitors will obey your every command so long as they do not directly contradict your Patron's desire.
4. VICEROY: The very Lords of the Pit are yours to command. While they will obey you, they will look for any opportunity to lessen your status in Hell
5. DUKE: The highest rank able to be earned by one who has not spent millennia in hell. Demons of account are now yours to command, these Minor Nobles obey you only because to do otherwise would lessen their own rank. Be cautious, they will bring the slightest grievance or mistake to your Master.

*\*Each level of this Background requires Coord-Approval [OWbN R&U Bylaws, 3.G.vii.2.]*

## **LEGACY**

*[Demon: the Fallen - Core Rulebook, p.156]*

This Background is only available for Demons

## **PACTS**

*[Demon: the Fallen - Core Rulebook, p.156-157]*

This Background is only available for Demons

## **PARAGON**

*[Demon: the Fallen - Core Rulebook, p.157]*

This Background is only available for Demons

## **rites**

*[Dark Ages - Devil's Due, p.92-93]*

This Background is only available for Demons

## **THRALLS**

*[Dark Ages - Devil's Due, p.93-94]*

This Background is only available for Demons



## MERITS & FLAWS

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The following section defines several Merits and Flaws which may be appropriate for use by Infernalists.

### MERITS

#### **Apostate**

*[2 Trait Merit; Clanbook: Baali, p.44]*

*For the conversion of this Merit, please see the OWbN Baali Genre Packet, p.13-14*

*\*This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 3.G.ii.1.a.]*

#### **Blessed**

*[7 Trait Merit; Sins of the Blood, p.102]*

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

*\*This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 3.G.i.1.e.] unless the character qualifies as a member of certain Sabbat Factions. See the OWbN R&U Bylaws for details.*

#### **Beloved Disciple**

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

You are loved (can Demons love?) or at least fairly important to your Patron. They are more likely to help you if needed. If you call for help, you'd better need it or your Patron will be angry.

#### **Demonic Heritage: Laham**

*[7 Trait Merit; Infernalism: Path of Screams, pgs.78-80]*

You have a Demon for a parent. This comes with benefits and drawbacks. Each Laham is a unique being and their creation as characters should be equally unique. Feel free to contact the Demon Coordinator's team for further information.

You have a Demon for a parent and because of that, you have certain inborn abilities normally attributed to Demons. Laham start game with one 7-Trait Pact with which they can use to purchase Investments. This Pact is not really a true Pact, but a mechanical representation of the natural abilities that the individual was born with and the powers gained by this cannot be taken away, nor does the character need to pay any Obligation for these powers.

Laham age slowly, as noted in by the source, and are considered up 3 Traits on all favorable dealings and interactions with Demons, Infernalists, and devil-worshippers. Most Laham eventually become Infernalists themselves and this "free" Pact still counts against the value of the character's Soul with relation to the maximum amount of Pacts possible.

*\*This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 3.G.i.1.g.]*

### **Demonic Tutor**

*[4 Trait Merit; Infernalism: Path of Screams, pgs.78-80]*

Infernalists with this Merit gains the equivalent of an Infernal Pact at a rating of 4 which does not require any Obligation/Consequence. This Pact still counts against the value of the character's Soul with relation to the maximum amount of Pacts possible.

In addition to the purchasing of this Merit, characters still expend experience on purchasing the actual power(s), as normal.

*\*This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 3.G.i.1.g.]*

### **Innocent**

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

MET conversion provided by the source

### **Unbound Diabolist**

*[2 or 4 Trait Merit; Devil's Due, pgs.98-100]*

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

- For Thralls, your Patron currently is not an issue. You do not have to pay the Obligation of a number of Pacts points equal to double the Traits in this Merit. You cannot gain more Investments without a new Pact, however.
- For Diabolists, you have found yourself with a permanent solution to your "problem" and, for the purposes of calculating the value of the Enemy Flaw, deduct double the Traits in this Merit from the total amount of would-be Pact points used to calculate your level in the Flaw: Enemy - Forces of Hell.

*\*This Merit requires Demon Coordinator Approval [OWbN R&U Bylaws, 3.G.i.1.g.]*

### **Unholy Aura**

*[7 Trait Merit; Infernalism: Path of Screams, pgs.78-80]*

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

### **Unshockable**

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

MET conversion provided by the source

### **Untainted**

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

No conversion necessary, use as printed

## **FLAWS**

### **Cruel Master**

*[2 or 5 Trait Flaw; Devil's Due, pgs.98-100]*

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

### **Jaded**

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

MET conversion provided by the source

## COMBINATION DISCIPLINES

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The following section defines several Combination Disciplines which may be appropriate for use by Infernalists.

### CORPSE PROJECTION

*(Auspex 5, Mortis 6; 15 XP) - Time of Judgement: Lair of the Hidden, p.140*

This power is used by Drenis to possess dead bodies via great distances by using a form of Astral Projection. Since this power requires an Elder-level Discipline, it needs no conversion. Additionally, this power was created by Drenis as a means of temporarily escaping the castle that she has been stuck in for over 700 years.

### DARK REFLECTION

*(Obfuscate 5, Fortitude 1, and Auspex 3 or Daimoinon 1; Cost 15 XP) – OWbN Guide to the Infernal*

This power is one of the best in the infernalists arsenal. It allows the infernalist to temporarily transfer his infernal taint to another, unsuspecting victim. This may not be used on a willing target. Engage your target in a challenge of your social traits versus their social traits. You may both retest with subterfuge your target may retest with willpower. If you succeed, your target now bears the taint of your infernalism. This effect lasts for one scene or hour whichever is shorter. During the period it is in effect the infernalist loses all access to any traits, powers, abilities, backgrounds etc gained from a demon. The Daimoinon version of this power was developed independently but is mechanically identical. This power (or any functionally similar power) requires Demon Coordinator approval.

*\*This power requires Demon Coordinator Approval when learned by a non-Baali. [OWbN R&U Bylaws, 3.G.ii.3.i.]*

### ENHANCE SENSATION

*(Auspex 3, Presence 3, Optional: Vicissitude 2; Cost 10 XP) – Dark Ages: Road of Sin, p.70-71*

MET conversion provided by the source.

### I AM LEGION

*(Daimoinon 3, Obfuscate 2; Cost 12 XP) – Clanbook: Baali, p.47*

This power must be used in advance of the scene in which the Baali is being questioned. He spends a Willpower Trait and makes a Social Challenge vs a difficulty of 12 traits. This challenge can be retested with Leadership.

If successful, the character is able to negotiate a temporary pact with a Demon. The Baali must agree to some service on behalf of the Demon who will in turn inhabit the Baali's body during a period of questioning. The more important the service agreed to, the more lies the Demon will tell in the Baali's favor.

Examples of acceptable lies are "No, I do not worship demons" or "No, I am not a Baali". Storytellers are encouraged to allow creativity while the player answers questions put to him, but cautioned to

not let the players get away with murder. Remember, there is a Demon inhabiting their body answering these questions.

*\*This power requires Demon Coordinator Approval when learned by a non-Baali. [OWbN R&U Bylaws, 3.G.ii.3.i.]*

## **LESSER RITE OF SUMMONING**

*(Daimoinon 5, Presence 3; Cost 20 XP) – Devil's Due, p.146-147*

Taking an hour and spend five blood traits in the creation of a ritual circle. Perform a challenge of your Mental Traits vs 15 traits plus 1 trait per level of the Demon (as listed in the MET Sabbat guide), you can retest with Occult. If you know the True Name of your target the difficulty drops by 2 traits. You must know either the Celestial or True Name of your target to attempt to summon them. If you succeed, a burning vortex of hellish fury opens in the center of your circle and the Demon appears. If you fail, you have wasted your blood and time but may try again. If you botch (see below) you may never attempt to summon this Demon again.

The Demon will be able to resist the pull of Hell so long as it remains in the circle and sunlight does not touch the blood the circle was made from. Should either of these things occur, the Demon feels the pull of Hell as normal.

This ritual will not force the Demon to do your bidding, but you may bargain with it so long as it is willing to remain. Of course, nothing stops the Demon from attacking you from within the circle. You may also create a Reliquary for the Demon to inhabit. Doing this requires another hour long ritual, spending another Blood Trait and a permanent Willpower trait. The difficulty is the same as summoning the Demon who would inhabit it. This creates a permanent (until destroyed) home for the Demon.

*\*This power requires Demon Coordinator Approval when learned by a non-Baali. [OWbN R&U Bylaws, 3.G.ii.3.i.]*

## **PSYCHIC DOUBLE**

*(Auspex 5, Obfuscate 3; 12 XP) - Time of Judgement: Lair of the Hidden, p.140*

Use the rules for Astral Projection, with the addition that the user can project an image on the normal plane while astrally-projected, without the expenditure of Willpower. This does not, however, count as manifesting on the material plane for terms of using powers. To use powers on the physical plane, you must still spend the Willpower as described under Astral Projection. This power was created by Demetrius as a means of temporarily escaping the castle that he has been stuck in for over 700 years.

