



NIGHT HORRORS

Camarilla Edition

Author: Derek Burrow CA200308013

Approvals Note

Creatures created via this reference guide cannot be made to mimic creatures from other current World of Darkness products, sanctioned or non-sanctioned.

Night Horrors: Camarilla Edition exists to generate unique entities for games, not to allow STs to avoid standard approvals or venue constraints.

Premise

This document replaces the old **Monster Manual**, and sets out rules for creating supernatural entities and monsters that do not necessarily follow the rules of a single given venue. These are often the creatures of myth and lore, of urban legend and folk tale. Their origins are myriad, and often unique to each entity.

Note that while this guide is designed to allow Storytellers to feasibly create most any entity, given the correct Approval levels, it does not supersede, nor move around, restrictions placed upon a given supernatural ability within the Addendum. Nor is this document designed to allow Storytellers to create monsters covered in already published *World of Darkness* material, such as **Second Sight**, **Immortals**, and **Skinchangers**. Creatures from those books, or from any existing WoD materials, are subject to the approval levels placed upon them by the Addendum, and are not subject to this document.

Night Horrors: Camarilla Edition is designed to create unique creatures only. Those beings already existing in published material

automatically default to said material. Ghosts, spirits, vampires, psychics, sorcerers, immortals, skinchangers, and the like are all covered in their own books. While some creatures may be designed to mimic ghosts or spirits, they should use those rules instead of this document.

The terms monsters, entities, creatures, horrors, and similar terms are used interchangeably in this document.

A Brief Note on Intended Use

Custom monsters are intended for use as a planned element within a plot, and sparsely so. They should not be considered something to create “on the fly”, and should not be used for “random encounters”.

Remember that endless hordes of faceless monsters add little to the horror of the game. Similarly, all of those nasty things come from somewhere. Although you may run across fiendish slithering beasts lurking in the sewers, finding out that a mortal voodoo practitioner is corrupting normal animals and unleashing them on an unsuspecting populace is much more sinister.

There are a great many canon, book-sourced monsters available to use; please remember to save creations from this book for something truly special.

Building Nightmares

1: Inspiration

Every creature needs an inspiration. Look into local folklore and stories, mythology, etc. The inspiration should inform what sort of power level the creature needs, the sorts of powers it ought to have, and how what sort of plots can be built around it.

2: Genesis

How did this creature come into existence? Was it birthed out of the last thoughts of a dying man as his soul migrated into his car? Is it the offspring of man and beast, a terrible fusion of the two? Or is it something stranger, a throwback or evolutionary missing link, thought extinct for millennia? Much like the inspiration, this should also help inform the monster's powers, as well as build the story around it. A being based off a local tall tale may have significantly different roots from its fictional counterpart, simply wearing its mythic role like a cloak for other activities...or it may be that creature wholesale. These are important things to consider.

3: Motive

What does it want? This is one of the single most important questions. It is all well and good for an Alaskan town to be menaced by Kigatilik (an Inuit monster famed for its hatred of shamans), but *why* is it doing that? Does it have specific victims? Why does it go after them in particular? These reasons can inform both the monster's weakness, and the actions it will take within the plot.

4: Creation

Monster creation comes in four steps, and functions much like normal character creation. Each horror is assigned a type, which determines the amount of experience points that may be used to build it, what Powers it will have access to, and any specific permissions or restrictions on its abilities.

All horrors, before a Type is assigned, have the following points to divide amongst their statistics:

Attributes: 22 dots (Attributes start at 0, not all need to be purchased)

Skills: 22 dots

Skill Specialties: 0-3 (ST discretion of the creature can have specialties)

Merits: 0 dots, but may be purchased with Experience

Powers: 5 dots

While all derived statistics (Speed, Initiative, Defense, Health, etc.) are found using the standard methods outlined in the *Minds Eye Theatre* core book, they may be modified by certain Powers, or by ST fiat. The Size and base Speed traits (before modifiers are applied) of a horror are determined by the Storyteller, up to a maximum of 20.

For the purposes of powers that may be based on it, all monsters are assumed to have a Morality of 8. This does not fluctuate, unless the ST wishes to assign an actual morality trait to them (perhaps to represent a mutated human or the like). Each Type grants a given level of an "Advantage Trait", analogous to Blood Potency, Gnosis, Wyrld, Primal Urge, and Psyche. This stat is only used in situations dice pools that would include this stat (a power that includes, say, Wyrld + Stamina), resistance pools, and powers that act differently depending on a character's Advantage Trait.

