

Guide for Guardian Spirits for Cruac Ritual: Eternal Guardian of the Dark Moon

These are the guidelines for creating spirits for the Cruac 4 Ritual: Eternal Guardian of the Dark Moon. All spirits created using this document are low approval. STs are encouraged to work with their players to create appropriate spirits. As in all things, a VST has final say over what a guardian spirit can or cannot have from the document below.

Appropriate spirits are rank 1 or rank 2. While the spirit itself may believe that it is the incarnation of Mohammed, Guardian spirits will never be stronger than a minor (rank 2) incarnation of the concept they represent.

An ST may use rank 1 spirits, or give a player a guardian spirit with less than maximum traits or abilities from this document. Guardian spirits of rank 3 and above or spirits not created using this document are disallowed.

Recommended Spirit Archetypes

Many spirits are embodiments of ideals and actions in the mortal world. Gaining fuel from worship, actions, or simply acting as a shadowy counterpart of a real animal, spirits are a strange and diverse bunch. A large number of spirits will become interested by the essence provided by Eternal Guardian of the Dark Moon. Some appropriate themes for guardian spirits are:

--Totemic Animal Guardian Spirits are common among Native Americans cultures. Examples: Owl, Crow, Whippoorwill, Dog, Wolf, Bear, Badger, Turtle, etc.

--Ancestor Spirits are very common in Japanese, Native American, African, and Caribbean religions. The veneration of ancestors and elders occurs to some extent in most cultures and religions across the world.

--Fate Spirits are common in many Western cultures. Examples: the Roman Parcae, the Greek Fates, the Germanic Norns, the Celtic Aerten and Wyrd Sisters

--Guardian Angels are also found among the Ancient Greeks, Judeo Christians and the Islamic belief in the Kirama Katibin. A Voodooisant's loa or orisha could be considered a guardian spirit as well.

ATTRIBUTES:

Power: 1

Finesse: 1

Resistance: 1

Add + 3 to two starting attribute classes, + 2 to the remaining attribute

Willpower is equal to power + Finesse
Essence is defined by the spirits rank (Book of Spirits p. 131)
Initiative is equal to Finesse + Resistance
Defense is the highest of Power or Finesse
Speed is equal to Power + Finesse + Species Factor (or +10)
Corpus is equal to Resistance + Size

INFLUENCE: 2 dots (Book of Spirits p. 134)

All spirits have influence over the things that give them existence. The first dot of influence of any spirit should be directly tied to the flavor of the spirit. An owl spirit should have influence owls, while a death spirit influence over death.

The second dot of influences that guardian spirits have could be either in another influence directly tied to the type of spirit, or it could be in a guarding influence; for example: protection, assurance, safety, or salvation.

For example, a vulture spirit might have influence: vultures, death.

NUMINA: Choose 5, at least 3 must be from List One.

NUMINA LIST ONE:

Chorus
Discorporation
Materialize
Material Vision
Reaching (Book of Spirits)
Regenerate (Book of Spirits)
Savant
Seek
Speed (Book of Spirits)
Spiritual Vision
Stalwart (book of Spirits)
Wild Sense

NUMINA LIST TWO:

*Heal (Book of Spirits)
*Howl (Book of Spirits)
*Omen Trance (Book of Spirits)
*Speed (Book of Spirits)

*****Communion With the Land (Knowledge)
*****Fog of War (Evasion)
*****Omen Gazing (Insight)
***Primal Howl (Father Wolf)
*Sense Malice (Insight)
**Silent Fog (Weather)

*****Spirit Pack (Father Wolf)
*Warning Growl (Dominance)

**Shifting the Odds (Fate)
**The Perfect Moment (Fate)
*Winds of Chance (Fate)

BAN / COMPULSIONS: the ST chooses 1 ban (Book of Spirits p. 136)
A ban should be related to the spirit being used. For instance, a dog companion spirit may be banned from voluntarily leaving its companion's side.

FINAL NOTE:

Should a guardian spirit attempt to use a Warning Growl, Primal Howl or Howl to protect the guarded PC when the PC is attempting a fair escape, it is low approval, not high approval, as per other uses of Spirit Cruac on other player characters. Communion with the Land informs the spirit of the presence of PCs. These are the only exceptions to rule requiring High Approval to affect other people's PCs with Spirit Cruac at low approval. Other exceptions require Regional Approval—per the normal rule of requiring Regional Approval to use Spirit Cruac against PCs.