## **RECORD RECALL SENSATION**

*(Auspex 4 or Auspex 5, Vicissitude 2; Cost 11 XP for basic, 15 XP for advanced) – Dark Ages: Road of Sin, p.71-72*

MET conversion provided by the source.

## **VEIL THE SIN**

*(Daimoinon or Auspex 2, Obfuscate 2; Cost 7 XP) – Dark Ages: Road of Sin, p.72-73*

MET conversion provided by the source.

*\*This power requires Demon Coordinator Approval when learned by a non-Baali. [OWbN R&U Bylaws, 3.G.ii.3.i.]*

## **WARD THE SOUL'S SANCTITY**

*(Auspex 2, Obfuscate 3, Optional: Presence 3; Cost 11 XP) – Dark Ages: Road of Sin, p.70*

MET conversion provided by the source.

## INVESTMENTS: RARITIES

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The rarity system represented here is less of a reflection of a stringent hierarchy which oversees and control certain powers and more representative of a genre where rarity is tied to the power level and scarcity of Demon which may grant said power(s). These Rarity levels are described below.

### RARITY LEVELS

1. *Storyteller Approval* - These include some of the most basic or common powers of Infernalism.
2. *Coordinator Notification* - These include powers which are somewhat common, but may be slightly difficult to find or acquire. Investments which mimic other powers or that display a hint of the true power of Hell may be found at this level.

*\*R2 Investments require Demon Coordinator Notification [OWbN R&U Bylaws, 3.H.vi.2]*

3. *Coordinator Approval* - Only the most rare or powerful Investments, powers, and Demonic acts are defined at this level. This includes both powers outside of the character's appropriate genre, and custom-created content of any kind.

*\*R3 Investments require Demon Coordinator Approval [OWbN R&U Bylaws, 3.G.vii.3]*

We have attempted to ensure that the Investments in this document, available to Demons and/or characters, have their most recent text reference listed in the charts below. Any Investment not listed in the below chart (to include custom-created Investments) is considered to require *Demon Coordinator Approval (R3)*.

*\*See the OWbN R&U Bylaws for more detail [OWbN R&U Bylaws, 3.G.vii.3]*

## RARITY: INVESTMENT CHART

Investment	Cost	Restriction(s) / Rarity	Source
Altered Size	3	R1	Book of Madness (Revised), p.97-98; Demon: the Fallen - Earthbound, p.94
Apocalyptic Form	1	R1	Devil's Due, p.104
Apport Object / Apportation	4	R1	Book of Madness (WW4251), p.141; Infernalism: Path of Screams, p.73
Armor	1 / Level (Max 5)	R1	Book of Madness (WW4251), p.141; Book of Madness (Revised), p.97; Dark Ages Companion, p.176; Demon: the Fallen - Earthbound, p.96; Demon: the Fallen - Player's Guide, p.98; Infernalism: Path of Screams, p.73 & 74; Player's Guide to the Sabbat, p.35
Aura of Dread	2	R1	Demon: the Fallen - Earthbound, p.94
Aura of Entropy	2	R1	Demon: the Fallen - Earthbound, p.94
Aura of Misfortune	3	R1	Demon: the Fallen - Earthbound, p.95
Bat Ears	1	R1	Player's Guide to the Sabbat, p.34
Beast Form	4	R1	Book of Madness (Revised), p.100; Book of Madness (WW4251), p.141; Infernalism: Path of Screams, p.73-74
Bond Breaking & Portal Mastery	3	R1	Devil's Due, p.118; Infernalism: Path of Screams, p.74
Cast No Reflection	2	R1	Demon: the Fallen - Player's Guide, p.98
Cause Insanity	4	R1	Demon: the Fallen - Earthbound, p.100
Chameleon Skin	1	R1	Demon: the Fallen - Earthbound, p.93
Chimerical Attack	3	R1	Demon: the Fallen - Earthbound, p.95
Cloak of Shadows	2	R1	Demon: the Fallen - Earthbound, p.94
Conjuration	2	R1	Demon: the Fallen - Player's Guide, p.106
Countermagic	1 / Level (Max 3)	R2	Book of Madness (Revised), p.97
Dark Thaumaturgy	4	R3 for PCs R2 for NPCs	Dark Ages Companion, p.177
Darksight / Night Sight	2	R1	Demon: the Fallen - Earthbound, p.100; Demon the Fallen – Player's Guide, p.103
Dead Reckoning	1	R1	Demon: the Fallen - Player's Guide, p.104



Deadly Humours	2 or 3 / Humour	R1	Book of Madness (Revised), p.97-98; Dark Ages Companion, p.177; Demon: the Fallen - Earthbound, p.94-96 & p.100; Infernalism: Path of Screams, p.74
Demon Servants	1 / Level (Max 5)	R3 for PCs R2 for NPCs	Book of Madness (WW4251), p.141; Dark Ages Companion, p.177; Infernalism: Path of Screams, p.75; Player's Guide to the Sabbat, p.35-36
Devil's Eyes	2	R1	Infernalism: Path of Screams, p.74
Disciplines (includes Gifts, Arcanoi, etc)	2, 5, or 8 Each	R3 For PCs R2 for NPCs	Dark Ages Companion, p.177
Distortion	3	R1	Demon: the Fallen - Earthbound, p.95
Dread Mien	1	R1	Demon: the Fallen - Player's Guide, p.103
Emotion Projection	6	R2	Book of Madness (WW4251), p.141
Excise Soul	8	R2 Prerequisite: Spirit Strike	Devil's Due, p.114
Extra Actions	5	R2	Book of Madness (WW4251), p.141; Demon: the Fallen - Earthbound, p.100; Devil's Due, p.111
Extra Appendages	2 / Limb or Appendage, 1 / Tail	R2	Book of Madness (Revised), p.97-98; Dark Ages Companion, p.177; Demon: the Fallen - Earthbound, p.93-94; Demon: the Fallen - Player's Guide, p.99; Player's Guide to the Sabbat, p.35
Extra Health Levels	3	R1	Demon: the Fallen - Earthbound, p.98 & 100; Demon: the Fallen - Player's Guide, p.98; Devil's Due, p.110
Eyes of the Abyss	4	R2	Book of Madness (WW4251), p.141
Fast Healing	4	R1	Demon: the Fallen - Earthbound, p.100
Flight / Wings	3 / Level	R1	Book of Madness (Revised), p.96; Dark Ages Companion, p.177
Fortunate Guess	2	R1	Devil's Due, p.117-118
Frenzy	3	R1	Demon: the Fallen - Earthbound, p.100
Gaping Maw / Grim Jaws	1, 2, or 4	R2	Demon: the Fallen - Earthbound, p.94; Devil's Due, p.109; Player's Guide to the Sabbat, p.35
Ghost Sight / Spirit Sight	2 points for Ghost Sight, 3 points for Spirit Sight	R1	Player's Guide, p.107; Devil's Due, p.116

Goat Feet	2	R1	Infernalism: Path of Screams, p.74
Hardened Flesh	5	R1	Demon: the Fallen - Earthbound, p.100; Demon: the Fallen - Player's Guide, p.98; Devil's Due, p.105-106
Immune to Electricity	2	R1	Demon: the Fallen - Earthbound, p.94
Immune to Falling Damage	2	R1	Demon: the Fallen - Earthbound, p.94
Immune to Fire	5	R1	Demon: the Fallen - Earthbound, p.95; Demon: the Fallen - Player's Guide, p.101; Infernalism: Path of Screams, p.75; Player's Guide to the Sabbath, p.35
Immune to Poisons	3	R1	Demon: the Fallen - Player's Guide, p.102
Immunity to Fear	1	R1	Demon: the Fallen - Earthbound, p.100
Immunity to Mind Control	2	R1	Demon: the Fallen - Earthbound, p.100
Improved Ability	2 / Ability (Max 1 per Ability)	R2	Book of Madness (Revised), p.96; Dark Ages Companion, p.177
Improved Attribute	1 / Trait (Max 3 per Category) or 2 / Category (Max 1 per Category)	R2	Devil's Due, p.112; Book of Madness (Revised), p.96-98
Improved Background	1 / Level	R1	Book of Madness (Revised), p.96 Infernalism: Path of Screams, p.73 Devil's Due, p.119
Improved Initiative / Enhanced Intuition	1	R1	Demon: the Fallen - Earthbound, p.93; Demon: the Fallen - Player's Guide, p.100
Incorporeal Form	7	R3 for PCs R2 for NPCs	Book of Madness (Revised), p.97-98; Demon: the Fallen - Earthbound, p.95; Devil's Due, p.110
Infernal Magic	10	R3 for PCs R2 for NPCs	Book of Madness (Revised), p.98
Infernal Passage	7	R3 for PCs R2 for NPCs	Player's Guide to the Sabbath, p.36
Inviolable Soul	7	R3 for PCs R2 for NPCs	Devil's Due, p.106
Invisibility	2 or 5	R1	Devil's Due, p.120; Player's Guide to the Sabbath, p.35
Journey to the Spirit Realm	7	R2	Player's Guide to the Sabbath, p.36
Kiss of Hades	1	R1	Player's Guide to the Sabbath, p.35
Lash of Anguish	4	R2; Prerequisite: Shield of Spite	Devil's Due, p.114
Life Leech	5	R2	Player's Guide to the Sabbath, p.35
Lordly Mien	2	R1	Demon: the Fallen - Player's Guide, p.101
Luciferian Charm	4	R3 for PCs R2 for NPCs	Demon: the Fallen - Player's Guide, p.100 & 103; Infernalism: Path of Screams, p.74
Magic Portal	3	R1	Player's Guide to the Sabbath, p.35
Magic Sense	1	R1	Player's Guide to the Sabbath, p.35
Magnetic Field	2	R1	Demon: the Fallen - Earthbound, p.95
Mammon's Gift	8	R2	Infernalism: Path of Screams, p.74
Mask of Innocence	10	R3	Book of Madness (Revised), p.98-99