An Attribute rated at zero means that the creature cannot make tests requiring that Attribute. If this Attribute is required in a resisted challenge, the challenger automatically succeeds, so long as they gain at least 1 success on their pull. A creature with no Strength has no ability to enforce its power

on the physical world, while one with no Resolve has no independent will of its own.

4a: Determine Type

There are four “types” of monsters available for Storyteller use. These types do not exist in any form of in-character classification, but are instead used here for design purposes.

A *Minor* monster is one that, while capable of causing harm and creating a horrific story, is not a significant threat to a well prepared group of mortals who have discovered what they face. A single well prepared supernatural being can generally deal with one with only moderate challenge.

Examples: *Groetnich, Toxicum Mold.*

Build: 0-50xp, access to Basic Powers

Permissions: No Stats above 5, 1 Essence per round, effective Advantage Trait (Blood Potency, Gnosis, etc.) of 1.

Approval: Low

A *Major* entity is one that is still a significant threat, even after its secrets have been uncovered. Defeat/removal of the threat will be difficult and dangerous. They are on par with most supernatural beings, and can provide a moderate threat to a small group.

Examples: *The Living Web, the Thief, Witch Cats.*

Build: 50-250xp, access to Basic and Intermediate Powers

Permissions: No Stats above 5 (without Intermediate Power), 3 Essence per round, effective Advantage Trait (Blood Potency, Gnosis, etc.) of 3.

Approval: Mid

A *Legendary* being is one who has a place in the folklore of a given people, and because of this is sufficiently dangerous and powerful to pose a major threat to a small group of supernatural beings. These creatures often have strange weaknesses and desires, and often have personalities and motives beyond their obvious predatory desires.

Examples: *the Aswang*

Build: 250-500xp, access to Basic, Intermediate, and Advanced Powers

Permissions: No Stats above 7 (without Intermediate Power), 5 Essence per round, effective Advantage Trait (Blood Potency, Gnosis, etc.) of 5.

Approval: High

A *Deific* horror is a major threat to a large group of supernaturals. With very few exceptions they are fully sentient, and though their desires may be alien, their danger is very real. These beings are sometimes confused with lesser gods, and many spawn their own legendary and lore surrounding their actions.

Examples: The named horrors in **Predators**

Build: 500+xp, access to all Powers

Permissions: No restrictions on Stats (it is not necessary to buy Intermediate Powers mimicking Promethean Bestowments to grant this), 10 Essence per round, effective Advantage Trait of 7.

Approval: Top

4b: Determine Weakness

Every monster must have *at least* one weakness. Treat this like a Spirit's Ban. There is a place it cannot go, a thing it cannot do, or something that causes it particular pain. The best way to do this is to review the Bans of various spirits, and the applied weaknesses of

different supernatural beings. As a rule of thumb, if the entity is vulnerable to a specific substance, that substance deals Lethal damage when in physical contact (if it did not already), and deals Aggravated damage when used as a weapon, or when in contact (if it did Lethal already).

4c: Experience Point Costs and Final Build

The chart below lists the Experience costs for the purchase of new traits. Monsters may earn Experience over the course of a story just like any other NPC. They apply the base Build XP from their Type rather than the Storyteller's Membership Class.

Attributes:	New dots x5
Skills:	New dots x3
Skill Specialty:	3
Merits:	New dots x2
Powers:	2 points per dot

5: Approvals

As a note on approvals: All creatures created using this document must be entered into the Approvals Database for tracking purposes. Aside from the basic Approval levels listed in each Type, horrors are still subject to standard approval levels for any other aspects of their sheets or backgrounds. Powers that normally require approvals for NPCs to possess or use still require that same approval level. Similarly, backgrounds that would require these approvals, such as being historically active in a Dark Point on the Map, or being the revenant of a non-local historical figure, still require approvals of their appropriate levels.

Powers


Attributes aside, what makes a horror terrifying is its supernatural abilities. For

simplicity's sake, these are divided into Basic, Intermediate, and Advanced Powers, each of which allows for different sorts of abilities. Powers are given dot ratings, generally corresponding to the ability they mimic, or arbitrarily in the cases of abilities innate to other supernatural beings. Once again, the Basic/Intermediate/Advanced distinctions are artificial, OOC descriptions of powers, and are not using in-character as classification methods. The phrase "canonical supernatural entity" references any being appearing in approved, published material. Abilities are still subject to normal approval levels, however (thus if a supernatural power were not sanctioned for its venue, it could not be used for a given creature; similarly, a power that requires approval to use results in the horror requiring that level of approval).

