MIND'S EYE THEATRE

VAMPIRE

THE MASQUERADE

VOLUME 2



BY NIGHT STUDIOS

KORY MULCAHEY #4974

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"Come, all you children, all you angels. Dance in circles and sing of dangers. Scream at the sun, summon the night. Run through the fires with restless intention. Why am I the monster? Why am I a monster?"

— echo Dade, Toreador



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Benedictions, Dedications, and Appreciations

"Yesterday created memories and learnings. Tomorrow will bring hope and a chance to try again. Today is the day we have to live, live in the moment and never give up."

— Anastasia 'Sasha' Holtz, Ventrue

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INTRODUCTION

"I read a lot of fantasy novels in my youth and, you know, I thought that the embrace and the whole 'Life after Death' thing would be so much more . . . romantic . . . ."

— Theodora Cartier, neonate, Toreador

We at By Night Studios are excited to bring you this much-awaited supplement to **Mind's Eye Theatre Vampire: The Masquerade ("MET VTM")**. Due to logistical and contractual obligations, this book is not an omnibus and is not a reprint of **MET VTM** or **MET VTM Volume 2 Issue 1**. Instead, this book contains all new material and provides the promised material alluded to in **Volume 2 Issue 1**, such as Kineticism, luminary powers, and so much more! We are eternally grateful to the community for backing this project and making this book possible.

NOTE: Although there are some nods in this book to the tabletop role-playing game Vampire: The Masquerade 5th Edition ("V5"), nothing in this book exists in the V5 continuity.

The New By Night Studios

Before we dig into the content, we would like to take a step back and tell you who we are. We are By Night Studios, but we are **not** the By Night Studios of old. We purchased the name "By Night Studios" and its prior products in 2019; however, we are a new company with new directors and a new vision. That vision is simple:

To usher in a renaissance for the World of Darkness Mind's Eye Theatre experience.

We are proud to be the official licensed publisher of MET products for White Wolf's World of Darkness setting and our directors, writers, developers, editors, and marketing and business team are all die-hard fans. At present, every one of us plays our games in some fashion.

How to Use This Book

When **MET VTM Volume 2 Issue 1** was released, you were told you would be sold a slow release of content in a serialized format with each installment containing a mechanical offering, updated systems, essays, and fiction and that there would be enough content for at least three installments. We, however, decided not to make you wait. Instead, we are staying true to our vision and have combined all the promised material into this one book! Like all books, this has been a labor of love and passion project.

The material provided in this book is an exciting addition to any game and nothing in it is designed to upend a game's continuity. With the blessing of your Storyteller, this material can be incorporated into any ongoing chronicle. Remember, from a characters' perspective, the content in this book has always existed. Ultimately it is the Storyteller's right to determine what content works for her game.

Primarily, the new content consists of additional disciplines, bloodlines, techniques, elder powers, luminary powers, clan specific flaws, expanded morality merits, and expanded blood magic. All these materials support additional character creation and development options. This expansion also provides setting updates for those Storyteller's that want to inject some changes to the static world of vampires. We also offer additional rules to round out both core and dramatic systems, such as aerial combat maneuvers and a new and exciting optional feeding system. Many of our updates and added materials come from player and Storyteller feedback.

The Future

What does the future hold? The short answer: more content and more tools to spark your imagination and to fuel your stories! This book is just the first of many Vampire: The Masquerade books; but that is not all. As the official licensed publisher of Mind's Eye Theatre products for White Wolf's World of Darkness setting, our intent is to ensure we give the entire World of Darkness the attention it deserves. Rest assured, we are just getting started! Of course our exact plans depend on how this book and future products are received. To that end, we thank you for supporting us by purchasing this content.

We Want to Hear from You!

By Night Studios welcomes your feedback! We will read every single email and every single post. While it may be difficult for us to respond to every communication, we compile your opinions and gauge the overall feedback when creating new products. While we enjoy reading your thoughts and comments on social media (and may occasionally respond), the best way for you to contact us is via email to:

support@bynightstudios.com

We look forward to hearing from you!



THE ART OF SOCIAL WARFARE

From his penthouse balcony Maximilian Hardcastle surveyed the world below. Even from this height he could sense the lifeblood of the city flowing beneath him. It had been many years since he had been part of that pulse of humanity, yet he still felt the desire to protect and shelter it. As he continued to gaze at the streets below his reverie was broken by the pungent scent of fresh blood and desperation; the source was a figure trying to hide within the shadows of the monolithic skyscraper.

His night was about to be interrupted by urgent matters.

A few minutes later, the distinct rat-tat of military dress boots against a well-polished marble floor echoed toward him to then abruptly cease. Maximillian turned to see Sergeant Dresher, his longtime ally, waiting patiently. The two shared a look of annoyance, and Maximillian nodded his head, indicating that the sergeant should show the individual in. Without a single word, the old soldier did an about-turn, something left over from their shared days in Vietnam, and disappeared into the recesses of the building. Maximilian took one last look out over his city, thankful for the few moments of quiet that he had experienced before business reared its bloody head.

It didn't surprise him that the message was someone needing his help. Afterall, Maximillian had made a small fortune in boons and favors by being able to successfully navigate mortal society when it came to fixing the various missteps of vampire affairs. He had prided himself on being a notable name called on by powers of his sect, not just his own clan, but Princes and even an Archon. In his mind, he was like the Midas of the Masquerade; everything he touched was fixed and the Masquerade secured. What surprised him was his midnight caller, a young and promising Neonate of clan Brujah who also happened to be the childe of the prestigious Brujah Primogen. If they were seeking help from a Ventrue, the situation must be dire enough that they could not turn to their own clan for assistance.

It was the scent that hit him first; the smell of unwashed clothing and dried blood mixed with sewage. Maximillian scowled as he turned to face the individual who was dripping blood and waste on his carpet. Sergeant Dresher shook his head as he led the Neonate Brujah into the area that Maximillian referred to as his "discussion chamber." The chamber was a special room where he preferred to conduct all Camarilla business and dealings, especially matters involving messy Masquerade cleanups. Judging from the state of the individual before him, a breech scenario was likely to be the reason for the Neonate's late-night arrival.



Maximilian didn't even have a chance to speak before the disheveled Neonate Brujah began his rather vocal plea, nearly tripping over their words as terror and fear illuminated the desperation.

"I . . . I don't know what happened! I was out in the Rack, there was this delicious morsel with the sweetest blood you ever tasted, and these guys jumped me with fucking tasers and these light guns. I ran like a bitch into the sewers, and they followed me! They knew where I lived and burnt down my Haven in the middle of the day, and I barely escaped! I think they got me on that video thing feeding on that girl. It was a setup I tell you! You can help me, right? I can pay you . . . please . . . ."



Maximillian stared at the creature before him, his features unreadable for a moment as he tapped his pen against his table. There was a certain symbolism in that action. Some scoffed at the idea that the pen could be mightier than the sword. Those individuals did not believe that with a single stroke of such a delicate instrument, entire livelihoods and cities could be destroyed. Maximilian had several pens, in fact. One to sign off on financial expenditures, one to sign casual correspondence, one for addressing Masquerade breaches, and his favorite one, the one he used to sign the death warrants that often followed the Masquerade breaches. The urge to retrieve that pen was increasing with every syllable uttered by the hapless Neonate.

He assessed the value of the vampire and what worth this individual could bring to his cache of boons and favors. Mentally weighing the pros and cons, Max nodded, standing so that he was purposely looming over the young Brujah.

"I can help you, but it is going to cost you. My aid is neither free, nor cheap. You are aware, I am certain, of the punishment for breaching the Masquerade? The last individual who was foolish enough to get caught for a similar infraction was left immobilized in the shadow of this building and had their eyelids held open so that they could watch the rays of dawn slowly approach, their flesh burning away as the sun took the sky and stole away the protection of the shadows."

Maximilian watched in amusement as his quarry squirmed beneath his gaze, letting the images of being immolated at high noon terrorize his thoughts.