Master of the Domain	5	R2	Player's Guide to the Sabbath, p.35
Miasma	2	R1	Demon: the Fallen - Earthbound, p.94
Mind Eater	5	R2	Demon: the Fallen - Earthbound, p.100
Natural Weaponry	1, 2 or 3	R1	Book of Madness (Revised), p.97-98; Demon: the Fallen - Earthbound, p.94; Devil's Due, p.108-109; Infernalism: Path of Screams, p.73-74; Player's Guide to the Sabbath, p.35
Pass Without Trace	2	R1	Demon: the Fallen - Player's Guide, p.99
Pattern Sense (Supernatural Awareness)	6	R2	Devil's Due, p.107
Perfect Lie	3	R1; Prerequisite: Read the Sin	Devil's Due, p.115
Pheromone Powers	2	R1	Player's Guide to the Sabbath, p.35
Premonition	4	R1; Prerequisite: Fortunate Guess	Devil's Due, p.118
Psychic Tracker	2	R2	Player's Guide to the Sabbath, p.35
Raise the Dead	7	R1; Prerequisite: Spirit Sight	Devil's Due, p.115
Regeneration	4 or 9	For PCs: R2 for 4, R3 for 9; For NPCs: Both R2	Book of Madness (WW4251), p.141; Book of Madness (Revised), p.99; Demon: the Fallen - Player's Guide, p.98; Devil's Due, p.108
Rejuvenation	10	R3 for PCs R2 for NPCs	Player's Guide to the Sabbath, p.36
Relentless	10	R3 to purchase; R2 to use;	Book of Madness (Revised), p.100; Demon: the Fallen - Player's Guide, p.102
Relentless Soul	6	R2; Prerequisite: Hardened Flesh	Devil's Due, p.110-111
Resilience	4	R2; Prerequisite: Hardened Flesh	Devil's Due, p.111
Resistance to Illusion	2	R1	Demon: the Fallen - Earthbound, p.101
Scream of Terror	4	R1	Demon: the Fallen - Earthbound, p.101
Scry	5	R2	Devil's Due, p.118
Sense Vitality	3	R1	Devil's Due, p.111
Shameful Sight	6	R1	Infernalism: Path of Screams, p.75
Sharpened Senses / Multiple Eyes	2	R1	Demon: the Fallen - Earthbound, p.95; Devil's Due, p.118-119
Shield of Spite	3	R1; Prerequisite: Inviolate Soul	Devil's Due, p.115
Shortened Path	5	R2	Devil's Due, p.119
Shrouded Soul	6	R3 for PCs R2 for NPCs	Devil's Due, p.115
Smell Fear	1	R1	Player's Guide to the Sabbath, p.35
Soul Burn	1 or 2	R3 for PCs	Devil's Due, p.116

		R2 for NPCs	
Spirit Strike	4	R1; Prerequisite: Ghost Sight or Spirit Sight	Devil's Due, p.116
Step Between	7 for Demons; 10 for Infernalists	R3 for PCs R2 for NPCs; Prerequisite: Shortened Path	Devil's Due, p.119
Stormwarden	2 or 4	R1	Book of Madness (Revised), p.100
Teleportation	6	R2	Player's Guide to the Sabbat, p.36
The Ebon Fountain	10	R3 for PCs R2 for NPCs	Book of Madness (Revised), p.98
The Host	2	R2	Demon: the Fallen - Earthbound, p.95
Thunderous Voice	3	R1	Demon: the Fallen - Earthbound, p.96
Touch of Death	3	R2	Demon: the Fallen - Earthbound, p.96
Tremor Sense	3	R2	Demon: the Fallen - Earthbound, p.96
Turn to Toad	6	R2	Player's Guide to the Sabbat, p.36
Two Dimensional	4	R1	Player's Guide to the Sabbat, p.35
Unyielding	6 or 9	R2; Prerequisite: Resilience (any type and value)	Demon: the Fallen - Earthbound, p.97; Demon: the Fallen - Player's Guide, p.104; Devil's Due, p.111
Walk the Walls	3	R1	Player's Guide to the Sabbat, p.35
Water Breathing / Aquatic	1	R1	Demon: the Fallen - Earthbound, p.101; Player's Guide to the Sabbat, p.34
Webbing	4	R2	Demon: the Fallen - Earthbound, p.101
Youth & Longevity (Life)	1 / Level	R2	Book of Madness (Revised), p.100; Dark Ages Companion, p.177; Devil's Due, p.112; Infernalism: Path of Screams, p.74

## INVESTMENTS: MET CONVERSIONS

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Many Investments call for a Trait to be spent during activation which is appropriate to the genre of the creature possessing the Investment. Examples of genre-appropriate Traits are: Blood for Vampires, Chi for Kindred of the East, Glamour for Changelings, Quintessence for Mages, Gnosis or Rage for Werewolves, and Willpower for non-awakened mortals.

### **Altered Size**

[3 Points; *Demon: the Fallen - Earthbound*, p.94, *Book of Madness (Revised)*, p.97-98]

Spend a genre-appropriate Trait to activate this Investment for the scene or hour. The Infernalist grows to a very large size, larger than humanly possible. Benefits of this size increase include double-overland movement, inflicting lethal damage in brawling combat, and the bonus Physical Traits Brawny, Enduring and Stalwart. Infernalists in this form may not initiate Social Challenges except for the purposes of intimidation.

Other names for this Investment include: *Alter Size and Huge Size*

### **Apocalyptic Form**

[1 Point; *Devil's Due*, p.104]

Infernalists may be Invested with an Apocalyptic Form (as the Demon's Innate power of the same name), but must pay 1 point for the Investment (for which they receive no free "form points" with which to purchase Investments). The benefit of an Infernalist possessing an Apocalyptic Form is that, when the Infernalist purchases Investments, he or she can choose whether or not that Investment is "stored" inside of the Apocalyptic Form or not. Unless otherwise noted, an Investments hidden in this manner is inaccessible to the Infernalist when he or she is not utilizing Apocalyptic Form. When the character activates his or her Apocalyptic Form, all Investments stored within are automatically considered activated.

Entering Apocalyptic Form costs an Infernalist one genre-appropriate Trait, with the transformation taking the entire round and lasting either until the Infernalist chooses to revert, or the scene or hour; whichever comes first.

### **Apport Object / Apportation**

[4 Points; *Infernalism: Path of Screams*, p.73 & *Book of Madness (WW4251)*, p.141]

Similar to the ritual: Apport Object [*Players Guide to the Sabbat*, p.30] only the power does not end when the night ends. As with the ritual, the Infernalist may only have one object "hidden" at a time. The Infernalist spends a genre-appropriate Trait to "store" an item, and may retrieve it at any time, instantly (does not require an action), without expenditure.

## **Armor**

[1 Point per level (Max 5); *Book of Madness (WW4251)*, p.141, *Book of Madness (Revised)*, p.97, *Dark Ages Companion*, p.176, *Demon: the Fallen - Earthbound*, p.96, *Demon: the Fallen - Player's Guide*, p.98, *Infernalism: Path of Screams*, p.73 & 74, *Player's Guide to the Sabbat*, p.35]

Each level grants the character one level of Armor which will automatically repair itself fully after the night. These levels of Armor stack with any other Armor worn by the character.