In the case of Powers that mimic Rotes, Devotions, or any other supernatural ability that combines multiple traits, use the highest dot-level listed. It is not required to purchase the prerequisite for a power in order for the monster to possess it, whether that prerequisite is based on Attributes, Skills, Merits, or other traits. The abilities that monsters have mechanically mimic those found in other material, but are not supernaturally identical. Similarly, supernatural abilities that would counter or dispel related powers (a Mage's Counterspells or Dispellations, a Werewolf Gift that might counteract another Gift or Rite, etc.) have no effect on those of a horror, unless their write-ups note that they work against *all* supernatural abilities.

Basic Powers

Basic Powers mimic a specific 1- or 2-dot power of another canonical supernatural



entity. In the case of powers taken from the *Awakening* venue, only specific rites are mimicked, not entire Arcana. This may also be used to mimic basic “splat” benefits of werewolf Auspices, Changeling Seemings and/or Kiths, and the like at 2 dots. In the case of Endowments, this mimics the Merit level.

The power’s dice pool is identical to that of its original. If a supernatural trait (Discipline, Arcanum, etc.) is part of the pool, it is replaced with the creature’s effective Advantage Trait. If the power requires an expenditure of Vitae, Mana, Glamour, etc., the creature begins play with an Essence pool of 3 per Basic Power.

It should be noted that because there is no limited on the combination of venue abilities, Basic Powers can mimic anything from exceptional senses (*Requiem*: Auspex 1) and the ability to chase prey without tiring (*Forsaken*: Endurance 2), to being able to deal lethal damage with bare hands (*Lost*: Hunterheart Kith) and speak directly into the mind of another (*Awakening*: Voice from Afar).

All powers have the durations listed in their descriptions (some of which are permanent, some last only a few seconds). Permanent powers are assumed to operate at a number of successes equal to the highest Attribute or Skill the monster possesses which would be part of that power’s dice pool. Those with temporary durations may be made permanent by increasing their cost by one dot. Powers that require an Instant action to activate may be made Reflexive by increase their cost by one dot.

Any Essence pools gained must have a mechanism for being regenerated. As a Basic

Power, an Essence pool is regenerated by the conversion of the Health levels of another being or object into Essence. This could involve drinking blood, eating flesh, or needing to devour large amounts of metal to fuel its powers. Alternatively, Essence can instead be regenerated at a given site, such as a Locus, Dragon’s Nest, Hallow, or a specific physical location (a revenant’s own grave, the desecrated church where a creature was summoned, etc.).

Intermediate Powers

There are many options for Intermediate Powers, covering the myriad aspects of supernatural entities. They are purchased as 3- to 4-dot abilities, as described in their specific text.

- 1) Mimic a specific 3- or 4-dot power of another canonical supernatural entity. This follows the same guidelines as Basic Powers, save that the Essence pool gained from each Intermediate Power is 5, not 3. This is the base level for Spirit Numina (where the spirit’s Rank functions as the number of dots of the power).
- 2) Regeneration at either an accelerated rate (as per a Werewolf), by the direct expenditure of Essence (as per a Vampire), or through conversion of a normally harmful stimulus such as fire or drowning into Health (as per a Promethean). This counts as a 3-dot power.
- 3) Blanket benefits of another supernatural creature (exempting regeneration or supernatural travel). A vampire’s ability to boost Attributes through the expenditure of Essence; A Werewolf’s ability to assume another form (this Power is chosen once per additional form); A Promethean’s immunity

to pain and health problems (disease, poison, age), etc. If these benefits require or involve a power pool, a base pool of 5 Essence is provided. This counts as a 4-dot power.

4) Ability to travel into another realm (Shadow, the Underworld, the Hedge, the Astral, etc.), other than Twilight, at a specific crossing point, with the expenditure of either 1 Willpower point, or 1 Essence. **OR** Ability to enter Twilight as an Instant action via the expenditure of either 1 Willpower point, or 1 Essence. **OR** The creature permanently exists in Twilight, but may affect the physical world with those powers which do not require direct physical contact. This counts as a 4 dot power.