"Fortunately for you, you are smarter than that individual and have come to me for assistance. You are already decades ahead in intelligence from this other unfortunate and quite dead soul. As I said, I can help you, but it is going to cost you as my aid is neither free, nor is it cheap. You do understand what that means, yes?"

The terrified Neonate breathed a sigh of relief and slowly nodded their head, the full weight of the implication finally beginning to break through the shroud of fear.

"I can pay you. What do you want, a minor boon? A major? Done!"

In response, Maximilian Hardcastle just stared back, letting several ticks of the clock on his mantle pass before he cast a deadpan look toward the Brujah that only had a hint of annoyance.

"You assume this is a negotiation. My price is non-negotiable. You screwed up and were caught."

Maximilian let his words hang in the air as he slid the contract across the table, inwardly smiling as the realization of what this document meant for the Neonate became evident. Enclosed in the contract was the basic agreement, a well-covered-up Masquerade breach in exchange for boons. In addition, the young Brujah would provide information on their clan, specifically their sire, who was the Primogen of Clan Brujah. Third, the Neonate would drink from his wrist not once, but twice, and if they ever betrayed Maximillian, their life would be forfeit. It was a harsh consequence to one so young, but one that could be overcome in time and perhaps even profited from.



There was an internal moment of glee as he watched the realization wash over the face of the Neonate. The cost of silence was steep, but they were clearly an individual who valued survival. Maximilian handed them his special pure gold Masquerade pen. The Neonate hesitated, reading and rereading the contract, perhaps even trying to find loopholes or hidden meanings in the stark words on the page.

"While you are reading, let's see exactly how badly you managed to mess things up."

No sooner had those words left his mouth, Maximilian's phone started ringing. He gave a pointed glance to the Neonate as Maximillian answered and listened to the voice on the other line. Reaching into his desk, he retrieved a slim black remote. With the press of a button, he turned on a television that adorned the wall by the door to play a video that he projected from his phone. Playing on the screen was news footage about a clip that was uploaded to the internet showing an unedited scene of the same Neonate feeding from an attractive blonde-haired woman, her glittery pink dress muted with the blood that coated her neck and shoulders.

Maximilian glanced at the Neonate, who looked like they wanted to sink into the floor. On the screen, two individuals jumped from the shadows, attacking the vampire with flash grenades and tasers. Maximilian paused the video and turned his attention back to the voice on the other end of the phone, all the while watching the Neonate who was nearly giving themselves whiplash from looking between the television and Maximillian.

"My apologies, Your Majesty. I have the video; thank you for sending it over. I am quite certain that whoever is responsible for this will be located. I completely understand how important the Masquerade is."

He turned to look at the Neonate, purposefully placing his hand over the receiver as he addressed the young vampire

"I would make your choice quickly. This call can go two different ways. Which way will it be?"

Maximilian watched as the Neonate pierced their hand with the sharpened end of the pen, dragging the cold metal through their vitae and letting it drip onto the page. With a shaking hand, they scrawled their name across the page, sealing their fate to Maximillian's. Once the document was signed and dried, Maximillian handed it over to the sergeant, who departed the room quickly to add it to his small treasury of boons.

"I wouldn't worry, Your Majesty. I have the situation well in hand. I will see that this issue is cleaned up right away."

He hung up the phone with Prince, staring at the Neonate for a moment.



"First, you have terrible taste. Second, you might want to start praying to whatever god you believe in, Neonate. You have just managed to find your way into the heart of politics. I hope that you know how to swim among the sharks."

If vampires could pale, the Neonate would have turned ghost white. There would be no turning back now. Their future was in the hands and the whim of ancient vampires who were more than happy to toss them out like yesterday's garbage.

Maximilian watched resignation sink in and allowed himself a small smile. Perhaps this young vampire could be useful to him after all. Never let it be said that there was no potential in failure. He could use this pawn to strengthen his own power base among the younger vampires and even find a way to undercut the Brujah dealings within the city. The neonate might not even realize how valuable of a chess piece they had become.

With a wave of his hand, Maximilian dismissed the young Brujah, waiting until they could no longer hear the distinct sounds of the neonate's sneakers shuffling on the marbled floors. He turned to stand before the full windows that showed a vibrant moonlit skyscape of his beloved city, admiring the view before him. He considered the potential of this new agreement, wondering if this had been a wise choice or a waste of valuable resources.

Living in the city had made him appreciate the concept of investments. Like a stock or commodity, this penny stock could graduate into a valuable investment, increasing in value and worth. It required cultivation and careful assessment, as well as knowing when to invest and when to cut losses. He was a patient man, willing to wait for the perfect moment to make his move. He understood the fundamental concept that if you were to strike too soon, you might run the risk of missing perfect opportunities. If you waited too long, you let existing opportunities slip away. It was essentially an elaborate game of chess on a much larger scale, though with similar principles.

Maximilian Hardcastle was a man who understood the important principles of winning. You didn't win by striking first. You win by knowing how to invest in potential opportunities and play the game several moves ahead of your opponents. This chance meeting had been an inconvenience that had the potential to move him into the perfect position to strike at the most opportune moment.

Turning from the window, he glanced back at the television and reached down to pick up his phone to put his plan into motion. He had little doubt that this oversight by the Neonate could be cleared up quite quickly. This is what he did, and he was good at it.

The long game, however, you could say was just beginning.



— Chapter I —

SETTINGS UPDATE: MODERN NIGHTS

"You speak of Antediluvians and Methuselah as myth; the truth is they do exist. You should be terrified of their power. Even elders' quake at the thought of their return. One has even walked among us since the nights of the Revolution but has yet to decide to wipe us out. One must wonder if we are just an experiment to be studied . . . ."

— Lucian Dragos, Tzimisce

The past few decades have resulted in the most significant changes in vampire society since the formation of the Camarilla. In these modern nights centuries old alliances have shifted as both clans and sects struggle to come to grips with the rise of the hunters, the machinations of the ancients, and the dangers that come with technological advances. While no one has been left untouched by the ravages of time, below are some of the more meaningful impacts.

But First, Be Advised

"I've seen too many vampires, Neonates to Luminaries, who don't consult with their Harpy and get locked into bad boon deals. Maybe they get caught up in the moment and don't think about it; maybe they want to keep all their dealings hush-hush; maybe they just think they're so smart they don't need a Harpy's help? Whichever reason doesn't matter; it's their mistake and I'll laugh at them every time."

— Moses Means, Nosferatu Harpy of Kansas City, Missouri

Although this Chapter contains some nods to the tabletop role-playing game Vampire: The Masquerade 5th Edition ("V5"), ***nothing in this book affects the V5 continuity***. Your Storyteller will decide if the material present here will be included in her chronicle. Just as any Camarilla vampire should consult their Harpy in matters of prestation, players should be sure to consult their Storyteller before incorporating the below content into a character's history or motivations.

The Camarilla

"Camarilla politics and steering a galleon during heavy seas; either way be prepared for a sudden change of course."

— Pau Lamarca Du Val, Ventrue Crusader

Battered but not broken, the Ivory Tower remains a source of strength, solace, and inspiration for those at the top as it casts a long and dark shadow over those outside its social fortifications. Yet some within the centuries old institution argue that its flaws are starting to show and that there are cracks in the foundation that will inevitably lead to its collapse. As signs of the sect's "impending doom," these naysayers point to the shifting of resources from elders to their childer and to how many loyal domains have been left to fend for themselves against modern threats. Others counter these allegations by asserting that this retrenching of power is simply a result of the Camarilla having closed its ranks. Despite the disagreements and speculation as to its sustainability, one undeniable truth remains: the Camarilla continues to exist as a formidable and elite union of clans bound by tradition and common purpose.

These modern nights have seen the Camarilla beset by both religion and technology – two unlikely allies that combined pose a formidable threat. However, due to its centuries of strict enforcement of the Masquerade, the Camarilla is perhaps the best positioned of any sect to endure. With the rise of the hunters, the ability to hide and to manipulate mortal society is much more essential and, in that regard, the Camarilla has not lost its edge.