Other names for this Investment include: *Body Armor*, *Demon Armor*, *Invulnerability*, *Iron Skin*, *Scales*, *Shark Hide*, and *Thick Hide*

## **Aura of Dread**

[2 Point; *Demon: the Fallen - Earthbound*, p.94]

The Infernalist is wrapped in an aura of fear which saps the will from his or her opponents. Each round that the Infernalist spends a genre-appropriate Trait to activate this Investment, any character within 3 steps of the Infernalist must make a Static Social Challenge, retest Intimidation, with a difficulty equal to the Social Traits of the Infernalist. On a failure, characters affected by the aura are considered 3 Traits down when determining Initiative. Characters may only utilize one Aura power at a time.

## **Aura of Entropy**

[2 Point; *Demon: the Fallen - Earthbound*, p.94]

Plants wilt and living beings are chilled to the bone as the Infernalist's aura saps the strength from his or her opponents. Each round that the Infernalist spends a genre-appropriate Trait to activate this Investment, any character within 3 steps of the Infernalist must make a Static Physical Challenge, retest Survival, with a difficulty equal to the Physical Traits of the Infernalist. On a failure, characters affected by the aura are considered down 2 Traits on comparisons of ties in any challenge involving Strength. Characters may only utilize one Aura power at a time.

## **Aura of Misfortune**

[3 Point; *Demon: the Fallen - Earthbound*, p.95]

Misfortune surrounds the Infernalist, affecting all who oppose him or her. Each round that the Infernalist spends a genre-appropriate Trait to activate this Investment, any character within 3 steps of the Infernalist must make a Static Mental Challenge; retest Alertness, with a difficulty equal to the Mental Traits of the Infernalist. On a failure, characters affected by the aura are considered down 2 Traits on comparisons of ties in any challenge involving skill or coordination such as Dexterity-based challenges, or ability challenges. Characters may only utilize one Aura power at a time.

## **Bat Ears**

[1 Point; *Player's Guide to the Sabbat*, p.34]

As printed, this power allows the Infernalist to "see" in any illumination, even in total darkness. In some situations (such as where sound might be heard through walls), this could extend the character's sight beyond what is normally possible. The "sight" conferred by this investment may

allow the character to “see” in supernatural darkness, but only if that darkness does not interfere with sound; in that case, this power instead negates 1 Trait from the penalty of operating in darkness.

### **Beast Form**

[4 Points; *Infernalism: Path of Screams*, p.73-74; *Book of Madness (WW4251)*, p.141; *Book of Madness (Revised)*, p.100]

The Infernalist chooses one natural animal which he or she may then change into until he or she wishes to revert or until the night ends, whichever comes first. Entering into Beast Form requires the expenditure of one genre-appropriate Trait and one full turn. The most common creatures are: black cats, rats, ravens, crows, owls, hyenas, leopards, wolves, squid, jaguars, foxes and serpents. While in Beast Form, the character gains all of the natural characteristics of the creature. Storytellers should apply the same rules as Protean 4: *Shape of the Beast* [LotN:R, p.170] to characters with Beast Form.

Other names for this Investment include: *Beast Form*, *Bestial Form*, and *Shapeshifter*

### **Bond Breaking & Portal Mastery**

[3 Points; *Devil's Due*, p.118; *Infernalism: Path of Screams*, p.74]

When he or she encounters a lock, knot, binding, door, window, or other such point of entry or restraint, the Infernalist may spend one genre-appropriate Trait and then perform a Static Social Challenge, retest Occult against a difficulty determined by the Storyteller. A success indicates the object unlocks or releases, and opens. This Investment may not be used on magically locked portals or restraints.

Other names for this Investment include: *Bond Breaking and Portal Mastery*

### **Cast No Reflection**

[2 Points; *Demon: the Fallen - Player's Guide*, p.98]

The Infernalist gains the 1 Trait Flaw: Cast No Reflection [LotN:R, p.121] and will not appear in photographs or video cameras.

### **Cause Insanity**

[4 Points; *Demon: the Fallen - Earthbound*, p.100]

Spend a temporary Willpower and enter into a Social Challenge, retest Empathy, with a mortal who is within line of sight. On a win, you may inflict on the mortal the chosen Derangement which lasts until the end of the scene.

### **Chameleon Skin**

[1 Point; *Demon: the Fallen - Earthbound*, p.93]

This power functions identically to Visceratika 1: Skin of the Chameleon [MET Camarilla Guide, p.70-71]

### **Chimerical Attack**

*[3 Points; Demon: the Fallen - Earthbound, p.95]*

The Infernalist spends a genre-appropriate Trait to activate this Investment for the scene or hour. When activated, a swirling mass of illusion surrounds the Infernalist and attacks opponents. You may make one additional attack at the end of each round in the same manner as Obtenebration 4: Black Metamorphosis [*LotN:R*, p.165] with the alteration that this attack inflicts Aggravated damage.

### **Cloak of Shadows**

*[2 Points, Demon: the Fallen - Earthbound, p.94]*

This Investment operates similar to the Combination Discipline: *Tenebrous Veil* [*MET Anarch Guide*, p.65]

### **Conjuration**

*[2 Points; Demon: the Fallen - Player's Guide, p.106]*

This power costs one genre-appropriate Trait to enact and works identically to Path of Conjuring 3: Magic of the Smith [*LotN:R*, p.183]. Items created with this power disappear at the end of the scene if not dismissed before then.

### **Countermagic**

*[1 Point Each, Maximum 3; Book of Madness (Revised), p.97]*

Each point spent on this Investment puts the character up 1 Trait on challenges to resist any type of magic to a maximum of 3 Traits. This Investment does not function against Dark Thaumaturgy.

### **Dark Thaumaturgy**

*[0 Points (Requires 4 Trait Pact); Dark Ages Companion, p.177]*

A character makes a single four-Trait Pact in order to begin purchasing Paths and Rituals of Dark Thaumaturgy. This four-Trait Pact must be a stand-alone Pact and not combined in any way with other Pacts. This entry includes Blood Magic normally outside of the paradigm of Dark Thaumaturgy.

*\*See the OWbN Infernalist: Guide to Dark Thaumaturgy for information on the rarity of Dark Thaumaturgy Paths and Rituals and rules for purchasing Dark Thaumaturgy and other types of Blood Magic*

### **Darksight / Night Sight**

*[2 Points; Demon: the Fallen - Earthbound, p.100; Demon the Fallen – Player's Guide, p.103]*

As printed, this power allows the Infernalist to see in any illumination (or lack of), even supernatural darkness.

### **Dead Reckoning**

*[1 Point; Demon: the Fallen - Player's Guide, p.104]*

No conversion necessary, use as printed.



## Deadly Humours

[2 or 3 Points per Humour; *Book of Madness (Revised)*, p.97-98; *Dark Ages Companion*, p.177; *Demon: the Fallen - Earthbound*, p.94-96 & p.100; *Infernalism: Path of Screams*, p.74]

With the expenditure of a genre-appropriate Trait per attack, the Infernalist's bodily fluids become toxic, caustic or poisonous with any of the following being possible, per purchase of this Investment (all of which will likely require a Physical Challenge):

- *Ichor (2 Points)* - Black Ichor covers the character's body as his or her flesh becomes viscous, allowing the Infernalist a free retest to escape grapples or restraints
- *Caustic Vomit (2 Points)* - The Infernalist may make a ranged Physical attack against an opponent at close range, retest Athletics, with success dealing 1 Aggravated damage
- *Toxins/Venom (3 Points)* - The Infernalist's blood acts like toxic acid, dissolving anything that it touches and causing the victim to lose 1 Physical Trait (as if he or she had spent it) if the target fails a static Physical Challenge versus a difficulty set by the Infernalist's current Physical Traits

Players and Storytellers should work together to make this Investment uniquely personal. For example, the Infernalist might spew a gout of reddish-blue flame with Caustic Vomit, or the more traditional yellow bile. An Infernalist's hands might drip with greenish-black slime when attacking with Toxins/Venom, or his or her fangs might drip with red-hot saliva.

## Demon Servants

[1 Point per Level (Max 5); *Dark Ages Companion*, p.177; *Infernalism: Path of Screams*, p.75; *Book of Madness (WW4251)*, p.141; *Player's Guide to the Sabbat*, p.35-36]

*Demon Servants* are minor Demons who have been gifted to the Infernalist by his or her patron as part of an Infernal Pact and will serve and generally obey the Infernalist's commands. These Demons are willing to fight to the death if necessary for the Infernalist, but are not blindly loyal and would much rather prefer to accomplish their goals without endangering their Host(s). Demon Servants may not be used to grant Pacts to the Infernalist.