Clarifications

The Fate gifts (shifting the Odds, The Perfect Moment, Winds of Chance) can only give buffs to the spirit itself, even with Reaching. They can be used to assist in other of the spirits rolls.

A spirit with the Reaching gift and 2 total dots of influence can use Reaching to grant benefits to the Cruac caster in combat situations at the supervising STs discretion. Influence: Protection or Guardianship would be appropriate to add something such as 2 dots of armor—influence, goldfish, should not add 2 dots of armor. For story purposes, STs are encouraged to utilize this mechanic however they feel.

Special Thanks to: Dennis Moore and Roo James

Spirit Templates:

Jude Thaddeus: Patron Saint of Lost Causes

“May the sacred heart of Jesus be adored, glorified, loved and preserved now and forever. Sacred heart of Jesus pray for us, Saint Jude worker of Miracles pray for us, Saint Jude helper and keeper of hopeless pray for us, Thank you Saint Jude”

This spirit guardian appeared near a Catholic church with a statue of the Apostle Jude inside. The neighborhood was beautiful a century before, but had turned into a bleak

urban wasteland. Yet the prayers of the residents resound in the spirit world, fueling a host of spiritual entities. This guardian angel spirit is one of many like it that reside around the church—yet this spirit believes that it is the spirit of Jude Thaddeus himself and will emphatically give long monologues about life with his lord Jesus from time to time.

Rank 2

Attributes:

Power	3
Finesse	4
Resistance	4
Willpower	7
Essence	15
Initiative	8
Defense	4
Speed	17
Corpus	9

Influence: Hope, Protection

Numina:

Materialize
Regenerate
Spiritual Vision
Stalwart
Reaching

Ban: Jude is banned from planning actions it believes would bring desperation.

When left alone, Jude materializes to inspire people who have given into despair. He gives his visions and sermons by materializing obviously or subtly reaching a feeling of hope across the gauntlet. This spirit can grant a vampire he affects protection granted by the Influence: Protection. When Influence Protection is utilized along with Reaching (for a cost of 2 total essence—consider the duration to be one minute/fight. For 1 more essence the spirit can extend that duration to a scene), Jude provides 2 dots of supernatural armor to the guarded Acolyte in a time of need. He most certainly will do so if the vampire is attacked—but he will not do so in preparation for a battle, as Jude is not a spirit of war. Jude will also provide guidance in the form of spiritual visions to his ward in a time of great need.

The main problem with this spirit guardian is that he believes it to be his religious duty to guide the poor and destitute, and with his large fuel of essence provided by Eternal Guardian of the Dark Moon, he can now do so regularly. While he provides ample

protection, the vampire who enjoys his benefit may discover religious fervor to reach new heights in the vicinity of his haven. Sightings of Saint Jude are likely to increase exponentially—if ignored, this could eventually lead to problems with the masquerade.

Ogoun

“Gren mwe fret.” (Literal translation: "My testicles are cold.")

BACKGROUND:

Ogoun is a loa of hunting, war, and metalwork. On one side, he represents destruction of one's enemies and protection of families. On the other, he is destruction turned inward and havoc wrought within a community. This duality is his central theme and repeated throughout dealings with him.

DESCRIPTION:

One of his Avatars—the guardian—almost always appear as a large, strong man wielding a machete or a saber. Variants of Ogoun sometimes show themselves as a wounded warrior. Like many Loa, Ogoun has a distinct fondness for rum and tobacco. He is likely to push his ward to sacrifice and indulge in these things.

STORYTELLING HINTS:

At his core, Ogoun is a thug. Brash and sometimes unpredictable, Ogoun is out for blood more than protection. He looks for ways to create maximum bloodshed in his protection. A practitioner of spirit magic may ask for Ogoun's aid for protecting families or a community; in supporting a war effort, especially a revolution; or in the creation of weapons.

RANK 2

ATTRIBUTES:

Power 4
Finesse 3
Resistance: 4

Willpower 7
Essence 15
Initiative 7
Defense 4
Speed 17
Corpus 9

INFLUENCE:

Hunting, Protection

NUMINA:

Stalwart, Materialize, Spiritual Vision, Regenerate, Howl

BAN: Ogun is unable to resist rum that has been set on fire, and is compelled to act when such is offered.

Papa Legba

“Tell me a story and I’ll open the gates.”