These nights, the Camarilla is preoccupied with survival and stability, and to that end the sect has severely limited the use of technology in order to better shield itself from the hunter threat. Any vampire caught contacting another online shall be cast out, or worse; the subject of a Blood Hunt. No one can deny that the Camarilla still holds power, and despite its recent setbacks, the Camarilla continues to define vampire life for many across the world.



The Conclave of Prague

"You got any honor for sale off the back of that truck? Because I'm fresh out."

— Silence Weaver, Brujah Idealist

Many assert that the Camarilla's retrenching of power is a result of the Conclave of Prague. Planned as a show of support and strength, Princes, elders, and luminaries from throughout the world gathered for what was supposed to be the Camarilla in its full splendor. Instead, it was an assassination. Theo Bell, formerly a staunch defender of the Camarilla, openly slew the Ventrue Hardestadt as the Brujah attacked and destroyed his clansmen. The Conclave abruptly ended as disorder ensued and vampires fled the violence and confusion.

In the nights following the massacre, a large number of Brujah formally declared their secession from the Camarilla and their full support of the Anarch Movement. Throughout the world Camarilla officers resigned, leaving power vacuums and crippled cities as they left for Anarch territory. Some vengeful Brujah offered parting shots as they departed, setting fires to havens and enacting revenge against vampires they despised. Other Brujah attempted coups, seeking to claim dominion over their cities for the Anarch Movement. While many of the Brujah defected, a small group chose to remain loyal to the Ivory Tower. In many cases, these were the clan's elite—Princes and holders of high office who benefitted from the Camarilla's hierarchy—though some remained out of fierce loyalty.

For the second time in two decades, a Pillar clan had departed the Camarilla, leaving the sect with only 5 of the original 7 founding clans; and yet, despite this setback, the Ivory Tower did not topple.

The Schismatic Assamites

"My brother shall always be my brother, and my sister shall always be my sister. We may have our differences, but once we meet final death we will reconcile them."

— Jacob Elghinn, Assamite *antitribu*

For decades, the Camarilla had bolstered relations with the Schismatic Assamites; a group consisting mainly of Assamite Viziers with a growing number of Warriors and Sorcerers, all of whom found themselves outcast after a powerful Methuselah awoke and claimed leadership of the clan. This past courting granted them another opportunity: access to the Ashirra. Known as a confederation of rulers throughout the Middle East, North Africa, and portions of West Asia, the Ashirra were originally unified by their devotion to Islam. As many considered the Ashirra a precursor to the Camarilla, the Inner Circle saw a potential ally that was suffering from similar threats.

While the Camarilla tackled internal turmoil and the rise of the hunters, the Ashirra faced an incursion by the Sabbat which threatened the stability of its rule in the Middle East. When the Camarilla approached the Ashirra, the alliance seemed a perfect marriage. The Camarilla sought to expand its reach and project strength, and the Ashirra welcomed the aid against the Sabbat invaders. Their union was symbolically sealed as part of the Vermillion Wedding; a marriage between Toreador elder Victoria Ash of the Camarilla and Assamite elder Tegyrius. The ceremony featured elders and luminaries of both groups who gathered to watch the couple exchange vows and share blood.

Although this new partnership has done much to assure Camarilla loyalists that the Ivory Tower remains a growing and formidable sect, the union was not without its detractors. The Tremere bristled at the thought of an alliance that involved a centuries-old enemy, but ultimately accepted the union.



The Thin-Blooded

"The Prince says you've become a liability to the continued peace efforts. Meet me tomorrow at the clubhouse and we can work out a solution to this problem together."

— Ibrahim Kemal al-Omari, Elder Nosferatu

While bound together by common ideals and tradition, the acceptance of Thin-Blooded vampires remains a subject of individual choice. While a Prince may decide to "accept" Thin-Blooded vampires in her domain, and may even elect to abolish the position of Scourge, most Thin-Blooded vampires understand the hypocrisy such actions bring as the acceptance of the Thin-Blooded is far from universal. While many Thin-Blood have found solace in the Anarch Movement, in these modern nights the politics of each individual Camarilla domain determines how they will be received.

The Justicariate

"Good Prince, I fear you misunderstand; that was not a request."

— Coulter Roland Wainwright III, Ventrue Archon in service to Nosferatu Justicar MacDonald

When the Gangrel defected from the Camarilla, clan Assamite replaced clan Gangrel on the Justicariate. In these modern nights the Camarilla Inner Circle continues to choose the Justicars who hold global power, with each serving for a 13-year term. While the sect maintained seven Justicars for the bulk of its existence, the Inner Circle has chosen not to fill the vacancies caused by the defection of the Brujah to the Anarch Movement. These nights there are five Justicars.

THE JUSTICARS

As of 2018, the Inner Circle has chosen a new group of Justicars. For unknown reasons, they have not yet appointed an Assamite Justicar. The current Justicars are:

- **Malkavian:** Juliet Parr, former Sheriff of North London;
- **Nosferatu:** Molly MacDonald;
- **Toreador:** Diana Iadanza, Bane of Clan Gangrel;
- **Tremere:** Ian Carfax, former Archon to Karl Schrekt; and
- **Ventrue:** Lucinde, named "Justicar for Unlife" in 2018.



The Anarch Movement

"The Anarch movement has always stayed true to its name; constantly changing and always in motion. However, we have never lost our core: we are and will always be free."

— Liz Morrow, Brujah

Following the Convention of Prague, Anarchs worldwide were emboldened as their ranks surged and the Gangrel welcomed their former Brujah allies to the Movement. With the additional influx of numerous Followers of the Set, in these modern nights there is no single Anarch Movement united by ideology or leadership. Instead, the global Anarch revolution has become a spontaneous force, born out of centuries of Camarilla repression and embodying the various ideologies and agendas of whoever happens to have their boots on the ground at the time. Although the Camarilla's closing of its ranks has resulted in the Movement no longer being considered part of the Ivory Tower and has caused many a Prince to view the Movement as an unacceptable threat to be forced out of her domain, these attempts at expulsion coupled with the rise of the hunters has revealed an unparalleled opportunity for an Anarch vampire to make their mark.

In these modern nights, all vampires are welcome in the Movement as new blood feeds new collectives and new baronies. Let the Camarilla hide behind the crumbling walls of its Tower; while they do, the Movement will tear down the neglected parts of their establishment and replace it with something fresh that will lead vampires into a brave new night.

The Sabbat

"I hold unchallenged status within the Sword of Caine, and yet as your Archbishop I rebuke you for kneeling before me. Stand proudly as my Brothers and Sisters! I am not a Prince or Justicar who holds you down and enforces the Tower's oppression; I fight with you all on the battlefield against such corruption. I espouse freedom from tyranny for all of you who are Initiated are my equal. This is the way of the Sabbat."

— Archbishop Ivo Bratovitch, Tzimisce Bratovitch



Once the Sabbat held hundreds of domains worldwide, but when the hunters rose it was the Sabbat's unbridled ways that caused them to take the brunt of the ensuing attacks. As a result, many Sabbat domains were purged, causing some packs to masquerade as Anarch gangs and forcing other members of the sect to tentatively offer their knowledge and allegiance to the Camarilla in exchange for shelter from the unrelenting storm. Yet as the Sword of Caine loses physical ground, it re-emerges as a shadowy force seemingly everywhere and nowhere. In truth, this un-anchoring has permitted the Sabbat to focus on what they do best: striking fast and hard. In these modern nights, the Sabbat are the vampire bogeyman and woe betide the vampire who steps into their path.

The Independent Alliance

"There is no such thing as a permanent enemy when mutual benefits are involved. Sometimes you must tactically withdraw and give up something trivial before you advance and take what you really want."

— Ismail Iywaz, Follower of Set

The alliance between the Giovanni clan and the Followers of Set has all but dissolved in modern nights, as each of the clans shifts their focus inward. While there is still some utility in collaboration between individual clan members and small groups, many suspect the ideological differences between the Giovanni and the Followers of Set will ultimately bring an end to this tentative alliance.

The Clans of Death

"A fool will either learn or die, and the rest of us will be better for it."