Each point in this Investment (to the maximum of 5, total) allows the Infernalist to purchase another level of the Background: *Demon Servants*. When a character gains their first Trait in this Background, he or she gains the service of a Demon of Rank 1.

Every subsequent time the characters gains another Trait in this Background, he or she chooses to either increase that existing Demon's Rank by one (to a maximum of Rank 3), or to gain another Demon of Rank 1. For example, an Infernalist with Demon Servants x4 may have at his or her disposal: four Rank 1 Demons or two Rank 2 Demons (or some other similar combination).

Storytellers should fully control the actual Demon Servant NPCs and careful monitoring of the powers and investments these Demons have access to is highly recommended. Finally, though these Demon Servants have been assigned to serve the Infernalist, in actuality, they serve two masters; low-powered Demons who serve as Demon Servants are conscripted by more powerful Demons... which may have consequences later in gameplay!

Other names for this Investment include: *Army of the Damned, Guardian, Imp Familiar, Servants, Service, and Summon Hellions*

### **Devil's Eyes**

[2 Points; *Infernalism: Path of Screams, p.74*]

No conversion necessary, use as printed.

### **Disciplines (Powers)**

[2, 5, or 8 Points Each; *Dark Ages Companion, p.177*]

This Investment includes the purchase of “Dark” versions of Disciplines (for Vampires), Gifts (for Werewolves), and other such powers for the various creature types of the World of Darkness. Mages do not purchase Spheres with this Investment, they use the *Infernal Magic* Investment instead.

Characters may purchase any individual level(s) of a power they wish, and are not required to purchase the levels in order, or at all. The costs for these purchases are 1 less than they would normally cost if they were considered native. For example, a Vampire purchasing an Intermediate Discipline via this Investment would pay 5 XP for the power. Blood Magic may never be purchased with this Investment.

Any power which is regulated normally by the OWbN R&U Bylaws may be purchased, but the original level of regulation will still be in effect. This means (for Coord-Approval items), in addition to the approval of the Demon Coordinator, the character must also gain the approval of the Coordinator responsible for the R&U item.

Powers purchased with this Investment (Disciplines/Gifts/Arcanoi/etc) normally only come from the character's genre-appropriate sources (Vampires may not purchase Werewolf Gifts, etc) and Player-Characters may not purchase powers from a non-genre-appropriate source (e.g. a power printed in another World of Darkness genre product-line).

*\*See the OWbN R&U Bylaws for more information [OWbN R&U Bylaws, 3.B.i.2.]*

Non-Player-Characters in possession of powers from a non-genre-appropriate source must have each non-genre-appropriate power Notified to the Demon Coordinator.

*\*See the OWbN R&U Bylaws for more information [OWbN R&U Bylaws, 3.F.viii.1.]*

### **Distortion**

[3 Points; *Demon: the Fallen - Earthbound, p.95*]

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

## Dread Mien

[1 Point; *Demon: the Fallen - Player's Guide*, p.103]

The Infernalist gains 2 Traits on comparison of ties in challenges which utilize Intimidation.

## Emotion Projection

[6 Points; *Book of Madness (WW4251)*, p.141]

The Infernalist spends a temporary Willpower and then engages the target in a Mental Challenge, retest Empathy. On a success, the Infernalist may adjust the victim's Demeanor for the rest of the scene or hour according to the emotion that he or she wishes the victim to feel. Demons are immune to this power.

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

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

## Excise Soul

[8 Points; *Devil's Due*, p.114]

Prerequisite: Spirit Strike

This power functions as Bone Path Necromancy 4: *Soul Stealing* [LotN:R, p.156], with the additional restriction that physical contact must first be made (which may require a Physical Challenge).

## Extra Actions

[5 Points (Max 1 for Infernalists; No Max for Demons); *Book of Madness (WW4251)*, p.141; *Demon: the Fallen - Earthbound*, p.100; *Devil's Due*, p.111]

The Infernalist may spend a temporary Willpower to gain one extra action, which is taken after normal actions (handled in the same manner as Celerity follow-up actions). For Infernalists, only one extra action per round may be taken and the action must be devoted to violence. Demons are not restricted to the number of times they may purchase this Investment.

Other names for this Investment include: *Lightning Speed* and *Speed of Thought*.

### **Extra Health Levels**

*[3 Points Each; Demon: the Fallen - Earthbound, p.98 & 100; Demon: the Fallen - Player's Guide, p.98; Devil's Due, p.110]*

The character gains two additional Bruised Health Levels. This investment may be purchased multiple times, to a maximum of 3 total.

### **Extra Appendages**

*[2 Points per Set of Appendages, 1 Point for a Tail; Book of Madness (Revised), p.97-98; Dark Ages Companion, p.177; Demon: the Fallen - Earthbound, p.93-94; Demon: the Fallen - Player's Guide, p.99; Player's Guide to the Sabbat, p.35]*

The Infernalist gains a second set of arms, a pair of writhing tentacles, or a thick prehensile tail.

- *Tentacles (2 Points):* A pair of tentacles affords the Infernalist a free retest on all grappling challenges, and the ability to maintain a grapple while still performing normal tasks with his or her other set of arms (but not initiating additional grapples). These tentacles are not coordinated or dextrous enough to hold weapons or handle objects which require fine manipulation. An Infernalist may not possess both Tentacles and Arms.
- *Arms (2 Points):* A second set of arms allows the Infernalist the ability to maintain a grapple while still performing normal tasks with his or her other set of arms (but not initiating additional grapples). These extra arms also allow the Infernalist to hold (and attack with) extra weapons or items, and to perform tasks which require coordination or fine manipulation. An Infernalist may not possess both Tentacles and Arms.
- *Tail (1 Point):* A prehensile tail allows the character to perform to do any simple task that he or she could do with one hand without looking such as opening doors, retrieving objects or holding (but not attacking with) a weapon.

### **Eyes of the Abyss**

*[4 pts; Book of Madness (WW4251), p.141]*

The Infernalist locks eyes with his target, spends a temporary Willpower, a genre-appropriate Trait and initiates a contested Social Challenge, retest Subterfuge. On a success, the Infernalist's eyes turn black and for the rest of the round, as long as the Infernalist maintains eye contact, the victim may not move, speak, or activate any power which requires an offensive Challenge. Physical harm to the victim automatically breaks this power.

### **Fast Healing**

*[4 Points; Demon: the Fallen - Earthbound, p.100]*

No conversion necessary, use as printed.

### **Flight / Wings**

*[3 Points Each; Book of Madness (Revised), p.96; Dark Ages Companion, p.177]*

After spending a genre-appropriate Trait to activate this Investment for the scene or hour, the Infernalist gains large, leathery wings. This Investment is mechanically similar to Flight 2: *Level 2* [MET: Camarilla Guide, p.73] and may be purchased twice. The second time this Investment is purchased, the characters flight is increased to the mechanical equivalent of Flight 4: *Level 4* [MET: Camarilla Guide, p.73]

### **Fortunate Guess**

[2 Points; *Devil's Due*, p.117-118]

This Investment allows the Infernalist an uncanny intuition for the flow of chance and destiny and mechanically mimics the 3 Trait Merit: *Oracular Ability* [LotN:R, p.120]

### **Frenzy**

[3 Points; *Demon: the Fallen - Earthbound*, p.100]

The Infernalist spends a temporary Willpower in order to immediately enter a controlled Frenzy which lasts for a number of rounds equal to his or her Self-Control/Instinct rating. For the mechanics of Frenzy, see the Frenzy section in LotN:R, p.208-209.

### **Gaping Maw / Grim Jaws**

[1, 2, or 4 Points; *Demon: the Fallen - Earthbound*, p.94; *Devil's Due*, p.109; *Player's Guide to the Sabbat*, p.35]

For one point, the Infernalist's jaw can stretch so far that he or she can swallow objects as large as a child within two turns allowing the Infernalist to make bite attacks without first needing to initiate a grapple. For two points, the Infernalist can additionally chew through, grind up and digest anything that can fit into his or her mouth including metal, stone and flesh; the Infernalist's bite attacks deal an extra level of Aggravated damage at this level.

For four points, the Infernalist gains all of the previous benefits, another level of Aggravated damage while biting (for a total of 2 extra) and gains 2 Bonus Traits on Physical challenges made to attack with his or her bite.

### **Ghost Sight / Spirit Sight**

[2 points for *Ghost Sight*; *Player's Guide*, p.107 or 3 points for *Spirit Sight*; *Devil's Due*, p.116]

With the expenditure of a genre-appropriate Trait, this investment allows the Infernalist to see into either the Umbra (*Spirit Sight*) or the Shadowlands (*Ghost Sight*) for the rest of the scene or hour. While active, the Infernalist may also notice Spirits or Wraiths in possession of an individual. Though an Infernalist may purchase both, only one of these Investments may be utilized at any one time.