BACKGROUND:

Papa Legba is a loa associated with fate, destiny, language, and the guarding of gateways. In Vodou, he is the first called to open the gates that allow other loa into the world and the last one dismissed to ensure that he closes the gates behind all the rest.

DESCRIPTION:

Papa Legba is a tall, dark man swathed in red and black who carries with him a sense of knowing everything, regardless of whether he really does. His sense of humor is well known, and as a trickster often to others detriment.

STORYTELLING HINTS:

It might seem unusual to have a trickster as a guardian spirit, but Papa Legba is a guardian of gates and paths; he is often identified as the devil at the crossroads, who will aid or not as he sees fit; the trick is in convincing him to do so. When knowledge is power and therefore protection, Papa Legba knows it all, or will at least tell you that he does.

RANK 2

ATTRIBUTES:

Power 3

Finesse 4

Resistance 4

Willpower 7

Essence 15

Initiative 8

Defense 4

Speed 17

Corpus 9

INFLUENCE:

Knowledge, Assurance

NUMINA:

Seek, Wilds Sense, Material Vision, Omen Trance, Sense Malice

BAN: Papa Legba is, at his core, a trickster. He is unable to resist solving riddles and must stop to solve one whenever one is presented.

Yemana

“You are children of the sea.”

BACKGROUND:

Yemana is the sea itself, motherhood, and a protector of children. She is often considered to be the mother of saints, the one who birthed the seas and all that live within it, and, in some variants, the mother of almost all other loa. She is widely venerated under a number of names.

DESCRIPTION:

Differing regions see Yemana in different ways. In one, she is a whiff of salt air and fecund earth. In another, she is a woman gravid with child. In a third, she is a great protector, wearing a belt of iron weapons. In all, she represents a mother who is both fertile and protects her children from harm, however she identifies her children. Guardian spirits in her archetype always represent fertility in one fashion or another, or perhaps they change their appearance from time to time to most appropriately impart the representation they desire.

STORYTELLING HINTS:

Yemana might seem friendly and easy to talk to, but underneath she has an iron resolve and will not budge from a position once she has taken it. She has little use for people she does not see as being one of hers, and the key to dealing with Yemana is in convincing her why you belong to her. Like many feminine loa, she can be vain and is susceptible to flattery.

RANK 2

ATTRIBUTES:

Power 3

Finesse 4

Resistance 3

Willpower 7

Essence 15

Initiative 7

Defense 4

Speed 17

Corpus 8

INFLUENCE:

Ocean, Safety

NUMINA:

Seek, Wilds Sense, Stalwart, Heal, Sense Malice

BAN: Yemana cannot harm children or those who use the guise of children.

Æsir: Baldr

BACKGROUND:

In ancient Norse religions, these warlike spirits hold daily meetings at Yggdrasil, the world tree. Amongst their number are the gods: Odin, Thor and Heimdall. These spirit avatars could be built in many fashions but always with a hint towards the warlike.

DESCRIPTION:

Baldr appears as a powerful man, likely the avatar of the god the acolyte worships. Power is evident throughout their appearance—in all things an Æsir should be a sight to behold. As a guardian spirit, an avatar of Baldr is likely to

STORYTELLING HINTS:

Baldr is an honest, honorable warrior, with prophetic, depressing dreams. Known for his giant ship, he is very appropriate for characters who spend large amounts of time at sea.

RANK 2

ATTRIBUTES:

Power 4

Finesse 3

Resistance 4

Willpower 7

Essence 15

Initiative 7

Defense 4

Speed 17

Corpus 9

INFLUENCE: Ocean, Protection

NUMINA: Stalwart, Reaching, Speed, Omen Gazing, Howl

BAN: Any deliberate attacks made towards Baldr with a weapon of mistletoe turns any failures to a single success. Baldr can be attacked across the gauntlet with the plant.

Dog

BACKGROUND:

Mankind's first and oldest ally in the animal kingdom: the dog. From Akibas to reindeer dogs, from Great Pyrenees to toy poodles domesticated dogs have been an integral part of many humans' lives for centuries. In the shadow, the dark reflections of these animals tend to be fierce canines, at least half-feral but no less loyal.

