



paths

of



darkness

A BLOOD games supplement

paths of darkness

A BLOOD GAMES SUPPLEMENT

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Introduction to Paths of Darkness

Paths of Darkness is about the other side of Blood Games, the bad guys - or at least the not-very-good guys. Some of the Blood Games Paths are inherently aligned with the Light - Magi can call upon Angels, Templars are the hands of God on Earth, Hunters are empowered by the Powers of Light to fight the Creatures of Darkness, and Witches believe in the three-fold return of any good or evil they do in this life. Other Paths are unaligned with Light or with Darkness - Esotericists and Shamans can align with either side or neither side as they see fit. Cambions were originally a creation of the Dark in mockery of Hunters, and many of them still work for those ends.

Yet how could Magi, Templars and Witches be exempt from the curse and glory of mankind, which is the ability to discern good and evil, and the ability to choose between them? They are not exempt. There are Dark Paths each can take if he chooses, Paths which enable them to use their powers for selfish or evil ends. This book is all about those Paths.

Characters taking the Path of the Diabolist must be clerics of some kind - rabbis, priests, monks, nuns, imams, etc. The Path of the Diabolist can be entered into like any path, or can be entered into by a Magus when she leaves that path. Conversely, a Diabolist can enter into the path of the Magi when he leaves the Diabolist Path. This is because the Magus and Diabolist are mirrors of each other, one calls upon the angels, the other on the fallen angels.

The Diabolist Gains:

+2 PSI

Many times Diabolists are created when a devil successfully tempts a Magus. Similarly, some Magi are former Diabolists who have turned to the Light. Other times, Diabolists are created ab initio, when a normal human cleric of sufficient PSI is tempted to the Darkness by a devil. The devil who does the tempting is, of course, the devil called upon by the diabolist, and thus defines the Diabolist's powers.



The devil chosen gives power over the things listed. This should be fairly strictly defined by the GM. For instance, As a rule of thumb, if a use of a power duplicates the power of another devil - for instance using Belial's power over lies to seduce another, the province of Lilith - is not a proper use of the power.

The GM has power to rule whether or not a particular request for use of a devil's power is granted. The rationale is that devils would never go against the will of Iblis/Satan, therefore at times the call for diabolic aid will go unanswered, if it against Iblis/Satan's will. If a call for diabolic intervention is not answered, then the PSI point is not used. For example, if a Diabolist with three PSI points calls upon Asmodai for Vengeance, and the call is not answered, the Diabolist still retains three PSI points. When a Diabolist calls upon his devil and the call is answered, a PSI point is used. PSI points return 24 hours after they were used.

When a Diabolist calls upon her infernal partner, she must call aloud the name of the Devil and ask the favor in clear precise language, such as:

- *O Great Lilith! Give me the power of Flight, that I might wreak devastation in your Unholy Name!*

Flattery works well with Devils, the chance of success gaining appropriate bonuses as the flattery is piled on, at the GM's discretion.

There is no profession associated with the Diabolist Path. Diabolists may continue in whatever professions they were following, or switch, as they please. Diabolists, being selfish, use their powers for their own ends, and whatever pay scale they use in their chosen careers is multiplied by three, or by five if the Devil in question has power over Gambling or Wealth.

Judeo-Christian-Islamic Devils

| Name | Title | Power Over |
|------------------|-------------------|-----------------------------|
| Appolyon | King of Demons | War, Warriors, Battle |
| Asmodai | The Destroyer | Lust, Gambling, Vengeance |
| Beelzebub | Lord of the Flies | Corruption, Disease, Pride |
| Belial | Prince of Pride | Lies, Fraud, Confusion |
| Lilith | The Seductress | Night, Seduction, Flight |
| Leviathan | The Dragon | The Sea, Serpents, Water |
| Belphegor | Lord of Discovery | Discord, Invention, Wealth |
| Berith | Lord of Knowledge | Divination, Fame, Alchemy |
| Mammon | Lord of Wealth | Wealth, Avarice, Injustice |
| Astaroth | Prince of Secrets | Math, Invisibility, Secrets |
| Furfur | Storm Lord | Love, Lightning, Storm |

Diabolists calling upon Furfur or Leviathan may call for a strike of lightning or water, whichever is appropriate, doing %d+100 points of damage to a foe.