### **Goat Feet**

[2 Points; *Infernalism: Path of Screams*, p.74]

The Infernalist spends a genre-appropriate Trait to activate this Investment for the scene or hour in order to gain the benefit of double-overland movement. Goat Feet may only be active between sunset and dawn.

### **Hardened Flesh**

[3 Points; *Demon: the Fallen - Earthbound*, p.100; *Demon: the Fallen - Player's Guide*, p.98; *Devil's Due*, p.105-106]

The Infernalist receives the same ability to resist lethal damage that Demons possess as an Innate ability.

Other names for this investment include: *Damage Resistance*

### **Immune to Electricity**

[2 Points; *Demon: the Fallen - Earthbound*, p.94]

Use as printed with the addition that the character is also immune to any kind of stun effects from electricity.

### **Immune to Falling Damage**

[2 Points; *Demon: the Fallen - Earthbound*, p.94]

No conversion necessary, use as printed

### **Immunity to Fear**

[1 Point; *Demon: the Fallen - Earthbound*, p.100]

The Infernalist receives the same immunity to fear that Demons possess as an Innate ability.

### **Immune to Fire**

[5 Points; *Demon: the Fallen - Earthbound*, p.95; *Demon: the Fallen - Player's Guide*, p.101; *Infernalism: Path of Screams*, p.75; *Player's Guide to the Sabbat*, p.35]

The Infernalist is immune to natural flame and heat, but not magical fire or sunlight. This immunity does not protect the Infernalist's possessions or clothing.

Other names for this Investment include: *Hell Skinned* and *Sign of the Inferno*

### **Immunity to Mind Control**

[2 Points; *Demon: the Fallen - Earthbound*, p.100]

The Infernalist receives the same immunity to mind control that Demons possess as an Innate ability with the exception of being immune to the Blood Bond.

### **Immune to Poisons**

[3 Points; *Demon: the Fallen - Player's Guide*, p.102]

No conversion necessary, use as printed

### **Improved Ability**

[1 Point (Max 1 per Ability); *Book of Madness (Revised)*, p.96 & *Dark Ages Companion*, p.177]

The Infernalist may purchase one level of an Ability over the normally allowed maximum for the character. This Investment may only be purchased once per Ability and may not be used to purchase Lores.

Other names for this Investment include: *Abilities; Attributes and Abilities*

### **Improved Attribute**

*[1 Point per Attribute Trait (Max 3 per Category) or 2 Points for an Attribute Category (Max 1 per Category); Devil's Due, p.112; Book of Madness (Revised), p.96-98]*

There are two different methods of purchasing this investment.

With the first, the Infernalist purchases extra traits on a one-for-one basis in the desired category (Physical, Social and/or Mental) which may go over the normal maximum for the character. Traits gained via this Investment function as normal Traits with regard to bidding, spending and refreshing.

With the other method, the Infernalist instead spends 2 points in order to be permanently considered up 3 Traits on comparison of ties in challenges utilizing that Trait category.

A character cannot purchase the ties-style Investment for the same category he or she purchases the Traits-style Investment for.

Other names for this Investment include: *Attribute Enhancement, Demonic Strength, Improved Physical Capabilities, Enhanced Mental Acuity, Enhanced Social Traits, Inhuman Allure, Improved Dexterity, Inhuman Strength, Irresistible Force, Monstrous Strength, Preternatural Reflexes, Super Strength, Superhuman Attribute, Trait Aptitude, Trait Enhancement, and Uncanny Beauty*

### **Improved Background**

*[1 Point per level; Book of Madness (Revised), p.96; Infernalism: Path of Screams, p.73 & Devil's Due, p.119]*

For each Point spent, the Infernalist may purchase one level of the desired Background. Almost any Background is available via this Investment (i.e. Allies, Contacts, Influence, Resources), including those which might normally be unavailable to the character or extremely difficult to obtain (i.e. Arcane, Fame, Generation). Backgrounds may not be raised above normal character limitations. Avatar may not be purchased via this Investment.

If the Background level(s) purchased with this Investment are somehow reduced (Retainers killed, Influence attacked, Resources stolen, etc), the level(s) will return at a rate of 1 per month, automatically.

Other names for this Investment include: *Backgrounds & Twist of Fate*

### **Improved Initiative / Enhanced Intuition**

[1 Point; *Demon: the Fallen - Earthbound*, p.93; *Demon: the Fallen - Player's Guide*, p.100]

While active, the Infernalist gains 3 Bonus Traits to his or her initiative when determining who acts first

### **Incorporeal Form**

[7 Points; *Book of Madness (Revised)*, p.97-98; *Demon: the Fallen - Earthbound*, p.95; *Devil's Due*, p.110]

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

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

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

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

### **Infernal Magic**

[10 Points; *Book of Madness (Revised)*, p.98]

This Investment is for Mages purchasing Spheres and Sorcery Paths via Infernalism and no conversion is necessary. If a character purchases Spheres in this manner, he or she possesses an Infernal Avatar rating equal to that of the highest infernal Sphere (this is not a true Avatar).

### **Infernal Passage**

[7 Points; *Player's Guide to the Sabbat*, p.36]

No conversion necessary, use as printed.

### **Invisibility**



*[2 or 5 Points; Devil's Due, p.120; Player's Guide to the Sabbat, p.35]*

The Infernalist blurs and fades, becoming physically invisible. Spend a genre-appropriate Trait and one Mental Trait for each minute that the Infernalist wishes remain invisible; the Infernalist may additionally spend a temporary Willpower in order to remain Invisible for the entire scene or hour. If entering Invisibility in front of observers, you must perform a contested challenge of your Physical Traits (retest Stealth) versus the opponents' Mental Traits (retest Investigation).

As long as the character remains silent and only moves carefully and stealthily, most others will have no reason to suspect his or her presence or to actively search the area for hidden individuals. At Storyteller discretion, bystanders and onlookers may be able to spot the slight mirror-like shimmering effect of the invisibility and call for a test.

Characters attempting to spot you while already invisible must win the same type of challenge described above, but those not using Auspex or other such supernaturally-enhanced senses are considered down -3 Traits on this challenge.

For 2 points, the character becomes invisible to animals (even though some animals might still smell the Infernalist). For 5 points, the character becomes invisible to everyone.

### **Inviolate Soul**

*[7 Points; Devil's Due, p.106]*

The Infernalist gains the same immunity to Possession that Demons receive as an Innate ability.

### **Journey to the Spirit Realm**

*[7 Points; Player's Guide to the Sabbat, p.36]*

The Infernalist's body and anything carried (aside from people or corpses) becomes incorporeal (as a Spirit) and enters into the Spirit Realm (Umbra). One genre-appropriate Trait must be spent when the character enters, and one must be spent for each additional hour the character resides in or travels through the Umbra.

### **Kiss of Hades**

*[1 pt; Player's Guide to the Sabbat, p.35]*

Spend a genre-appropriate Trait. For the scene or hour, the Infernalist's lips become red-hot, inflicting an additional level of Aggravated damage on bite attacks and when the Infernalist successfully grapples another character.

### **Lash of Anguish**

*[4 Points; Devil's Due, p.114]*

Prerequisite: Shield of Spite

By spending a turn concentrating on a target within line of sight, the Infernalist may unleash a surge of raw pain and despair, telepathically. Spend a temporary Willpower and initiate a contested Mental

Challenge, retest Occult. On a win, spend one to three Mental Traits in order to cause the victim to lose a corresponding number of temporary Willpower.

### **Life Leech**

*[5 Points; Player's Guide to the Sabbat, p.35]*

The Infernalist may drain Willpower from a victim and turn it into a genre-appropriate Trait. Make physical contact with the target (possibly requiring a Physical Challenge) and initiate a Social Challenge, retest Subterfuge. On a win, the target loses a temporary Trait of Willpower and the Infernalist gains one Genre-appropriate Trait. This power may only be used on mortals (including Ghouls and Lupines).

### **Lordly Mien**

*[2 Points; Demon: the Fallen - Player's Guide, p.101]*

The Infernalist gains 2 Traits on comparison of ties in challenges which utilize Leadership.

### **Luciferian Charm**

*[4 Points; Demon: the Fallen - Player's Guide, p.100 & 103; Infernalism: Path of Screams, p.74]*

The Infernalist may spend a genre-appropriate Trait in order to win on ties in a Social Challenge. This trait may be spent any time during the challenge. Alternately, the Infernalist may spend a temporary Willpower in order to win on ties in all Social Challenge for a scene or hour. This Investment may not be utilized against Demons.

Other names for this Investment include: *Sea's Beauty and Unearthly Glamor*.

