

# Houses of the Blooded



## IKHALU

**Title:** the Lord of Revenge

**Blessings:**

☞ Devotion 1: The Deepest Cut

Spend a style point when you give another ven an Injury. By invoking this Blessing, the ikhalya gives his opponent a grievous Injury. This Injury does not heal normally, nor can any sorcery restore the Injury. It heals one rank per Year.

☞ Devotion 2: The Stolen Mask

By invoking this Blessing upon a body he's murdered, the devotee may steal the face of his victim. He cuts the face from the body and puts it on his own. By stealing the face, he steals the demeanor of the victim as well. The ikhalya's clothes appear to be his victim's clothes, his voice sounds the same, even his possessions are identical. The deception is true until the ikhalya removes the mask or until dawn. The face then shrivels and cannot be used again.

☞ Devotion 3: The Taba

An Ikhalu knife is a sacred item given to the most trusted Ikhalya.

Only those who have proven their devotion are bestowed this Blessing. If the priest hides it on his person, it cannot be found. No ven or ork can find the knife if the ikhalya hides it.

☞ Devotion 4: Ikhalu's Wounds

It is said that Ikhalu taught his followers how to murder an opponent within a single heartbeat. Irrevocable death. The strike is actually three strikes, performed from behind. The first puts the knife through the heart. The second across the back of the neck, severing the

spine. The final wound occurs as the ikhalya pulls the victim's head back and drives the knife under the chin, up through the victim's brain.

Spend a style point when you've caught an opponent by surprise. Then, make a Prowess risk. You may spend six wagers to immediately murder your surprised opponent. Two wagers for each strike. When completed, your victim dies. This is the exception to the death rules listed in the Violence chapter, although your victim still deserves a Final Monologue.

An ikhalya may not perform this Blessing and the next (Avali) as the same action. This Blessing is expedient. Avali is sacred.

☞ Devotion 5: Avali

The ikhalya believe in something most ven have never heard of. A soul.

Whenever an Ikhalya commits "holy murder" with his knife, he believes he steals his victim's soul. The knife immediately gains a bonus die. The knife may have a number of bonus dice equal to the Devotion of the Ikhalya.

To commit avali, the assassin-priest must spend a style point and make a successful Prowess risk. He needs five wagers to perform the ritual successfully. He must also strike his enemy without the enemy knowing he's present. The priest uses his blow to pierce his victim's heart. Then, the priest utters a small prayer to Ikhalu, telling his dark Lord that a soul is on its way.

Again: the avali ritual may only be committed if the target has no clue the priest has intention to kill the target. The priest could be in disguise or hidden. Then, once the priest is in place, he comits his sacred murder.



## JAYMEN STEELE

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**Title:** the Mad Emperor

**Blessings:**

As a devotee of Jaymen Steele, you may have Elk Blessings as usual. However, your first Blessing is Ambition. For every rank of Devotion you have for Jaymen Steele, you gain a bonus die you may use for any single risk during the game session. Rank 2 Devotion gives you two bonus dice. Rank 3 Devotion gives you three bonus dice.

You must spend your bonus dice on a single roll. In other words, if you have rank 3 Devotion, you get three dice to spend on one roll per game session. A rank 5 Devotion gives you five dice to spend on a single roll.

You can only spend your dice on a risk that directly leads to expanding your own personal power. You can

use it for any risk, just as long as that risk directly leads to your goal of gathering power.

But Jaymen Steele never gives anything for free. Oh, no. If you call upon this Blessing, the Narrator will immediately demand another action from you. It may be that you give a favor to a stranger. It may be that you betray a friend. It may be that you surrender one of your Regions to an enemy.

Whatever Jaymen Steele demands, you must give. You won't understand why; his motivations are mysterious and unknowable. He sees the plan within the plan within the plan. Deeper than you ever will.

If you ever fail to perform as Jaymen Steele demands, you lost two ranks of Devotion. If your Devotion ever falls to less than one, the Suaven has abandoned you and you may never serve him again.

## MAHL

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**Title:** the Bloody Eyed Widow, the Mother of All Monsters

**Blessings:**

The followers of Mahl don't have Blessings: they have orks. Mahl sends creatures to her devoted; horrible

creatures from the worst parts of Shanri.

The orks sent to a follower of Mahl have a number of Ork Traits equal to her Devotion. A follower with 3 Devotion can summon orks with three Traits. She can summon a number of orks per day equal to her Devotion; each ork costs one Style point.

## AFHIL

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**Title:** the Grinning Man, the Father of Pain

**Blessings:**

☞ The Darkest Fear

Followers of Afhil are distorted creatures so awful to look upon, only the bravest may do so. When he activates this Blessing, the Follower of Afhil spends a Style point. Any ven looking upon him when he activates this Blessing loses a number of dice from their next risk equal to the follower's Devotion to Afhil.

This is the only exception to the rule that a ven never loses dice. The Father of Pain gives his followers that exception.

If a ven cannot muster any dice, he cannot take any action.

☞ The Malice Hammer

A devastating curse put upon those who are Afhil's enemies, the Malice Hammer makes the target revisit his most tortuous moment. The priest calls upon the power of this Blessing, spends a style point and looks upon the target. In that moment, he knows the one thing that pains the target most. Whether this is a lost love, an estranged parent, a villainous act committed long ago; the priest knows it.

The target gains a free Aspect: "I Know Your Pain."

The Aspect may be tagged and compelled by any member of the Afhil cult. The tag gives the cultist a number of bonus dice equal to his own Devotion. The compel makes the target pause, losing an opportunity to take a risk.

## AHFIL (continued)

### ☞ The Sweetest Sting

This Blessing does not need to be invoked; it is always active.

Followers of the Grinning Man suffer for his wisdom. They swallow glass, carve their bodies, distort their features, and make themselves cruel mockeries of happiness. This makes pain an empowering experience, not a debilitating one.

The followers of Ahfil may tag their own Injuries for bonus dice. They must spend Style points to do so. Also, they do not gain Style points for others tagging their Injuries. These tags are Free Aspects and do not count toward the total number of Aspects that may be tagged per risk.



### Da'fil: Ahfil's Children

Woe to those who are captured by the followers of Ahfil, for they are taught the ultimate lesson in pain. The body is bound and this elaborate ritual cast upon it. The secret name of Ahfil is written in spiral patterns along the skin. Written with razors. The body wrapped in sacred garments, then slowly smothered to death.

Smothered to death over the course of years.

Finally, when the body dies, the soul remains within the rune-carved skin.

The creature is called da'fihl: a Child of Pain. The wretched creature suffers eternal agony so blinding, all it can do is strike out at others. A da'fihl has no Virtues, no Aspects. Only Pain. Its Pain is equal to the Devotion of the cultist who created it plus the number of Years spent on the ritual. Instead of rolling Virtues or Aspects for contested risks, use the da'fihl's Pain.

A da'fihl may not make Wisdom or Cunning risks. Its Pain has blinded such things. It has no fear, so it also succeeds in all Courage risks. A da'fihl will slay whatever stands in its way, regardless of who it may be... even its own creator. Speaking to it accomplishes nothing. Pleading and begging? Nothing. No dialogue. No bargains.

There are only two ways to kill a da'fihl. It must be dismembered or burned. Each rank 5 Injury inflicted on it removes one limb. An arm or a leg or the head. Even when the head is removed, the body still functions, seeking to share its Pain. Only when the da'fihl is completely incapacitated can it be dismembered completely.