— Hedwig Plast Putanesca di Espiare, Master Elder of clan Giovanni

With the destruction of Augustus Giovanni and the rise of the hunters, these modern nights have birthed a union of the clans of death. Despite past grievances, through oaths, blood bonds, and — as is rumored — ancient necromantic rituals, the Harbingers of Skulls, Samedi, Cappadocians, Lamia, and even a handful of Nagaraja united. The road to unification was not an easy path, particularly in the early nights. Age-old grievances are difficult bridges to cross, and diverse approaches to both the necromantic arts and social interactions threatened to undermine newly forged relationships. Although the ideologies of a union born from necessity often differ, the need to function as one united family has instilled an absolute devotion to do what must be done to ensure their unadulterated control over both the living and the dead, whether that involves putting aside ancient grudges or diving deep into diabolical necromantic arts. Electing to remain independent of any formalized sect, the collective now turns its focus to the future and the opportunities that only unity can bring.





The Followers of Set

"Here in the Hub, we play by Set's rules, you don't like it? Bang A Uey."

— Paddy Murphy, Follower of Set

The Followers of Set have always been dedicated to the reverence and worship of the clan's founder. It is that faith — which permeates the clan and gives them a unified purpose — that birthed the revelation that every creature has a spark of Set's divinity within them and that only by breaking the shackles of belief and convention can liberation be achieved. When the modern nights saw their holy places sundered by hunters, the Followers of Set rededicated themselves to Set's cause and found new purpose as the spiritual core of many gangs and coteries where they serve as suppliers and providers of liberation. Though the Ivory Tower refuses to accept them as members, many Followers of Set have found a new home in the Anarch Movement where they have thrived.

Clan Tremere

"Due to yesterday's incident, access to the attic is restricted to Apprentices of the 6th Circle or higher who have completed the requisite coursework and who can demonstrate a thorough competence in the use of airtight clothing. No further modifications shall be made."

— By order of Tremere Regent North Aurum, Sanguinem, et Magia

Birthed from ambition and pride, the Tremere clan was known for its strict governance, secretiveness, obsessive nature, and a highly adaptable skill in Thaumaturgy. For centuries the clan appeared united by promises of untold magical powers and blood rituals; however, in these modern nights the clan is fractured as multiple Houses vie for the clan's legacy.

With House Tremere, House Goratrix, and House Carna emerging as the main factions, it was the destruction of the Prime Chantry by hunters, coupled with the refusal of House Goratrix and House Carna to blindly follow centuries of tradition, that led to the Tremere schism. Now, each faction maintains its own ideology, hierarchy, and perspective, viewing the others with suspicion and distrust. Although the traditionalists argue that the changing nature of the Camarilla and the rise of the hunters demands that the clan come back together, members of House Goratrix, House Carna, and other minor Houses insist that the clan will not endure under House Tremere's leadership. The mending of this schism has only been made more unlikely due to Carna's repeated use of Thaumaturgy to break the Blood Bonds that once tied the Tremere together.

Clan Tremere struggles to maintain the hierarchy that once defined it. For the first time in its long history, it must face the possibility of a prolonged internal conflict. At present, each House pursues its own agenda. News of the clan's fracture has spread throughout the sects, and the clan struggles to avoid a loss of stature in response to its loss of face. With no clear and immediate means of resolving the current schism, each House is free to pursue its own objectives; however, their actions are often tempered by the knowledge that, given the expansive powers of Thaumaturgy, the balance of power can shift at any given time.

NEW CLAN WEAKNESS

The fracturing of clan Tremere into multiple Houses has had more than just an ideological impact; it has impacted the very nature of their blood. Some claim that this is a direct result of the attacks on the Prime Chantry while others claim it was caused by the severance of the bonds between members of the clan. Whatever the cause, the blood of clan Tremere has been altered. The following Clan Weakness replaces the Clan Weakness in the core BNS V:TM 2013 core rulebook.

CLAN WEAKNESS: Members of clan Tremere can no longer fully Blood Bond other vampires. No matter how many times another vampire consumes the blood of a Tremere they only suffer from a stage one Blood Bond; however, Tremere are still able to create ghouls and bind them. Should a Tremere Embrace a bound ghoul, the clan weakness immediately takes effect with regard to the new childe and any existing Blood Bond the childe has to its sire fades by one stage per month.

STORYTELLER NOTE: If you have characters in your troupe with a stage two or higher Blood Bond to a Tremere, that Bond fades by one stage per month until it is a stage one Blood Bond.



STRIKE TEAM ALPHA

The smell of smoke permeated the woods around the old farmhouse long before the lick of flames became visible over the trees. This had to be the spot, though; they'd pursued too many false trails for this last one to not be the answer.

A racoon raced through the woods with a giant German Shepherd close on its tail, like the two creatures were in a perfectly natural game of chase . . . except both were picking up speed as they ran toward the fire, not away. When the animals broke the line of trees into the clearing, the leaves rustled around a larger space — they weren't alone.

"Well... fuck."

A tall man, no longer a racoon, put a hand to his forehead as he tried to hide the exasperation that had slipped out with his words. He was Jimmy Kincaid, an Archon of the Ivory Tower, and the thought of finally finding his quarry on *fire* was — for a brief moment — almost too much. But he was *Jimmy Kincaid*, and he'd get past this obstacle just as he had done with everything this existence had thrown at him thus far.

He had a team, after all. A good one, with leaders picked specifically for this task. Jimmy glanced back to his companions as they flickered into visibility; both shared his frustration and his determination. All three fought down the instinctive reaction to fire as they watched the building burn; they had a job to do.

Carrick Driscol, an Irishman with a well-lauded history as a warmaster against the Sabbat, knew the enemy's tactics like the back of his hand. He had planned operations against Cardinals, so a few Archbishops would be no matter. Carrick knew the underground shortcuts just as well — hell, he had *built* half of the warrens in this town and fixed up the other half. Stone was just as much a home to the freemason as war.

The dog whined at the fire in the distance. Rex, the Goodest Boy, looked over to his master and constant companion as he vocalized his impatience and eagerness. Moses Means had dropped his Obfuscate enough that his golden, reptilian eyes were visible along with a sheen of scales across his skin. While Moses was a Harpy who could trade boons with the best of them, for this task he was here for his sheer physical prowess.

When given the assignment to root out the army of Sabbat causing havoc in the city, Jimmy's first thoughts had gone to Carrick and Moses. Of course, they had more backup, all ready for when they caught up to the elusive sect, but these three men formed the

core of the team. The team was not an Archon and his lackeys; rather, they were three Nosferatu who generally trusted each other and really knew their shit.

The three men and the dog stared at the inferno that the distant farmhouse had become in the short span of time between smelling the smoke and reaching the edge of the woods, each of them recalculating with a sense of synchronicity that one would only see in a well-meshed team.

Before Rex could take three breaths, Jimmy and Moses were already on their phones to influences, allies, and the team waiting in the wings.

Get the area locked down — check.

Tell backup to hold, that the plan has changed — check.

Get a giant hose here, stat — check.

Put out that goddamn fire — working on it . . . .

For his part, Carrick wasn't on his phone; he didn't need to be. He had taken out a notebook to map out what he knew of the area and visualize the next steps. Jimmy and Moses's calls had quickly confirmed that hunters had not been around here yet; the Sabbat had set this fire.

"It's a diversion tactic, but . . . the closest sewers block up and reroute around the woods a few miles back." Carrick frowned. Even as he said the words, he didn't like the blindness they implied. "But it's a good sign for us if they're already burning down their own houses."

Moses gave a nod to Rex, his silent command: *track which way they went*. Without hesitation, the dog bolted off to do a lap around the burning barn, checking for any sign of the targets' trail.

Fires that burned so hot and bright also tended to burn fast, and by the time Rex returned the inferno had taken most of the flammable old farmhouse to the ground. The hose a few of the ghouls brought simple helped the flames along, making a pile of smoking embers.

There would be no evidence here they thought, or at least until the dog came back from his tracking expedition, looking confused and shaking his head.

No tracks leading away from the building.