### **Magic Portal**

*[3 Points; Player's Guide to the Sabbat, p.35]*

Use as printed with the addition that the use of this power requires the expenditure of a genre-appropriate Trait and that the expenditure may be done so reflexively (if possible).

### **Magic Sense**

*[1 Point; Player's Guide to the Sabbat, p.35]*

The Infernalist only needs to concentrate for one round and spend a genre-appropriate Trait in order to enact this power, which works in a similar manner to the Basic Ritual: *Sense the Mystical* [MET: *Storyteller's Guide*, p.68] within the specified range.

### **Magnetic Field**

*[2 Points; Demon: the Fallen - Earthbound, p.93-97]*

Spend a genre-appropriate Trait. For the scene or hour, electronic devices are disrupted around the Infernalist out to a radius of the character's permanent Willpower, in yards.

### **Mammon's Gift**

*[8 Points; Infernalism: Path of Screams, p.74]*

No conversion necessary, use as printed.

### **Mask of Innocence**

*[10 Points; Book of Madness (Revised), p.98-99]*

This Investment is always active and completely protects the Infernalist from any attempts to discover his or her Infernal Nature. No amount of mind probing, aura-reading, spirit-reading or other such divination or magic can determine if the character is an Infernalist - or force her to confess her true nature. Neither can any kind of ritual, ritae, or magical item detect the Infernalist's true nature.

*\*Creating such a power or item requires Demon Coordinator Approval [OWbN R&U Bylaws, Section G. vii.9.]*

This Investment does not prevent the Infernalist from being caught actively utilizing an Infernal power... if the Infernalist is blasting people with green fire, there would be little doubt as to his or her nature.

### **Master of the Domain**

*[5 Points; Player's Guide to the Sabbat, p.35]*

No conversion necessary, use as printed

### **Miasma**

*[2 Points; Demon: the Fallen - Earthbound, p.94]*

The Infernalist exhales a cloud of debilitating foulness out to a maximum radius of two steps per Physical Trait expended (max 3 Traits). Each round, those caught in the cloud must perform a Static Physical challenge, retest Survival, against a difficulty set by the Infernalist's Physical Traits at the time of creation. On a loss, the victim is overcome with sickness and loses his or her action (but may still move and defend themselves). The cloud disperses after a number of rounds equal to the Traits spent on its creation.

### **Mind Eater**

*[5 Points; Demon: the Fallen - Earthbound, p.100]*

The Infernalist touches his or her target (which may require a Physical Challenge), spends a temporary Willpower, bids a number of Mental Traits (to a maximum of 3) and initiates a contested Mental Challenge, retest Occult. On a success, the Infernalist "steals" a number of Mental Traits determined by the amount of Traits he or she bid on the initial challenge. These stolen Mental Traits may be used to replace Traits the Infernalist has lost or spent earlier in the night, divided into any category, up to the normal maximum(s) for the character.

### **Natural Weaponry**

*[1, 2 or 3 Points; Book of Madness (Revised), p.97-98; Demon: the Fallen - Earthbound, p.94; Devil's Due, p.108-109; Infernalism: Path of Screams, p.73-74; Player's Guide to the Sabbat, p.35]*

With the expenditure of a genre-appropriate Trait for the next scene or hour, the Infernalist grows large, twisted variations of different types of natural weapons with any of the following being possible, per purchase of this Investment:

- *Razor Fangs and Fingers (1 Point)* - The Infernalist gains the Bonus Trait: Sharp and all Brawling attacks are considered to deal an extra Aggravated damage
- *Thorns/Spikes (1 Point)* - The Infernalist grows sharp spikes, spines, quills or thorns over his or her body which inflict one Aggravated damage automatically on anyone who wins or maintains a grapple against the Infernalist, or who hits the Infernalist successfully with a Brawling attack
- *Horns (2 Points)* - The Infernalist grows horns that deal Aggravated damage and can pierce almost any material. Brawling attacks made with the horns deal an extra level of Aggravated damage and have the special ability: *Armor Piercing*
- *Claws (3 Points)* - The Infernalist grows massive claws which provide the Bonus Traits: *Sharp* x2, deal an additional level of Aggravated damage in Brawling combat, and have the special ability: *Destroy Shield*

### **Pass Without Trace**

[2 Points; *Demon: the Fallen - Player's Guide*, p.99]

While active, anyone who tracks the Infernalist will be forced to make an extra retest on any successful successful challenge. This operates against both mundane and magical methods of tracking (such as the Basic Ritual: *Illuminate the Trail of Prey* and other such powers).

### **Pattern Sense (Supernatural Awareness)**

[6 Points; *Devil's Due*, p.107]

The Infernalist receives the Supernatural Awareness that Demons possess as an Innate ability.

### **Perfect Lie**

[3 Points; *Devil's Due*, p.115]

Prerequisites: Read the Sin

The Infernalist's lies now show as truth. Any mundane attempt to discern if the Infernalist is lying (e.g. the Ability: Subterfuge) automatically fails and any supernatural attempt to discern his or her lies (e.g. Auspex 2: Aura Perception) lose on all ties and must make a retest on any successful challenge.

### **Pheromone Powers**

[2 Points; *Player's Guide to the Sabbat*, p.35]

Spend a genre-appropriate Trait. For the next scene or hour, mortals who wish to retest your Dominate must spend two Willpower instead of the normal one. Additionally, you receive a free retest on any Dominate challenge which targets a mortal within the range of your Pheromones.

### **Premonition**

[4 Points; *Devil's Due*, p.118]

Prerequisite: Fortunate Guess

Spend a genre-appropriate Trait. For the next scene or hour, the Infernalist cannot be surprised and always acts first in the surprise round.

### **Psychic Tracker**

*[2 Points; Player's Guide to the Sabbat, p.35]*

No conversion necessary, use as printed. Characters spend one genre-appropriate Trait when this Investment is enacted, and another for each hour of tracking. Storytellers are advised to rule this Investment in a similar manner as the Basic Ritual: *Illuminate Trail of the Prey* [MET: Sabbat Guide, p.131], but without the need for a starting location.

### **Raise the Dead**

*[7 Points; Devil's Due, p.115]*

Prerequisite: Spirit Sight

Mechanically, this Investment is almost identical to Bone Path Necromancy 3: *Shambling Hordes* [LotN:R, p.156]. Though the dead raised via this Investment will obey their maker to the best of their ability, they seek only to kill and devour the flesh of the living and are only useful for fulfilling violent tasks. Left to their own devices, they will shamle off in search of living prey. Undead raised with this Investment suffer one level of aggravated damage each day from decomposition and may not heal in any way.

### **Regeneration**

*[4 or 9 Points; Book of Madness (WW4251), p.141; Book of Madness (Revised), p.99; Demon: the Fallen - Player's Guide, p.98; Devil's Due, p.108]*

For 4 points, the Infernalist heals one health level of bashing damage per round and one level of lethal damage per day (the wound heals 24 hours after being received). For 9 points, the Infernalist heals one level of bashing or lethal damage per round and one level of aggravated damage per day.

### **Rejuvenation**

*[10 Points; Player's Guide to the Sabbat, p.36]*

No conversion necessary, use as printed

### **Relentless**

*[10 Points; Book of Madness (Revised), p.100; Demon: the Fallen - Player's Guide, p.102]*

The Infernalist returns from death! It takes one full day to return and the Infernalist appears naked, with no possessions, and at a random safe spot, as determined by the Storyteller. When this occurs, the Infernalist loses one Attribute Trait from each category: Physical, Social and Mental. This Trait loss is permanent and comes with a permanent reduction of the character's Trait caps by one. Each time the Infernalist utilizes this Investment to come back from death, this penalty applies and further reduces the Infernalist's Trait caps to a maximum reduction of -5. After the fifth time, the Infernalist may no longer come back from the dead via this Investment.

*\*Utilizing this Investment requires Demon Coordinator Notification for each use [OWbN R&U Bylaws, 3.H.vi.2.]*

## **Relentless Soul**

*[6 Points; Devil's Due, p.110-111]*

Prerequisite: Hardened Flesh

Whenever the Infernalist suffers lethal damage which would reduce the character to below Incapacitated, he or she may spend a temporary Willpower in order to remain at the Incapacitated health level.

## **Resilience**

*[4 Points Each (Max 2 Total); Devil's Due, p.111]*

Prerequisite: Hardened Flesh

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

## **Resistance to Illusion**

*[2 Points; Demon: the Fallen - Earthbound, p.101]*

The Infernalist receives the same ability to resist illusions that Demons possess as an Innate ability.

## **Scream of Terror**

*[4 Points; Demon: the Fallen - Earthbound, p.101]*

This power requires a temporary Willpower to enact and only works on mortals. Make a mass Social Challenge against your target(s), retest Intimidation. On a win, the terrified mortal(s) must flee, faint or panic for the remainder of the scene (Storyteller discretion).

