

Words of Irkalla (Special, o to ooooo)

The Su know the language of the Dead, and are given the Mantle of the Underworld by their dread goddess. Using gifts meant only to the lords of the Great Bellow and the guardians of the words of the Underworld, they can make Laws, bind Oaths and invoke Names in order to influence both the living and the dead. It is their right as the Messengers of Irkalla to do so, and the emissaries of the Underworld make sure only they would know those secrets.

The Words of Irkalla are divided into 3 different merits, each goes 1-5. The first is called the Laws, which allow them to act as Ereshkigal's representatives in the world of the living and use her name to use the Old Laws on both worlds. In order to invoke the law, the Fang must first to phrase it. the Law must contain a number of factors- first, calling one of the names of the goddess, defining the target among the "living" and the "dead" and name what it is meant to do. Beings like spirits and angels could be targeted, but must be named as "gods". After phrasing the Law, it must be engraved into a physical item, and so it must be adjusted to the use of that item. That means that that if you want to stop an undead creature from, entering into your house, you can engrave a Law on a key which means "By the name of Ereshkigal, the Dead won't be able to Enter to the house which was locked by this key".

After engraving the Law into the item, the character must then make the following Roll to see if she successfully used her Mandate and didn't offended Ereshkigal. If everything goes right, the Law is ready to be used. If things go wrong, however, it could draw the wrath of the goddess, and she won't give her gifts generously.

Cost: One Willpower point

Action: Instant

Dice Pool: Occult + Laws of Irkalla - [every use of the Laws during that day. reset at midnight]

Roll Results:

Dramatic Failure: Apparently, you called down the wrong Law or misused your Mandate over the Dead, and your goddess decided to show her displeasure from you. You suffer 1 level of Bashing damage for every dot you have in the Laws, plus another level for every time you used the ritual that day.

Failure: The Laws is wrong, and it won't work- or that for some reason Ereshkigal decided to not lend you her help. However, you don't know it- and you won't know until you'll try.

Success: The Laws work exactly as you wrote them down. The Laws work for [Dots in Laws]*2 hours. Also, next time you try to use exactly that Law, add +1 die up to their dots in the Endowment.

Exceptional Success: As Success, but you get +2 die for the next time you use that Law.

Laws do not need to be re-engraved before every use.

The second use are the Oaths, who use Ereshkigal's authority as the judge of the dead, though the hunter simply acts as a medium to represent her among the living. In order to bind an Oath, the parties who take part in it must stand before the Messenger of the Underworld and proclaim each what they commit to do, and what will happen if they break their word, and finally all sides swear upon Ereshkigal's name. The agreement does not need to be written, for Irkalla is watching and its Old Laws would enforce the pact. Then, each person who takes a part in the Oath (including the hunter) must expend a single WP point. Once the act is done, the Oath is valid - no roll needed. The dots in the Oath represent the number

of individuals the Messenger is allowed to bind in a single pact. One-dot Oaths may only bind the actual people who take part in the ceremony. Three dots may include all future members of certain group or family. A five-dot Oath may include all future members of such group, living or dead.

Such Oaths may also be taken between a person and himself, in which case Ereshkigal is seen as the one to be offended if the Oath is broken- which may have some unwanted consequences. Oaths do not end with the death of the participant unless noted to do so, and such Oaths may force the person to leave a ghost behind, and the people who take part in the ceremony may not need to use their true name or identity, as long as they are truly connected to the group they represent.

The problem comes when you need to nullify the Oath. In order to even try and do so, the hunter must have Status: Ebony Fangs higher than the one to bind the Oath. Then, she must roll her own Oaths against the binder's Oaths. Dramatic Failure would make her suffer 1 dot of Lethal damage equal to her dots in the Endowment. Exceptional Success would also give the hunter another WP point. A Messenger may also nullify an Oath if someone who belongs to the group represented by the one to take part in the ceremony yet has higher Status wishes to terminate the agreement. Such Status requirements are to be compared not to the current ones, but to the ones the participants had during the ceremony.

Finally, the last use are the Names of Irkalla. By knowing the name of a person (which needs to be the name given in "birth", including Ephemeral beings) the Fang may force either a Condition upon her or terminate such a Condition. Doing so require expanding a WP point and a roll of the Names+Occult verse the victim's Resolve + Composure + Supernatural Tolerance. The target must be present before the Messenger and be able to sense her somehow.