If the quarry had not escaped through the wood there must be another way out. Jimmy, Carrick, and Moses looked to have been struck by the same thought at the same time, and with the same synchronicity that they had moved with before, the trio of Nosferatu rushed toward the charred patch of former farmhouse. The chase was not over yet, not by a long shot.

They approached the ruined structure with caution, wary for traps but finding none.

"All clear. I don't think they had much of a heads up, either. Seems like a rush job, so we must be close. But if they didn't leave through the woods . . . ."

Jimmy's sentence trailed off, and Moses picked it up. "There's gotta be something in the wreckage."

Carrick had already begun to examine the foundation and had followed a set of stone steps to the basement. "Something like a well?" he called up. He sounded curious, even a little excited; the enemy would not have trapped themselves like this, which meant there may yet be a piece of the city still waiting to be discovered.

Jimmy and Moses found Carrick pointing at an ancient-looking stone well, buried under a pile of smoldering rubble from the first floor. The team shared a look, a nod, and a matching thought: *Exactly like a well . . . if it has a tunnel leading elsewhere.*

Moses needed no further encouragement to clear the passageway. He paused before yanking the heat-sealed cover open, waiting for Carrick's acknowledgement that the rest of the foundation was sound enough to not collapse on itself. Working long fingers around the cracks, with one hard yank he pulled the top off in a cloud of smoke and ash.

"That's one way to open a well," Carrick noted with a raised eyebrow.

Jimmy peered down the narrow passageway. Unconventional or not, it had worked. The method had even seemed to loosen some of the stones blocking the way down, making it a bit easier to squeeze to the ground. He tossed a coin down, and only a few seconds later heard the satisfying *clink* of it hitting the stone below, along with a soft splash of shallow water.

"It's a short drop, and water means it's gotta connect to something, right?"

By the time Carrick nodded his affirmation, Jimmy had already jumped down, and the expert stonemason was quick to follow. Rex whined, but with Moses's encouragement the dog and the scaled Nosferatu both followed the others into the subterranean tunnel.

The temperature was colder below, with stale air that signaled this place had not been used in ages, possibly even centuries, until that night. Roots grew through the cracks in the stonework, barely managing to hold the tunnel together. The flames had not reached here, but when Rex stiffened at a familiar scent, they knew they were on the right trail.

"See what you notice on the way. I'm gonna take a peek at the end," Jimmy advised the others before shrinking back to the more agile and compact form of a racoon to then dart off into the darkness of the tunnel.

Carrick's hand brushed along the stone wall, feeling for anything out of place as he took careful steps. "This . . . . I haven't seen stonework like this around the city. To have held up down here as well as it did . . . ." He sounded impressed and then added "Let's try not to break it."

Moses chuckled as he mimicked the motion on the other side of the passageway. Rex continued his sniffing along the center, and the group moved at a comfortable speed down the passageway. Eventually, though, it started to tighten, becoming so narrow that the German Shepherd would soon no longer be able to progress.





As they paused, Jimmy came running back out of the narrow section of the tunnel to meet them. His head shook with annoyance as he shifted back, looking at each member of his team as he gave the rundown. "There's a complete cave-in ahead. Layers and layers of stone. On the plus side, we've got a really strong idea of where they got out. They definitely went through it, probably even caused the cave-in. Downside, if we have to circle back, that more than doubles their lead."

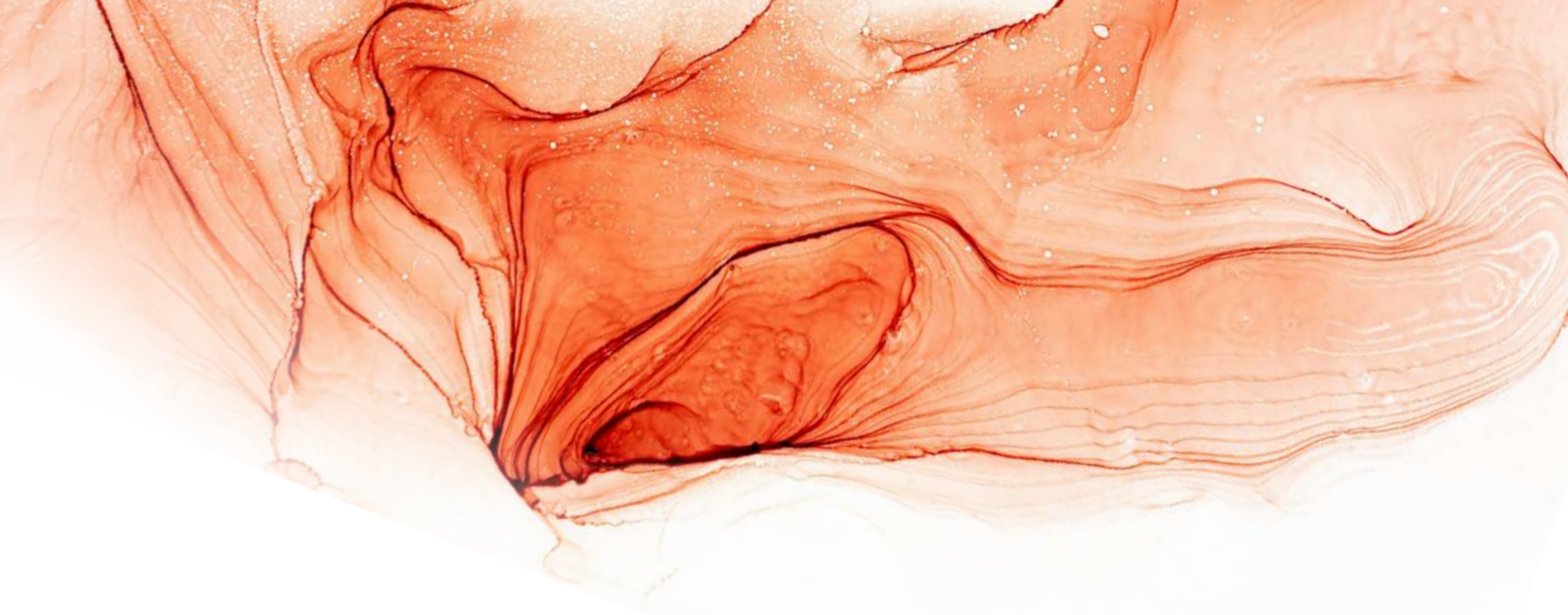
A heavy silence hung over the group for a moment as they weighed their options. Moses, with Rex's help, could likely hit his way through the stone but they risked collapsing it even more. Carrick could mist through, but if there was a trap on the other side he would be in trouble. Their best chance was to call the backup team and give them the exit location; while they still risked a trap, they had the advantage of distance and surprise.

"The warrens had been blocked, rerouted, meaning that maybe this *did* connect once . . . ." Carrick mused, and stepped into the narrow section of the tunnel to examine it further as Jimmy worked on getting the coordinates back to the team on the surface. Leaving Rex with Jimmy for the moment, Moses followed Carrick.

A loud cracking noise heralded the crumbling of more stone and Jimmy jumped. "This was it!" he whispered to himself. "Wait, the tunnel wasn't collapsing . . . ."

"Hey boss, get in here, there's another way! Big enough for Rex, too!" Moses called, gesturing from the darkness.

They found themselves staring down the pitch-dark passageway of an ancient crypt with air staler than death itself. There was the slightest hint of movement far in the distance, and a quiet, creaking sigh carried through the air. Their quarry certainly had not gone this way, but the motion and noise meant one of two things: either they should be ready for something to creep up on them in the dark or they were on the verge of finding another exit; or more likely, both.



Senses on high alert for any signs of danger, the team progressed into the abandoned tunnels. It was almost disappointing how calm the journey was, but the space at least was large enough for them to spread out. Carrick noted the artistry — these were built far more intentionally than the haphazard stonework after the well, but not like any warrens he had seen.

A bit ahead of the others, Jimmy saw the door first. It was a curious steel thing warped by neglect and water. They had not reached the end of the tunnel yet, but something told him to pause there. While it wasn't their mission, something about it just *felt* important. Carrick and Moses slowed to a stop as well, staring.