Zoroastrian Daevas

| Name | Power Over |
|--------------------|-----------------------------------|
| Aesma Daeva | Lust, Anger, Wrath, and Vengeance |
| Aka Manah | Seduction and Sensual Desire |
| Apaosa | Drought and Pestilence |
| Bushyasta | Sloth, Lethargy, and Sleep |
| Dahaka | Death, Deceit, and Mendacity |
| Nanghaithya | Discontent and Discord |
| Zarich | Age and Aging |
| Dev | War, Warriors, and Battle |
| Druj | Lies, Fraud, and Trickery |

The Thaumaturgy Path

Thaumaturges are the dark mirror-image of Templars. A Thaumaturge can be a Templar converted to the service of Darkness, or the Path can be taken from the beginning. Thaumaturges converted to the side of Light can become Templars.

Thaumaturges Gain:

+5 STR

+5 COOR

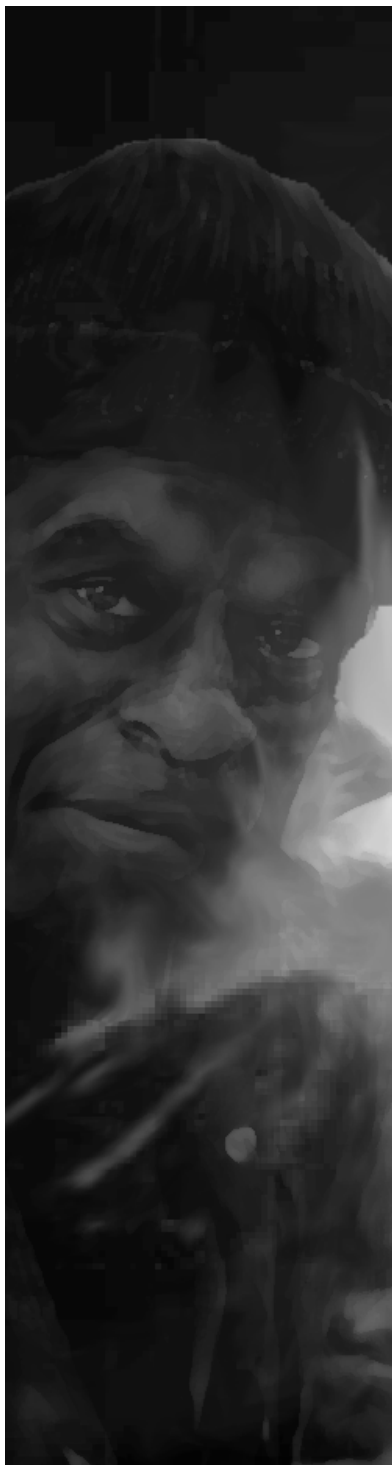
+5 AGY

+5 END

+5 CHAR

+3 PSI

Thaumaturges and Templars share a fierce and unflinching personality, a burning passion inside. In the Thaumaturge, this passion is allowed free reign sexually, just as it is contained by the Templar's chastity. Thaumaturges practice sexual excess



and perversion, the more perverse, the better. Magical energy is gained from these practices, just as it is gained from chastity. The energies gained from these practices are darker and heavier than those gained from chastity.

Thaumaturges have a laser-like focus. They are what they do. Money is meaningless in and of itself, and only useful for corrupting others who care about it. Everything and anything is a tool to corrupt: faith, kindness, charity, even love. All of these and many more are the tools the Thaumaturge wields to corrupt, handles to twist and buttons to pull.

Thaumaturges are bitter and cynical, often centered on feelings of pain and betrayal. Their need for vengeance is focused on twisting people to be like them, so that they can feel what the Thaumaturge feels, and understand. They are utterly self-absorbed, unable to tear their focus away from their own pain. Having others share their pain is the only thing that eases it, though that doesn't last long.

When a Templar becomes embittered and turns to Thaumaturgy, he does not gain additional boosts to physical attributes or PSI. Instead, the boosts given by God to the Templar are replaced by those given by the Powers of Darkness. Miracles the Templar could accomplish by the Will of God are now powered by the Powers, for the Powers' own purposes. For Example: if a Templar turned Thaumaturge could Heal before they embraced the Darkness, they can still Heal after, though such a Healing would be for different purposes.

Many Thaumaturges masquerade as Templars, getting good people to trust them and help them in all innocence, while they secretly work to betray all their helpers hold dear. Often they become the heads of Cults, leading deluded followers to death and damnation, and using their powers to delude the faithful.

The Thaumaturge Profession

Person dedicated to the service of Darkness through use of miracles, weapons, or whatever else is handy.