5) Regeneration of Essence pool based on general external (moon phase, sleeping in one's common native element, etc.) or environmental stimulus (feeding off a victim's fear, whenever a nearby clock strikes 12:17, etc.). One Essence is regenerated per day of the external stimulus is cyclical, or the horror may roll two Attributes in combination and take the successes as Essence if the stimulus is environmental. This counts as a 3-dot power.

6) Mimic a Promethean Bestowment (counts as a 4-dot power). This is specifically noted separately as it is the only way for Major horrors to raise their Attributes above 5, and for Legendary creatures to raise their Attributes above 7. Deific monsters are not required to take this power, as their Attributes and Skills have no applied caps.

Advanced Powers

All Advanced Powers are purchased at 5 dots.

1) Mimics a specific 5-dot power of another canonical supernatural entity. This follows the same guidelines as those before, but grants 8 Essence per Power.

2) Ability to travel to another realm (Shadow, The Underworld, the Hedge, the Astral, etc.), other than Twilight, with the expenditure of 1 Willpower point, or 1 Essence, as an Instant action, or travel into Twilight as a reflexive action.

3) Immortality of another supernatural creature. The ability of a Promethean, Sin-Eater, or Immortal to revive themselves, as per the rules for the appropriate venue. Note that this also covers the Promethean "Revivification" Bestowment.

Examples

El Chupacabra (Minor)

The "goat sucker" is a strange beast from South and Central America. A haemophage, the chupacabra's primary prey is livestock, but it may also attack small children or injured adults if they appear vulnerable. Tabloids may attribute vampire attacks to the feedings of a chupacabra, or chupacabra sightings to vampires. Part of this is due to the creature's camouflage, which makes it difficult to spot, and the incredible speed with which it moves.

In appearance, the reptilian chupacabra stands at about 4 feet in height, with a gaunt, almost starved, build. Starved and small as it may be, the chupacabra is a tough critter. Armed with claws on its hands and feet, pronounced fangs, and a dorsal ridge of spines, the creature poses a threat when cornered. It has been reported to emit a

strange howling sound, which causes its eyes to glow, inducing nausea in onlookers.

Type: Minor

Attributes: Intelligence 1, Wits 3, Resolve 1, Strength 3, Dexterity 4, Stamina 4, Presence 1, Manipulation 1, Composure 3

Skills: Athletics 3, Brawl (Teeth) 4, Larceny 3, Stealth 4, Survival 3, Animal Ken (Livestock) 2, Intimidation (Feral Hiss) 2

Merits: Fast Reflexes 2

Willpower: 4

Essence: 3/1 (feeding on animal flesh)

Size: 4

Health: 8

Initiative: 9

Defense: 3

Speed: 15 (Speed factor 8)

Powers: Hunterheart (Lost- Kith Benefit), Incognito Presence (Awakening- Mind 2), Mighty Bound (Forsaken- Strength 2), Heightened Senses (Requiem- Auspex 1), Moment of Doubt (Awakening- Mind 2), Father Wolf's Speed (Forsaken- Father Wolf 2)

Weakness: El Chupacabra is a coward. If it takes more than 3 points of damage from a single attack, it will immediately flee the combat, moving at its Running Speed until it escapes from its attackers.

Total XP: 16 (Merits 4, Powers 12)

Kigatilik (Major)

A horror native to Alaska, Canada, and parts of Russia, the Kigatilik is an ancient horror of the Inuit and the Innu. A shaggy beast that prowls through the tundra, the Kigatilik possesses little intelligence save for its most base of instincts: To feed. Its prey of choice are Mages, especially those on the Path of the Thyrsus, feasting on their Mana and Supernal souls in order to survive. The beast can live in the ground (in the winds, as some say),

waiting, for years or even decades at a time until a Mage casts a spell within its vicinity. Then the hunt is on, as the Kigatilik stalks its prey across the snow, growing ever closer.

The Kigatilik is an example of a monster created specifically to be an antagonist to the Awakening venue. Its powerful array of Countermagic abilities, innate resistance to Supernal magics, and range of tracking abilities make it a difficult foe to evade. Physically it stands about a head higher than a normal man, its muscles and flesh hidden under thick layers of shaggy fur. The Kigatilik may at first be mistaken for some form of yeti or sasquatch, but is in fact a beast born of magic and the hunger of the Arctic winds. See the entry on "The Old Man of the Mountain" for an example of a more powerful yeti-type creature.