It was stuck tightly enough that it needed more than even Moses's strength to pry it open. All three worked together, pulling with all their strength, until there was finally a creak of movement. That nudge seemed to have unsealed the last bit of force holding it shut, and before the trio could react the door it had flown off its hinges in a crash of noise and a cloud of dust.

As the air settled, the three Nosferatu found themselves once again in silence; only now they gazed into the open doorway of what seemed to be a small prison. Inside, six emaciated vampires lay in torpor. Noticeably starved, each one clearly displayed the telltale beauty that only blessed the Nosferatu.

These were clanmates . . . but something felt different about them.

Jimmy, Carrick, and Moses looked at each other, glanced back to the far end of the tunnel, and then finally let their gazes settle on the bodies. The team on the surface had the location and instructions to continue the never-ending game of chase with the Sabbat — their own part could wait. Besides, they knew better than to turn down an opportunity to make new allies.

The decision was easy enough, and they didn't even have to speak. The Archon could not help but smile. They would help these lost clanmates. They would all make it out, and they would keep their targets in sight and still get their job done.

He really did assemble a great team.



— Chapter II —

ADDITIONAL BLOODLINES

"Esteemed Prince and Blood of my Blood. You spend too much time trying to be Ventrue. Power and the thirst for battle courses through your veins. Throw off your trappings of civility, and embrace that which you were born to do. If they deserve death, do not give them quarter. If they can learn, set them on that path. Stop pretending and just be a Crusader."

— James Maximillian, Ventrue Crusader

Bloodlines represent only a small portion of their original clan. In general, they are a lineage within a clan whose blood has been altered, and with that alteration comes differences; some subtle and some severe. Whatever their cause, bloodlines do not spontaneously appear or disappear. If you are a member of a bloodline, you are Embraced into the bloodline by your sire who must also be a member of the same bloodline. If you Embrace another, she will also be a member of your same bloodline, unless her blood is so thin that she becomes a Caitiff. Usually, members of a bloodline consider themselves to be part of their parent clan. However, some bloodlines may hold a grudge against their parent clan or vice versa, and some may claim no parent clan at all, such as the Daughters of Cacophony and the Gargoyles.

In this Chapter you find six new playable bloodlines. They are: the Gangrel Anda; the Lasombra Corsairs; the Lhiannans; the Nagaraja; the Nosferatu Creeps; and the Tzimisce Bratovich. Your Storyteller is the final arbiter of what bloodlines are represented in her chronicle's setting and their cost, if any.

— BLOODLINE —

Anda

"We govern ourselves by a code: Honor; Loyalty; Dignity. Morality is not included."

— Royce Kingston, Ancilla and Gangrel Primogen of Tampa

DISCIPLINES: Animalism, Potence, Protean

RARITY: Your setting's Gangrel Rarity Cost + 2 merit points

Spanning from the Pacific Ocean to Eastern Europe, the Mongol Empire remains one of the most expansive in history. Under the leadership of Genghis Khan, the Mongols rose in the 13th century to become the most feared army of their time. With the Great Horde rode the Anda, outmaneuvering their enemies with cunning and ferocity and laying waste to defiant cities ruled by elders who refused to bend a knee. Their rapid conquest brought terror to the courts of Europe, as decadent vampires cowered in fear.

Popular accounts maintain that the Anda disappeared with the Mongol Empire. As Genghis's descendants struggled to keep his empire together, so too did the Anda struggle as their founder, Dobrul the Brave, fell into torpor. By the late 15th century, there were no known active Anda. For several centuries vampire society believed the bloodline had faded away into history. That belief was dispelled in 1974 when, in a field outside the city of Samarkand, the elder known as Kuthulun awoke from a centuries-long sleep.

A powerful warrior in her time, as a mortal Kuthulun demanded her suitors bet her 100 horses and defeat her at wrestling to win her hand. At the time of her embrace, she owned a herd of 10,000 horses. As her success and holdings grew, so did the jealousy of her court who betrayed her. Kuthulun was ambushed and severely wounded. After barely escaping, she took refuge in the earth. Her intention was to sleep only for as long as needed for her wounds to heal, but instead she awoke 650 years later. Though she scarcely understood the era in which she woke, her ambition remained sharp. She soon set out on a journey to learn more about the world and to lay claim to the rulership of the Anda.



Decades later, she has succeeded in reviving her bloodline and returned to Samarkand to rule. Like her, her childer are cunning, sharp, and strong. They are unbound by convention, and readily embrace innovation. Kuthulun and her city are formally independent, but her lineage stretches all over the world and in each of the great sects. They are her eyes and ears, monitoring the strength of each region. Some close to her believe that when the time is right she will join a sect and assume a leadership role; others believe she will prey upon the weakest sect and grow her ranks with their numbers as she had centuries past.

Meanwhile, the Gangrel clan as a whole has accepted the return of the Anda and acknowledged their legitimacy. While they often bring a dissenting opinion to clan politics, the Anda have proven their loyalty through their strong support and formidable skills. Karsh himself is believed to have a trio of Anda among his elite warriors, and the first Anda was recently admitted to the Black Hand. But while their heritage affords the Anda a great deal of clout, they are eager to establish a new legacy for themselves. Whether this will be done through conquest and strategy or through diplomacy and alliances remains to be seen.

ROLEPLAYING NOTES: Unlike most Gangrel, the Anda are perfectly fine with hierarchy. They see how their listless cousins cling to their individuality and note how they lack the power that comes with organization. The Anda understand the power of collective action and seek to build or be a part of a strong coalition. They appreciate luxury and the trappings of wealth but avoid decadence for its own sake. Further, Anda do not abandon their childer as many Gangrel do; instead, they mentor them closely and adhere to ancient tradition that dictates that childer are not to be released until they have learned the Protean power Earth Meld. And yet, similar to other Gangrel, they enjoy the wilds and never forget their origins as a warrior bloodline.

Organization

The Anda appreciate a leader with ambition and drive and will happily pledge their services to a strong ruler. Therefore, while Anda can belong to any sect, their choice is often driven by opportunistic concerns. Internally, each Anda is accountable to her sire and her progenitors unless she has defeated them in combat. This means that all are accountable to Kuthulun, who no one has defeated. This loyalty is expected to supersede sect lines, though it is infrequently tested.

Alternative Weakness

In addition to the standard Gangrel weakness, Anda are cursed not to remain in the same place for very long. For every day that she sleeps within five miles of where she woke, she must spend 1 additional point of Blood to reawaken. This penalty is cumulative, so if an Anda has slept three days within five miles of the same area she had previously slept, she must spend 4 points of Blood to wake (the standard 1 point + 3 additional points for the three days spent sleeping within five miles of the same area). This count resets once she sleeps a single day more than five miles from where she slept the day before. If she cannot spend enough Blood to reawaken, she falls into torpor. She will remain in torpor for a number of weeks equal to the number of days she spent sleeping in the same area, after which she may spend 1 point of Blood to reawaken.

Bloodline: Anda Merits

DUST IN THE WIND (1-POINT MERIT)

The Anda were known for their ability to control vast swaths of open territory, striking with incredible force before moving on. As heir to this legacy, you gain the Strength attribute focus for free.

In addition, whenever you discorporate via Earth Meld, Mist From, Earth Control, or Ghost Body, you can cause either a single ghouled animal or a vehicle to discorporate and accompany you. Any animal must be the size of a horse or smaller and if you have a vehicle, it can be no larger than a motorcycle. If you are able to move in these forms, the animal will move with you unless you command it to do otherwise. Should the ghouled animal or vehicle separate more than 3 steps from you, it will immediately become corporeal and remain solid until you activate this effect with it again through the use of a proper power. If you are immersed in the earth when the separation happens, your animal or vehicle will immediately be expelled to the surface.



ALL THE BEST TOYS (2-POINT MERIT)

In centuries past, the Anda were masters of mounted combat, overpowering their foes with superior horsemanship and advanced logistics. You continue that tradition through your own mastery of modern vehicles. You gain 5 dots of the Drive skill. If you have any dots in the Drive skill when you purchase this merit, those dots are removed and you receive an XP refund equal to what you paid for them. If you gained those levels as free dots during character creation, you may reassign them.