DESCRIPTION:

Strong dog spirits bear wounds and scars proudly; unrestricted by constraints of size, in the spirit world the ancient adage rings ever true: it is not the size of the dog in the fight but the fight in the dog. Dog spirits can be exceptionally adaptable. The dog-spirits of the Shadow Realm can be of any breed, but usually appear as an indescribable mixed breed, or sometimes changing its breed appearance as suits the situation.

STORYTELLING HINTS:

The dog spirit will not see a coterie, clan or covenant association as part of its extended pack—they have connection to only 1 master. To that master, the dog spirit will do its best to be the true shadow companion. The dog will often will take on an appearance of the domesticated dogs from the Acolyte's cultural heritage.

RANK: 2

ATTRIBUTES:

Power 4

Finesse 4

Resistance 3

Willpower 7

Essence 15

Initiative 7

Defense 4

Speed 18

Corpus 9

INFLUENCES: Dogs, Loyalty

NUMINA: Material Vision, Reaching, Wilds Sense, Communion with the Land, Howl

BANS: Dog-spirits often are held under a ban that forbids them from attacking any being that has once bested them in battle. Other dog-spirits are forbidden from dealing with those that have close ties to cat-spirits.

Owl (OMEN BIRDS, FA-NINNA)

“Doom and Ruin come soon”

BACKGROUND:

Appearing in tales and fables, the wise owl, surveying the land around him is the mythological wise man of the animal kingdom. The owls in the spirit realm have picked up the spiritual resonance of the human veneration and myths, shadowy purveyors of knowledge. More than most spirits, Owls have a talent for prophecy. Owls spirits of all ranks tend to demonstrate an impressive knowledge of fate and are excellent at reading prophecy. Some owl-spirits have managed to adapt to an urban environment, in effect prospering more than their physical counterparts.

The Omen Birds are notoriously difficult to speak with and unlikely to assist any but their spiritual ward. An owl guardian likely views the relationship with an acolyte as a symbiotic existence, and as a result after the ritual has ended, an Owl spirit will attempt fight off other spirits to stay with the same master should the acolyte recast Eternal Guardian when the ritual ends.

DESCRIPTION:

An owl-spirit usually resembles an amalgam of the most common owls in the region. Flying silently, an owl spirit’s eyes are unnerving and luminous. Their voices are usually low and soft, but capable of emitting the piercing screech of their real world counterpart.

STORYTELLING HINTS:

From their earthly counterparts, owl-spirits inherit a nocturnal cycle of activity, a penchant for expressive body language and a great gift for silent hunting. They have some degree of a fascination with death. They take a somewhat condescending tone toward acolytes who do not greatly overpower them.

RANK: 2

ATTRIBUTES:

Power	3
Finesse	4
Resistance	4

Willpower	7
Essence	15
Initiative	8

Defense	4
Speed	17
Size	2
Corpus	6

INFLUENCES: Death 1, Owls 1

NUMINA: Material Vision, Materialize, Wilds Sense, Communion with the Land, Omen Gazing

BAN: Owl-spirits are disoriented by sunlight, and suffer a –2 penalty to all dice pools when sunlight falls directly on them.

Ancestor Spirit: Imria Hithim

Most acolytes worshipping the spirits of their ancestors are worshipping a version of their mortal gods; some of them have acquired something else.

BACKGROUND:

Between the concept of ghosts and the spirits lies a shadowy place inhabited by the Imria Hithim. Some vampiric families have become blessed (cursed) with ancestral-spirits that have appoint themselves guardians of the family line. In particular, long acolyte oriented lines have had their spiritual energy attract their attentions. It is not unheard of, however, for a spirit to attach itself to a bloodline and watch over them for generations. By the time one manifests in enough of a tangible way to be investigated, they have become an inseparable amalgam of filial duty, history and the idea of the family well past the point of identifying with any one particular ancestor.

DESCRIPTION:

Ancestor-spirits are capable of manifesting in many forms and are often strangely discomfoting. Perhaps in remembrance of the family's fallen ancestors, most prefer to wear forms that are bipedal. Some bloodlines are watched over by spiritual apparitions—rarely visible—that attempt to guide the family known predominantly through ghostly manifestations and nightmarish nocturnal visitations. Viewing kindred society from a different lens, they are likely to venerate major actions taken by early members of the line—while mildly annoying if the acolyte's ancestors lived as pious monks it can be a veritable mess should the acolyte be descended from serial killers or diablerists.