Type: Major

Attributes: Intelligence 1, Wits 4, Resolve 5, Strength 4, Dexterity 4, Stamina 4, Presence 1, Manipulation 1, Composure 4

Skills: Investigation (Hunting Mages) 4, Occult (Supernal Dispellation, Counterspell Prime, Unfettered) 4, Athletics (Giving Chase) 5, Brawl (Grappling) 5, Larceny 3, Stealth 3, Survival 2, Empathy 2, Intimidation 2, Persuasion 2

Merits: Nimbus Sense, Trained Observer 3, Fighting Style (Grappling 3, Kung Fu 3), Parkour 3

Willpower: 9

Essence: 57/3 (External Stimulus: Use of Supernal Magic, roll Resolve+Occult each time a spell is cast around the Kigatilik to regain 1 Essence)

Size: 6

Health: 9

Initiative: 8

Defense: 4

Speed: 13

Powers: Supernal Dispellation (Awakening-Prime 4), Unfettered (Awakening- Fate 4), Supernal Vision (Awakening- Prime 1 [Perpetual]), Aura Perception (Awakening-Mind 1 [Perpetual]) Magic Shield (Awakening- Prime 2 [Perpetual, functions as per 4 dots]), Heightened Senses (Requiem-Auspex 1), Feather's Flight (Requiem- Auspex 3), Counterspell Prime (Awakening- Prime 1), Siphon Essence (Awakening- Prime 4 [functions in reverse, siphons Mana into Essence]), Universal Language (Awakening-Mind 3), Claws of the Wild (Requiem- Protean 3), Gristlegrinder (Lost- Kith Benefit), Enter Twilight (4), Regeneration (As per a Vampire), General Venue Abilities (Awakening), General Venue Benefits (Promethean- Ability to sense Mages as if they were Prometheans [substitute Azoth for Gnosis]), Haven of Soil (Requiem- Protean 2)

Weakness: The Kigatilik loses 3 Essence per day that it goes without encountering Supernal magic. If it loses all of its Essence, it immediately activates its Haven of Soil power on the nearest patch of open ground and sleeps until magic is used near it again.

XP: 220 (Powers 108, Attributes 10, Merits 42, Skills 60)

The Old Man of the Mountain (Legendary)

Many cultures tell stories of men living up in the highest mountains who are no not like other men. They make noise that rumbles down the mountainside and causes avalanches. They tear apart unattended pack animals. The old man will sometimes be thought of as helpful, saving men trapped in avalanches, or offering wisdom to those who quest for them up the treacherous paths. It is not a being to be dealt with lightly, but it is

not one automatically antagonistic to wisdom seekers or the imperilled.

There are many names of these old men. In Afghanistan and Pakistan they are called barmanou, in China's Hubei province they are called yeren, and in Tibet they are called by their most recognizable name: Yeti.

Type: Legendary

Attributes: Intelligence 3, Wits 3, Resolve 3, Strength 7, Dexterity 3, Stamina 6, Presence 4, Manipulation 1, Composure 3

Skills: Academics 2, Investigation 2, Medicine (Herbal Mountain Wisdom) 4, Occult (Occult Wisdom) 4, Athletics 5, Brawl 5, Larceny (Thieving From Travellers) 3, Stealth (In the Snow) 6, Survival (Mountains) 6, Weaponry (Improvised) 3, Animal Ken 3, Empathy 3, Expression (Incomprehensible Singing) 2, Intimidation (Terrible Roar) 5

Merits: Holistic Awareness, Strong Back, Meditative Mind, Fleet of Foot 3, Fast Reflexes 2, Strong Lungs

Willpower: 6

Essence: 34/5 (Environmental: Presence on the mountain)

Size: 7

Health: 13

Initiative: 8

Defense: 3

Speed: 20

Powers: Running Shadow (Forsaken- Stealth 3), Unholy Strength (Promethean-Bestowment), General Venue Abilities (Promethean), Change Weather (Awakening-Forces 4), Adverse Weather (Awakening-Forces 5), Rain (Requiem- Cruac 3), Body of Spirit (Requiem- Protean 5), Incognito Presence (Awakening- Mind 2), Cutting Scream (Awakening- Forces 3), Empowered Voice (Awakening- Forces 3), Hunterheart

(Lost- Kith Benefit), Broadback (Lost- Kith Benefit)

Weakness: The Old Man of the Mountain reacts badly to heat. He never leaves his mountain, and all sources of heat-based damage deal an additional level of Aggravated damage to him because of it.