You also have a knack for vehicle procurement. You may spend a downtime action to acquire a single vehicle valued at $30,000 or less. This includes aircraft and boats in addition to land vehicles. You may combine multiple downtime actions as well as any additional funds you have from the Resources background to acquire a more expensive vehicle. In addition, you may overtax your Resources to buy vehicles without incurring a penalty.

Any vehicles acquired cannot be unique; you cannot acquire the Prince's car or a specific targeted vehicle through this merit. These vehicles are acquired through a variety of questionable sources and will also lack any supporting paperwork or documentation unless you paid 50% of its cost using cash or the Resources background. These vehicles must be commercially available; you cannot acquire tanks or military vehicles which could not normally be purchased by civilians.

THE BEAST WITHIN (3-POINT MERIT)

Since their early days, Anda have embraced new technology and innovation, incorporating these advances into their fighting styles. For most Gangrel, the advantages of weaponry rarely outweigh the benefits of Shapeshifting; however, you get the best of both worlds. Whenever you activate the fight form of Shape of the Beast or another Major Transformation power, you may choose to instead assume a bestial but near-human form. This gives you the benefits of the transformation power, but you retain the ability to use tools and weapons. Any benefit that you would receive toward your Brawl-based attack test pools may also be applied to your Melee and Athletics-based attack test pools.

Your appearance when using this benefit bears the distinct characteristics of the form you use. For example, if your Shape of the Beast animal form is a bull, your Beast Within Form will have horns and a bovine snout. These forms are distinctly masquerade-breaking in nature. You cannot appear normal through uses of Mask of 1000 Faces or creative applications of Vicissitude or prosthetics, but you may still hide by using Unseen Presence. If you meet shapeshifters who assume a similar animal form, and you possess the proper lore, you may be able to pass this off as a Glabro form. Speaking in this form is difficult, but still possible.

While you are capable of maintaining this form for long periods, many groups of vampires, including the Anda, view remaining this way a sign of insecurity or weakness.

— BLOODLINE —

Bratovitch

"Well, sheriff, I'm not sure what happened to those teenagers neither, but you know how those out of town folks tend to get into all kinds of trouble. And there's no need to poke around my barn – you've been there a hundred times at least. Now you take care now – Mama says hi, and she'll see y'all at midnight mass . . ."

— Jack J. Bratovitch, Tzimisce Bratovitch and former suspect in the Haig County Massacre

DISCIPLINES: Animalism, Potence, Vicissitude

RARITY: Your setting's Tzimisce Rarity Cost + 2 merit points

The Tzimisce pride themselves on breeding revenant families, though sometimes even their own twisted experiments get away from them. The Bratovitch are a perfect example of Tzimsce experimentation gone horribly awry. Elder Tzimisce only grudgingly admit their role in creating the Bratovitch, a revenant family which has managed to "earn' the Embrace in large enough numbers to coalesce into its own bloodline. These twisted, often horrific, and crass vampires make some of the most fervent Loyalists in the Sabbat look highbrow. Often regarded as freaks of circumstance, the Bratovitch are no strangers to cannibalism, squalor, violence, and other vices often spurred on by their merciless tempers.

As a revenant family, the Bratovitch existed well before the first Anarch Revolt as terrifying hunters of Lupines and other denizens of the night. To assist in their hunts, the Bratovitch prided themselves on mastering the creation of hellhounds; ghastly and horrific creatures with vicious jaws, knotted muscle covered only by a seemingly thin layer of taunt flesh, and other vile modifications. They are the stuff of nightmares, with no concept of mercy or restraint; but to the Bratovitch, they are creations of art that would make a Toreador weep tears of blood. In modern nights, most Bratovitch keep several hellhounds as guardians of person and property with simple instructions – protect and destroy any who trespass.

At the start of the Anarch Revolt, the Bratovitch fought to protect their ancestral masters, but then betrayed the elder Tzimisce when the tide of war turned against the clan. After the Convention of Thorns, the Bratovitch chose to throw their lot in with the newly

formed Sabbat sect, joining younger Tzimisce who were determined to throw off the shackles of the ancients. It was a fitting choice as the newly formed sect welcomed the bloodthirsty Bratovitch and their hellhounds, giving them free reign to hunt their enemies.

Quietly some Tzimisce hoped that, with the Embrace of the Bratovitch family, the bloodline would temper itself and focus on survival instead of bloodshed. Instead, the twisted legacy of the family became more profound, manifesting itself as insatiable rage and bloodlust fueled by horrific feats of strength and the ability to rend and sculpt flesh. The Tzimisce downplayed the difference in blood for some time, but with the introduction of the Beast and the insular nature of the family line, the Bratovitch more clearly defined themselves as their own entity.

In modern nights, nearly all Bratovitch are members of the Sabbat sect, as other sects tend to reject their inhumane nature. It is not surprising, however, that with the inclusion of the Order of Saint Blaise, even the Sabbat are beginning to find the bloodline's tendencies towards violence and depravity to be dangerous and unnerving.

ROLEPLAYING NOTES: The Bratovitch are monsters among monsters. While most are reclusive, Bratovitch neonates are frequently forced to interact with other vampires, keeping their broods up to speed on what is going on in the outside world. These neonates are frequently the only members of the bloodline with a shadow of Humanity left in them; any others would send sane people fleeing for their lives (assuming they could outrun the hellhounds). Bratovitch Embrace solely from the family, and most Bratovitch revenants rarely encounter other human beings. To play a Bratovitch vampire is to play to the nature of the Beast, as the temper of the family is notorious to the point that Brujah *antitribu* pause at the rage of a Bratovitch on a bender. Instead of seeing it as a weakness, the Bratovitch use this rage to their advantage, focusing it to fuel their horrific acts and terrifying feats of strength.

Organization

The Bratovitch frequently organize themselves in extended family units or communes, with the most powerful of them acting as the head of the brood. These familial units frequently operate as Sabbat packs and often share strong Viniculums to each other. In the rare instance that a member of the family is not a member of the Sabbat, they instead opt for several mutual blood bonds. One thing remains common: they put family and violence first.

Alternative Weakness

The Bratovitch are monsters at their very core, spurred on by hot tempers and lacking a concept of self-control. For the purposes of determining the need to test for frenzy or powers that interact with Beast traits (such as Quell the Beast), they are always considered to have 1 Beast trait higher than their current total. For example, a Bratovitch with 2 Beast traits must test for frenzy as if she had 3 Beast traits. As this is a penalty and not an actual Beast trait, it cannot be reduced or eliminated by powers or effects such as spending time with someone who has the Animal Ken skill. This penalty has no effect on Morality loss; a Bratovitch who accumulates 4 Beast traits is not considered to have 5 through this penalty. Instead, she will lose a point of Morality when she normally accumulates a 5th Beast trait.



Bloodline: Bratovitch Merits

LOCAL LEGEND (1-POINT MERIT)

Whether due to a skeptical local sheriff's department, deep community ties, or general acceptance as part of the mythos of a region, local law enforcement is either extremely inept or very skeptical when it comes to you and your transgressions. Your murder victims are likely to be assigned alternate manners of death, and sheriff's deputies are distrustful when it comes to witness accounts of you actions making it next to impossible to use mortal resources against you. This benefit applies in urban as well as rural settings. You cannot be targeted by Indirect Influence Attacks (see **MET VTM, Chapter Thirteen: Influence and Equipment, page 512**), and nothing short of a flagrant Masquerade breach in front of numerous witnesses will generate consequence from mortals or hunters. This benefit applies only to your home area; you lose this benefit if you travel outside your region.

MASTER OF THE HOUNDS (2-POINT MERIT)

You are a prominent hellhound keeper. If you purchase the Retainer background you may designate that retainer as a hellhound animal retainer. Additionally, you gain two hellhound retainers instead of one. This is an exception to the rule which requires each Retainer to have its own background. If you spend XP to raise the level of that Retainer, the increase applies to both hellhounds. In addition, thanks to your family's widespread breeding, if you lose a hellhound Retainer, you regain it one week later.