Prerequisites: none

Waiver Roll: N/A

Pay Scale: 150 start, 150 jump

Social skills available: Convince, Goad, Entice, Engrace, React, Adapt, Operate, Overdo

Skill Tables: Roll 1d6 or choose

| 1 | 2 | 3 | 4 | 5 | 6 |
|----------|-------------|---------|-------------|-----------------|-----------|
| Stun | Telekinesis | Shield | Interrogate | Stun | Locate |
| Firearms | Melee | Martial | Firearms | Blade | Martial |
| | | Arts | | | Arts |
| Climbing | Focus | Dash | Dash | Gymnas- tics | Alertness |

The Path of the Dark Circle

One of the core beliefs of Wicca is that all good and evil one does in this life are repaid back in kind threefold in this life. How is it, then, that some Witches choose to cause immense evil? Would they not have to pay threefold in evil done to them? The Witches of the Dark Circle have found a way around this limitation. In short, they cheat.

Witches of the Dark Circle Gain:

+2 to PSI

The term “Witch” has come to be the commonly accepted term for one that follows the religion of Wicca in its many branches. For its use in Blood Games, the term “Witch” will be used to describe a person of incredible faith in the Wiccan religion, a pagan counterpart to the Judeo-Christian Magi. When a character first becomes a Witch, she receives a +2 bonus to her PSI as a gift from the gods.

Witches are those who invoke the divine creative force of Nature in the form of various deities in order to make necessary changes in reality. While Wiccans do not believe in the existence of hundreds of deities from across the globe, they do believe that these deities are but different names and specific aspects of the same creative force of Nature. Wiccans call upon those deities that seem to embody either the male or female aspect of the divine force. Most Wiccans place great importance on the two prime aspects of Nature, Masculine and Feminine, which has thus been divided into the sexes.

Witches of the Dark Circle are among those witches who practice "Black Magic," but unlike other necromantic practitioners, who dare only small selfish magics, they have performed a ritual which deflects rebounding evil away from them, enabling them to indulge themselves as much as they want without fear of reprisal.

This ritual, the Soul-Stone ritual, is similar to that undertaken by the true Werewolf, in that the Witch's soul is transferred out of her body. Witches of the Circle place their souls into inanimate objects, usually stone for its durability. All rebounding evil is directed to the Soul-stone and lies there inert, unable to harm the stone. Should the Witch touch the stone, or should the stone be cracked, the imprisoned soul will fly to the Witch and all the rebounding evils will be visited upon him at once.

Witches following the Dark Circle Path use the Witch profession. Witches use various forms of religious regalia in their rituals to aid them in contacting their deities. These items, while of great personal and dogmatic importance to the Wiccan, do not actually bring about Magic but witchcraft which can be defined as the rituals of Wicca and their inherent effects.



The practice of Witchcraft or ritual is of paramount importance to a Witch when producing a desired effect. In order to practice "The Craft" a Witch must have a number of important focus items or religious regalia on their persons. These include:

- *Athame: A special knife which is representative of the Witch's will and the element of Fire.*
- *A Chalice or Cauldron: representative of the Witch's emotions and the element of Water. Also used in the practice of Divination.*
- *Pentacle or Crystal ball: representative of the Witch's body and the element of Earth.*
- *Censer or Wand: representative of the Witch's intellect and the element of Air.*

In Blood Games, the skill *Witchcraft* is defined as the use of these items in ritual to produce a desired effect.

EFFECTS OF WITCHCRAFT

Witches create changes in reality through the use of *Incantations*, *Charms*, and *Divination*. In all cases, the Witch must be careful that the desired effect will not violate the Wiccan Redes. In these cases, the GM will be quick to devise a "karmic backlash" in the character's near future.

INCANTATIONS

An *Incantation* is a statement uttered by a Witch that calls upon a specific deity or force to produce a desired effect. The statement must be improvised or written ahead of time by the witch's player, and depends on a successful *Witchcraft* roll. An

improvised incantation depends, as well, on a successful *Chant* roll.

An *Incantation* may modify: skill rolls, sensory input, recovery from injury, or initiative. An example of an *Incantation* to modify a subjects sensory input at night might be as follows:

- “*Hear me oh Hecate and raise thy veil. This night shall hinder him to no avail.*”

The player must actually recite the spell. The effect would cause the subject to be able to better see in the dark. The recitation is a device of role-playing and should be taken seriously though a players ability to rhyme is actually indifferent to the outcome of the *Incantation*.