STORYTELLING HINTS

Ancestor-spirits are rarely what humans think of as Grandmother's ghost kindly watching over her flock. An ancestor spirit will act to protect and promote what it sees as the family's best interest. Unfortunately, their perspective on what best serves the family is not always what the current family members would like it to be. Imria Hithim take their duties as guardian very seriously. These spirits represent the history of the family line

back to times often forgotten through the Fog of Ages, and will not be cowed by the efforts of modern family members to put them in their place. Those acolytes who betray their line may find their guardian unwilling to help when that help is sorely needed.

RANK: 2

ATTRIBUTES:

Power 3
Finesse 4
Resistance 4

Willpower 7
Essence 15
Initiative 8
Defense 4
Speed 12
Corpus 9

INFLUENCE: Family 1, Duty 1

NUMINA: Material Vision, Reaching, Seek, Heal, Silent Fog

BAN: Most Ancestor Spirits are bound to protect a particular family line and cannot aid one member when he works to harm another member of the line.

Fate Spirit

“Does the flap of a butterfly's wings in Brazil set off a tornado in Texas?” –Edward Lorenz

BACKGROUND:

Young fate gafflings are not creatures empowered within the shadow realms. Some are motivated, insofar as that word applies to a spirit, to improve their place in the shadow courts; others see their existence as fated, indefinitely watching and manipulating their small corner of existence.

STORYTELLING HINTS:

Fate spirits prefer to manipulate their environment in small ways and with regularity. They attempt to metaphorically change the flapping of countless butterflies to affect the eventual storm. A fate guardian will continually use its essence to attempt to improve its wards existence (especially in ways that will cause its ward to spend more blood, thereby replenishing the spirit). The spirit is less likely to work in drastic fashion unless absolutely and unequivocally necessary. An acolyte fleeing from attackers is far more likely to spot an unattended running vehicle than to have the attackers mysteriously run off. An ancient vampire who sends mortal allies to raid an acolyte guarded by a fate

spirit is likely to have them arrive at the same time as a horde of police officers who were tipped off to an unrelated crime at the same area.

RANK: 2

ATTRIBUTES:

Power 3
Finesse 4
Resistance 4

Willpower 7
Essence 15
Initiative 8
Defense 4
Speed 12
Corpus 9

INFLUENCE: Fate 2

NUMINA: Material Vision, Reaching, Seek, The Perfect Moment, Winds of Chance

Ban: While fate spirits can use their powers multiple times in an evening, they cannot grant the same effect more than once per night. If a spirit grants a large number of similar affects, they will grant negative effects to later that evening out of a sense of 'balance.'

Djinn

"Your wish is my command."

BACKGROUND:

In ancient Persia, a djinn were seen as spirits or angels. Djinn could either be good or evil: guarding a family from harm or spreading plague. In Islam, djinn are creatures habitating their own parallel world who often harangue or possess mortals for myriad reasons. In some Mideast cultures, each person is endowed with djinn that inspire them to act upon their evil desires.

The Mideast view towards djinn life resembles that of a feudal mortal society; with kings and courts. As mortal views go, this is the mainstream mythology that most closely resembles the shadow realm. Perhaps the greatest difference between this somewhat widespread belief and the Shadow is that humans have an unfailing desire to create spirits in their own image. Djinn are endowed with all manner of human emotions—rage, envy, desire—that simply doesn't drive the actual spirits.

STORYTELLING HINTS:

Fueled by the widespread emotions and fears of millions of people for thousands of years, countless djinn inhabit the shadow. An acolyte who takes djinn as a guardian could be in for a very interesting ride. The djinn will look out to 'benefit' the acolyte, even extraordinarily. On a day to day basis this is not as positive as it may seem. An acolyte is likely to find himself inspired to indulge in his base desires on a daily basis, the djinn working to turn every day into a bacchanal. The djinn will use his powers of sight to warn, guide, and guard his ward from any major danger—with this guardian, the acolyte's greatest enemy will become himself.

RANK: 2

ATTRIBUTES

Power	4
Finesse	4
Resistance	3

Willpower	8
Essence	15
Initiative	7
Defense	4
Speed	18
Corpus	8

INFLUENCE: Desire, Protection

NUMINA: Materialize, Material Vision, Omen Gazing, Reaching, Savant

BAN: The djinn is banned from harming a mortal holy man of any faith.

These are just some example spirits for quick and easy reference and people should feel free to alter them to their individual games and characters as they see fit.