XP: 386 (Powers 74, Attributes 110, Skills 168, Merits 34)

Rakshasa (Deific)

The Rakshasa is a powerful demonic entity out of Hindu mythology. Its origins shrouded in legend, this being is one of the few remaining members of its race after the terrible battles chronicled in poems such as *Ramayana* devastated it. The Rakshasa is a shapeshifter, its form mutable and ever shifting. The creature's true danger lies in its versatility: it is not only a powerful warrior, but also a skilled manipulator and infiltrator. It often sets itself up as the leader of a great cult or army, disguising itself as a local warlord or military leader. From there it throws its forces against a chosen enemy, though the reasons for its precise decision as to what constitutes an "enemy" are not well understood by humans. What the Rakshasa cannot destroy physically, it manipulates and coerces. While it has access to only a small number of powers that directly manipulate the minds of others, it is a powerful illusionist, capable of astounding levels of social finesse. For a being that is functionally immortal, it is unknown what its eventual end goals are.

The Rakshasa's form is mutable. It can assume virtually any shape it desires, and can hold that shape for a prolonged period of time. It can be a man, a beast, or even a table. It has preferred battle forms, often growing additional limbs, armor, and even weapons.

The Rakshasa is an example of a long term Deific-level threat. Its shapeshifting abilities allow it to infiltrate the highest echelons of power, while its skill with combat makes it an exceptionally potent physical threat. It has a specific goal, or set of goals, and a great number of minions with which to carry those goals out. A horror of the Rakshasa's power level represents a main villain of a large plot kit that may require the resources of multiple domains to effectively solve.

Type: Deific

Attributes: Intelligence 4, Wits 5, Resolve 4, Strength 7, Dexterity 6, Stamina 7, Presence 6, Manipulation 6, Composure 4

Skills: Academics (Hinduism) 4, Investigation 3, Occult 4, Politics (Political Strife) 4, Athletics 4, Brawl 5, Larceny 3, Stealth 5, Survival 3, Weaponry (Swords, Spears) 6, Empathy (Emotional Weaknesses) 4, Expression 3, Intimidation 4 (9), Persuasion 5, Socialize 4, Subterfuge (Mimic) 6

Merits: Fast Reflexes (2), Fighting Style (Kung Fu 5, Spear 4, Grappling 3, Fencing 3), Inspiring, Shieldbearer, Luxury 4 (the Rakshasa always has money at its fingertips...)

Willpower: 8

Essence: 102/10 (Conversion: Rakshasa regain Essence by eating human flesh)

Size: 5


Health: 12

Initiative: 12

Defense: 5

Speed: 16

Powers: Greater Shapechanging (Awakening- Life 5), Doppelganger (Awakening- Life 4), Mask of the Crone (Requiem- Cruac 4), Heightened Senses (Requiem- Auspex 1), Cloak of Shadows (Requiem- Obfuscate 3), Enter Twilight (4), Mesmerize (Requiem- Dominate 2), Breach the Vault of Memory



(Awakening- Mind 4), Phantasm (Awakening- Prime 3), Phantasmal Weapon (Awakening- Prime 4), Invisibility to Machines (Awakening- Forces 2 [Perpetual]) Summoning (Requiem- Majesty 4), Evasion of Shackles (Lost- Separation 2), Breaching Barriers (Lost- Separation 3), Elegant Protection (Lost- Separation 4), Remorseless Strike (Lost- Sorrow-Frozen Heart 3), Running Shadow (Forsaken- Stealth 3), Shadowsoul (Lost- Kith Benefit), Universal Language (Awakening- Mind 3 [Perpetual]), Claws of

the Wild (Requiem- Protean 3), Organic Resilience (Awakening- Life 2 [Perpetual, as per Life 5]), Celerity 4 (Requiem- Celerity), General Venue Abilities (Promethean), General Venue Abilities (Requiem)

Weakness: Whenever a Rakhsasa sees suffering, or a holy act that it can desecrate, it must immediately spend 2 points of Willpower in order to avoid indulging in acts to increase that suffering, or desecrate the act or site.