Each year the Witch spends in the profession, he gains one correspondence. Correspondences are sources of power that the Witch can use to help their incantations. One Correspondence is required for each *Incantation*. For each Correspondence over the first the Witch uses in the incantation, the Witch gains +10% to the Witchcraft roll. Examples of Correspondences are God, Goddess, Fire, Water, Spring, Night, Day, Aphrodite, Pan, Hecate, etc.

CHARMS

A *Charm* is a combination of natural components made into a talisman and imbued with Witchcraft. *Charms* serve very specific purposes and take hours of preparation. *Charms* can be used to attract, repel, seek, protect, alleviate, embolden, or any other applicable verb that can be attached to the wearer or bearer.

In *Charm* making, a Witch has two options. The first is to endow her *Charm* with one of her PSI making it permanently active. In this case, the PSI remains tied to the *Charm* and unusable by the Witch for other practices until the *Charm* is destroyed or disenchanting willingly by the maker with a successful *Charmcraft* roll. The Witch ties her PSI to the *Charm* by making a successful *Link* skill check, then completes the *charm* with a successful *Charmcraft* roll, while dictating the specific purposes and powers of the *Charm*.

The second option is to create a temporary *Charm* which lasts an amount of time dictated by the Witch's PSI rating: 10 minutes for PSI 1, 30 minutes for PSI 2, 1 hour for PSI 3, 2 hours for PSI 4, 4 hours for PSI 5, 8 hours for PSI 6, and 16 hours for PSI 7. This method requires a successful *Charmcraft* roll as well but not a *Link* roll.

Certain *Charmcraft* rolls made for extremely specific or powerful *Charms* may be given modifiers by the GM at their discretion. Permanent *Charms* take hours of crafting before casting the spells, and depending upon their complexity may require other rolls to augment the process. Players must alert their GMs that they intend to make a *Charm* and divulge its uses in order to find the difficulty and number of the rolls required in its construction.

For each year the Witch spends at her profession, she gains one Device. Devices are actions the Witch can imbue into the *Charm*. Examples of Devices are Climb, Attract, Repel, Run, Protect, Defend, etc.

Divination

Divination is a skill used by the Witch to glean information about a specific subject. Divination comes in all sorts of forms, though they all require the use of religious regalia as a focus or device. Some examples of *Divination* methods include: casting runes, tarot cards, crystal scrying, black mirror scrying, seances, livestock organ dissection, astrology, palm reading, reading tea leaves, and many others. Each method lends itself to a particular type of *Divination* effect. A Witch scrying in a crystal or a black mirror may be able to watch over her sister's or any other subject's actions occurring at the time of her scrying. A Witch reading tea leaves, casting runes, dissecting a chicken's liver, or reading the stars may be able to foretell coming events. A Witch reading tarot cards, reading palms, or holding a seance may be able to find specific and sometimes personal information about the subject.

The type of *Divination* is up to the individual Witch, though they may only have knowledge of one method for every three levels of the *Divination* skill they possess. It should also go without saying that a Witch must not be in immediate danger during the attempt, which may take some time depending on the method employed. The standard rules of Correspondence apply.

A Witch who wishes to use their *Divination* skill must first make a successful *Focus* roll to attune themselves to the God and Goddess. Second, they must define explicitly what they intend to divine, so that a modifier may be assessed to the Witch's roll if necessary. Third, the Witch must make a successful *Divination* roll.

protective circles

The Witch can create a protective circle about herself by scribing the circle with chalk and imbuing it with one PSI point. Nothing can cross the circle either in or out until the Witch releases it. The circle must be 9 feet in diameter, and only the Witch may enter it. It takes one round to scribe the circle and imbue it with power.

creating cambions

A Witch Coven may create a Cambion. The process of creating a Cambion is thus:

A candidate is found by the Dark Circle Witches or by their contacts. This candidate is a normal human with at least two high (above 10) physical stats, and between the ages of 18 and 30, preferably with low PSI. The candidate is watched and tested to see if he or she possesses the requisite qualities of Loyalty, Anger, and Pride. This testing is mental, and usually involves a seduction by a member of the coven trained for this purpose.

The candidate is kidnapped and drugged before the ritual begins. The candidate is never a volunteer. The entire coven of witches casts a collective spell called "Twist" on the candidate. Then the candidate's memories are destroyed with a collective spell called "Wipe." If successful, the candidate becomes a Cambion. Cambions are bound to the coven that uplifted them, though a successful Test of Faith or Test of Will with a -20 modifier can break this binding, and they need not be Wiccans. The coven can only have one Twist spell working at any time, and the spell cannot be revoked.