

## Demonhide Cloak

1 armor, warm, worn, magical, weight 1

A tattered cloak, stitched from a motely patchwork of unfamiliar hides and leather. Shifting odors waft from it: damp earth, ozone, musk, rust, sulfur, rot.

It is not a glamorous garment. Anything but.



The Cloak's Armor always applies against demons, even if their attacks are piercing or ignore armor.

When you **draw up the hood of the Demonhide Cloak**, you see clearly in darkness.

When you **wrap the Demonhide Cloak tightly around you**, you pass unnoticed by all so long as you move calmly and carefully and keep out of direct, harsh light. In retrospect, however, they may recall a strange smell.

When you **flay the hide from a demon, tan it, and sew it onto the cloak**, mark a box.



When you mark the last box, you unlock the mysteries of the Cloak and can use **The Flesh Remembers** (see reverse).

### THE FLESH REMEMBERS

When you **first encounter a demon and search the Cloak's memories for its like**, roll +nothing.

10+ The flesh of such a creature is present in the Cloak; you receive a vision of how it was slain.

7-9 Choose one:

- As a 10+, but mark a consequence
- The flesh of such a creature is not present in the cloak; you learn nothing

6- Mark XP, and the GM makes as a move (which may or may not involve marking a consequence).

When you have marked 3 consequences, you gain **Unholy Vissage**.

### UNHOLY VISAGE

When you **take the appearance of a demon**, roll +CON. On a 10+, hold 3 GUISE. On a 7-9, hold 1 GUISE. On a 6-, hold 1 GUISE, mark XP, and mark a consequence.

While you hold GUISE, all perceive you as a demon, and magic that affects demons affects you, too. You can spend GUISE 1 for 1 to:

- Maintain your disguise despite being exposed to divination, sacred light, or daylight
- Understand any language you hear, and reply in kind
- Shrug off a blow that your demonic form could ignore
- Maneuver in a way consistent with your demonic form: flying, leaping, oozing, flitting as a shadow, etc.

### MINDWALKING

When you **project your consciousness into Noruba's Ice-Sphere and use it as a psychic anchor**, your mind can walk the world as a spirit, invisible and insubstantial. Your body, meanwhile, lies insensate. Roll +INT.

10+ Hold 3 POWER.

7-9 Hold 2 POWER

6- Hold 2 POWER and mark a consequence.

While you are mindwalking, spend your POWER 1 for 1 to:

- Manifest as a ghostly voice and/or presence
- Manipulate a small (weight 0), unattended object
- Return instantly to the Ice-Sphere from any distance

For every 2 consequences you mark, gain one of the following moves:

### A MIGHTY WILL

When you **use Mindwalking**, hold +1 POWER.

### FARWALKER

You can spend 1 POWER to instantly send your mind to any place you have ever visited, physically or mentally.

### TELEPATHY

You can spend 1 POWER to contact the mind of another, communicating with them mentally as long as you remain in their presence. They can choose whether to respond, and can attempt to ignore you, but cannot shut you out completely without magic of their own.

### CONSEQUENCES

- You experience an overwhelming vision, from the point of view of a demon sewn into the Cloak. Ask the GM what you see and when you come to.
- A number of seams fray and tear. The Cloak loses its powers until you sew a new piece of demon flesh into it.
- The Cloak's stench grows stronger, noticeable even when you go unseen and unheard. You smell faintly of the Cloak even when you aren't wearing it.
- You become incapable of fear while wearing the Cloak. If you wear the Cloak during a session, your Drive becomes **Recklessness**: cause trouble for your allies by acting with no regard to danger
- You begin to hear the voices of demons and dark creatures sewn into the Cloak. Henceforth, the Cloak becomes a follower (Quality +2, *demon-wise, magical, connected [dark powers], cost: chaos and wanton destruction, instinct: to bicker and argue with you*). It's starting Loyalty is +0. When you **would mark a consequence**, you can choose to decrease the Cloak's Loyalty by 1 (down to -3). It has the following moves:
  - Reveal a dark and terrible secret, or part of one
  - Manifest a minor demonic effect
  - Refuse to operate for you
  - Possess you in your sleep

## Noruba's Ice-Sphere

magical, awkward, weight 1

A perfect sphere of dark ice, the size of a fist, never melting, hard as stone, and set like a gaudy gem at the end of a finely wrought torc. Or not a torc, perhaps, but maybe a ring that once sat upon some giant's finger?

Staring into the icy sphere brings a sense of calm, serenity, and detachment. Indeed, a lesser mind might find itself staring into its depths for hours on end.



When you **gaze into the Ice-Sphere**, your mind is cleared of fear, anger, hatred, or other strong emotions. Take +1 forward to any move in which calmness and serenity apply.

When you **spend hours and days gazing into the Ice-Sphere**, roll +INT.

10+ Present a hypothesis to the GM: an explanation of a mystery or a prediction based on a given course of events. The GM will confirm your hypothesis (if true) or point out the flaws in your logic; you get 1 PREPARATION (per **Bolster**).

7-9 As a 10+, but the time spent in meditation weakens your connection to your body. Mark the *Weakened*, *Shaky*, or *Sickened* debility. It remains marked until you have spent a few weeks living wholly in your body and averting your gaze from the Ice-Sphere.

6- Mark XP and mark a debility (per the 7-9 result).

When you **mark a debility because of gazing into the Sphere**, mark a box:



When you mark the last box, you unlock the mysteries of the Ice-Sphere and can use **Mindwalking** (see reverse).

### TULPA

You can spend 1 POWER to animate a mass of loose material (gravel, snow, leaves, etc.) into a body no larger than your physical self. When you would roll STR, DEX, or CON in this form, use INT instead. Your form has HP equal to your Intelligence; when reduced to 0 HP, it dissipates.

### CONSEQUENCES

- Your physical body withers and fades. Permanently mark one of these debilities: *Weakened*, *Shaky*, or *Sickened*.
- Your emotions dull. You can no longer be affected by fear, hate, or other powerful emotions. Alas, you can no longer benefit from **Kith and Kin**, either.
  - Replace your drive with **Dispassion**: Cause an ally or innocent bystander harm through your coldly logical actions.
- Your skin takes on a bluish tinge and your body becomes cold to the touch. You are unaffected by even the bitterest cold, but find heat and warmth unbearable. When you **take damage from fire**, roll twice and take the higher result.
- You draw the attention of some powerful, hungry entity of the spirit world. It has your scent.
- When you die, your mind will linger on as a disembodied spirit, tethered to the Ice-Sphere.