## **Scry**

*[5 Points; Devil's Due, p.118]*

The Infernalist must spend a round concentrating on a location he or she has visited, an object he or she has touched, or a person he or she has met. If the target is within a number of miles equal to the Infernalist's permanent Willpower, he or she may initiate a Static Mental Challenge, retest Occult, against a difficulty set by the Storyteller (for locations and objects) or by the current Mental Traits of the target. On a success, for each Mental Trait spent, the target and surrounding location is revealed to the Infernalist for one round as if he were physically standing there. The Infernalist may continue to spend Mental Traits each round to continue viewing the scene.

## **Sense Vitality**

*[3 Points; Devil's Due, p.111]*

With a glance, the Infernalist may make a Static Mental challenge, retest Awareness, against the target in order to ascertain one of the following pieces of information:

- Whether the Subject is living, or not
- Subject's current amount of Health Levels
- Whether the Subject suffers from any disease
- Whether the Subject has any toxic substance(s) in his or her body

### **Shameful Sight**

[6 Points; *Infernalism: Path of Screams*, p.75]

For this Investment, use the mechanics for Daimoinon 2: *Sense the Sin* [MET Storyteller's Guide, p.22] with the additional requirement of eye contact. Successful use of this power is undetectable.

### **Sharpened Senses / Multiple Eyes**

[2 Points; *Demon: the Fallen - Earthbound*, p.95; *Devil's Due*, p.118-119]

With Sharpened Senses, the Infernalist gains 2 Traits on comparison of ties in non-combat challenges involving the use of any sense to perceive small or hidden details. With Multiple Eyes, the Infernalist gains 360 degree vision and is considered up 2 Traits on comparison of ties in non-combat challenges involving visual perception.

### **Shield of Spite**

[3 Points; *Devil's Due*, p.115]

Prerequisites: Inviolate Soul

Whenever anyone attempts to open any kind of telepathic contact or mind-affecting magic with the Infernalist, they are automatically dealt 3 Bashing damage and lose a temporary Willpower (regardless if the actual challenge is won or lost). The exception to this is a Demon's Invocation of Name.

### **Shortened Path**

[5 Points; *Devil's Due*, p.119]

The Infernalist spends a genre-appropriate Trait and then spends a number of Physical Traits equal to the amount of time he or she wishes to reduce travel time by, as follows:

- 1 Trait: Travel time is reduced by a third
- 2 Traits: Travel time is reduced by half
- 3 Traits: Travel time is reduced by two-thirds

Alternately, the Infernalist may spend a genre-appropriate Trait during combat in order to reflexively gain double-overland movement for one action (action, not the entire round).

### **Shrouded Soul**

[6 Points; *Devil's Due*, p.115]

The Infernalist spends a temporary Willpower during or immediately at conclusion of the scene. All individuals he or she interacted with during the scene are considered to have been affected as if the Infernalist had spent 2 Traits of the Background: *Arcane* [MET: *Laws of Ascension*, p.103].

### **Smell Fear**

*[1 Point; Player's Guide to the Sabbat, p.35]*

No conversion necessary, use as printed.

### **Soul Burn**

*[1 or 2 Points; Devil's Due, p.116]*

The Infernalist gains the ability to spend a permanent Willpower in order to refresh his or her pools of temporary Traits, including: Attribute Traits, Ability Traits, Willpower Traits, and other genre-appropriate pools such as Blood, Rage, or Gnosis. For one Point, the Infernalist may refresh one single pool to maximum (Traits, Abilities, Willpower, Blood, etc) with the expenditure of a Permanent Willpower. For two Points, the Infernalist refreshes all pools with the expenditure of a Permanent Willpower.

### **Spirit Strike**

*[4 Points; Devil's Due, p.116]*

Prerequisite: Ghost Sight or Spirit Sight

Spend a temporary Willpower; for the remainder of the scene or hour, the Infernalist may strike immaterial spirits.

### **Step Between**

*[7 Points for Demons, 10 Points for Infernalists; Devil's Due, p.119]*

Prerequisite: Shortened Path

The Infernalist spends a genre-appropriate Trait and a temporary Willpower in order to gently warp space, vanishing and reappearing in a blur of light or wavering shadow at (up to) a distance determined by the amount of Mental Traits spent, as follows:

- 1 Traits - 12 Steps
- 2 Traits - 35 Steps
- 3 Traits - 60 Steps

### **Stormwarden**

*[2 or 4 Points; Book of Madness (Revised), p.100]*

No conversion necessary, use as printed

### **Teleportation**

*[6 Points; Player's Guide to the Sabbat, p.36]*

The Infernalist spends a genre-appropriate Trait and a temporary Willpower in order to immediately pop from one location into another, to a maximum range of 100 feet. The Infernalist does not need line of sight on his or her target location.

### **The Ebon Fountain**

*[10 Points; Book of Madness (Revised), p.98]*



No conversion necessary, use as printed

### **The Host**

*[2 Points, Demon: the Fallen - Earthbound, p.95]*

Spend a genre-appropriate Trait. For the scene or hour, several mouths appear over the Infernalist body which allow the Infernalist to automatically deal 2 Aggravated damage at the end of the round to anyone he or she has successfully held in a grapple. The mouths whisper blasphemies in languages the Infernalist knows while they are not otherwise occupied.

### **Thunderous Voice**

*[3 Points, Demon: the Fallen - Earthbound, p.96]*

The Infernalist's scream is a deadly weapon, shattering glass and causing 3 bashing damage to anyone and anything caught in its path. The Infernalist spends a genre-appropriate Trait and performs a ranged attack with his or her voice, retest Performance which may utilize the Weapon Special Capability: *Spray*.

### **Touch of Death**

*[3 Points, Demon: the Fallen - Earthbound, p.96]*

The Infernalist touches his target (possibly requiring a Physical Challenge) and spends a genre-appropriate Trait. As long as the Infernalist continues to spend a genre-appropriate Trait each round and maintains Physical contact, the victim may not move, speak or feel any pain. The victim may act normally for the round (and likely attempt to break the touch/grapple) by spending a temporary Willpower. This power has no effect on Demons or supernatural creatures who are already dead.

### **Tremor Sense**

*[3 Points, Demon: the Fallen - Earthbound, p.96]*

Spend a genre-appropriate Trait. For the scene or hour, the character can sense any movement or vibration in a small to medium-sized area and even though an individual may be supernaturally hidden and not yet discovered, the Infernalist will still know that *something* is moving.

### **Turn to Toad**

*[6 pts; Player's Guide to the Sabbat, p.36]*

Spend a genre-appropriate Trait and a temporary Willpower, then make a contested Mental Challenge, retest Animal Ken, against the target. On a win, the target is turned into a toad for the rest of the night.

### **Two Dimensional**

*[4 Points; Player's Guide to the Sabbat, p.35]*

Use as printed with the addition that it costs one genre-appropriate Trait to activate this power.

## **Unyielding**

*[6 or 9 Points; Demon: the Fallen - Player's Guide, p.104; Demon: the Fallen - Earthbound, p.97; Devil's Due, p.111]*

Prerequisite: Resilience (any value)

For six points, the character gains the toughness of a Vampire, halving all bashing damage. Vampires with this Investment further deduct one bashing damage from each attack after the initial attack is halved, but before any other reductions or re-directions are applied. For nine points, the character has the durability of stone and ignores all sources of bashing damage outright.

Other names for this investment include: *Immune to Bashing Damage*

## **Walk the Walls**

*[3 pts; Player's Guide to the Sabbat, p.35]*

This power costs a genre-appropriate Trait to enact and lasts for the scene or hour. Otherwise, no conversion is necessary, use as printed.

## **Water Breathing / Aquatic**

*[1 pt; Demon: the Fallen - Earthbound, p.101; Player's Guide to the Sabbat, p.34]*

The Infernalist may breathe and move freely underwater. He or she may move and even run without penalty.

## **Webbing**

*[4 pts; Demon: the Fallen - Earthbound, p.101]*

The Infernalist spends a genre-appropriate Trait and takes a Bashing Damage in order to vomit a sticky mess of webbing at a target up to 5 steps away. The Infernalist initiates a ranged Physical Challenge, retest Athletics, which the target must Dodge or be enveloped in the webbing. An ensnared victim is considered under the effects of a grapple (and may not move) until he or she escapes the webbing which has 5 health levels and a number of Physical Traits equal to that of the Infernalist.

## **Youth & Longevity (Life)**

*[1 Point, Infernalist Only; Book of Madness (Revised), p.100; Dark Ages Companion, p.177; Devil's Due, p.112; Infernalism: Path of Screams, p.74]*

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

## CONTRIBUTIONS

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Jason Clark  
Demon Coordinator, 2014