BECOME THE SLASHER (3-POINT MERIT)

Due to an insulated upbringing, years of trauma, or an inhumane worldview, there is a particular activity that you perceive as a sin that you cannot tolerate and seek to punish. Upon purchasing this merit, you may select an appropriate activity that cannot be changed. The sin chosen must be an activity such as theft or public displays of affection, and should not be one of the more classical sins; choosing "wrath" is too vague, but "animal abuse" is specific enough. Players and Storytellers must exercise proper respect when determining the sinful activity. Selecting an activity with the intent of targeting or discriminating against a specific real-life protected class is never acceptable and should never be permitted. The Storyteller is the final arbiter of what is an acceptable activity for the purposes of this merit.

When you witness someone commit the selected sin, you have two minutes to identify them as a sinner by making an audible declaration toward them. This does not require an action; however, you must personally witness the sinful act as it occurs, and recordings or staged situations by your allies are not sufficient to activate this merit. In addition, whenever you enter a state of frenzy you may label any target a sinner regardless of whether you have witnessed them commit a sin, by audibly declaring them as such.

Once you declare the person a sinner, whenever you spend an action to move toward them you may take one additional step. Further, any physical attacks you make against the sinner gain the Accurate and Brutal Qualities (see **MET VTM, Chapter Thirteen: Influences and Equipment, page 516**). These benefits last for the remainder of the night.

— BLOODLINE —

Corsairs

"The night rests now; the evening calms before another maelstrom rounds the corner. The call is upon you. You must decide for yourself what you are fighting for. Remember, you get this one life, however long or short it is. Live it with conviction and demand the freedom that is your birth-right—even if you only hold it for a few short moments."

— Valerie Evans, Lasombra Corsair

DISCIPLINES: Celerity, Obtenebration, Presence

RARITY: Your setting's Lasombra Rarity Cost + 2 merit points

Known for their mastery of darkness, the Lasombra often bristle when standing in another's shadow. The Corsairs understand this sentiment all too well. Having grown tired of tyrannical rule by distant courts and ancient autocrats, the bloodline chose to leave it all behind, amassing power, wealth, and the ire of their parent Clan during the nights of the Spanish Conquista. Unlike conventional Lasombra, the Corsairs show little interest in weaving tangled and manipulative shadow webs. Instead, they choose to embrace strife through violence, treachery, and guile as a means to ascension. For the Corsairs, the shadows are not just an entity to master; they are a strategic place to evade pursuit and to strike against their enemies.

With the conquest of the New World, many neonates and ancilla of the Lasombra clan sought to escape the stifling rule of Europe, often turning to the irresistible lure of the sea. Upon arriving in the New World, they found the Spanish Empire uncovering riches by the boatload, returning their loot back across the ocean in well-armed Galleons. The siren's allure of riches and spoils was insatiable to the privateers and pirates who controlled much of the Spanish galleon routes, most of whom were Lasombra. The thefts were small at first but as success and bodies began to pile up, word found its way back to the elder Lasombra of the Old World. These elder Lasombra had deep ties to both the crowns of Europe and the Catholic Church, and held a significant amount of wealth as patronage. Upon discovering the role of other Lasombra in these thefts, the elders petitioned the Blood Courts of the *Les Amis Noir* who in turn ruled that all Lasombra were forbidden from interfering with the Spanish Armada upon pain of final death.



While the decision was satisfactory to the Lasombra elders, it was considered unacceptable to the younger Lasombra who were still coming into their own. Like many of the humans who left Europe for the New World, they had craved new opportunity and freedom from the stifling presence of European elders who hoarded power and influence. A secret cabal formed, composed of capable yet disenfranchised Lasombra who chose to act in open defiance of the Blood Court's ruling. They seized Spanish cargo and raided the Spanish-controlled settlements. The *Les Amis Noir* and its agents attempted to intervene, killing or torporing as many offenders as they could find, but word of the egregious reaction spread like wildfire as more neonate Lasombra joined the cause. With resources already spread thin due to war and colonial uprisings, the Les Amis Noir was forced to retreat. The remaining rebels were dubbed "Corsairs" after the *guerre de course* eluded capture.

By the end of the Age of Sail, the Corsairs had amassed significant wealth and influence, becoming pirate kings and governors of settlements that had declared independence from Europe. Many were content to remain within the Caribbean nations, while others spread their operations through the Spanish, Portguese, and West Indian trade routes. Though many of the European Lasombra were still bitter over the earlier defiance of the Corsairs, a few appreciated the audacity of how they were able to seize power in such a quintessential Lasombra manner. Still, the Corsairs remained *persona non grata* in most of the Camarilla and Lasombra circles, as both the Lasombra and their *antitribu* refused to openly accept them. This distancing from the bloodline meant that lines of communication were practically non-existent, which served as both a blessing and a curse as it gave them autonomy but little to no clan identity.

The relative anonymity of the bloodline lasted until the early 21st century when a rash of raids and kidnappings off the coast Africa drew attention to piracy as a global issue. Investigation by the Lasombra elders of the clan uncovered that the Corsairs had been active, and even flourished, in the era of global trade. Soon it was discovered that the Corsairs had amassed a small but powerful fleet of armed vessels including several decommissioned but seaworthy military ships.

This reveal prompted the Blood Courts to reconvene, narrowly voting to lift the Corsair prohibition and absolve them of past wrongdoing in exchange for a sizable portion of their earnings. While many of the sects began to court the Corsairs, most Lasombra continued to view them as reckless and untrustworthy; tools with dulled edges who had shunned vampire society. Elders of the Lasombra refused their company in public, quietly seething at the thought of a Lasombra bloodline and the defiance of the Corsairs.



In modern nights, the Corsairs are intrigued by the potential opportunities afforded them by sect membership and the access to new cities that were previously off limits. A number of Princes and Archbishops desire the power and influence that this bloodline offers, which has opened more than a few doors. Others, however, realize that the Corsairs' eagerness to seek power through any means is a possible powder keg that is waiting to explode.

ROLEPLAYING NOTES: True to their name, Corsairs are bold, often to the point of reckless. Many have backgrounds or history as pirates, smugglers and privateers. Like their parent clan, the Corsairs aspire to power and authority; but unlike the Lasombra, they prefer to stand outside of the shadows instead of in them. A Corsair is never afraid to settle issues on their own, whether that involves charging into a battle to snatch victory from the jaws of defeat or demanding Monomacy at gunpoint over a perceived slight. Despite their reckless behavior, they are not without strategy. They enjoy well-articulated plans as much as the next Lasombra; however, they prefer to see the outcome of their handiwork in person. Corsairs make powerful enemies and loyal allies, and they take particular pride in both the accolades and notoriety they can acquire.

Organization

Corsairs are opportunists. They lack a formal structure and can belong to any sect, or to none at all. They prefer to go with whatever institution can afford them the most opportunity and power, be that a dominating political group or a well-planned resistance. This lust for power means that Corsairs are unlikely to wholly buy into a sect's ideology, as they refuse to buy into propaganda that is not their own. They may participate, share some ideals, and even espouse the benefits of a sect, but if the situation becomes too taxing, they are not beyond switching sides. In the recent nights, the Les Amis Noir lifted the prohibitions placed on the Corsairs even further, permitting a select few Corsairs to quietly join the Blood Courts.

Alternative Weakness

Corsairs are thrill-seekers by nature; a dangerous characteristic when mixed with Lasombra pride. In addition to the standard Lasombra clan weakness, all Corsairs suffer the Overconfident flaw, which may never be removed with XP.

Bloodline: Corsair Merits

RUSH OF BATTLE (1-POINT MERIT)

There's nothing quite as fulfilling as the thrill of danger; the excitement of taking destiny into your hands and making it your own. The first point of Blood you spend each turn on Celerity, including elder powers or techniques, does not count toward your maximum Blood expenditure per turn. In addition, whenever you activate a Celerity power or technique, you may immediately heal a single health level of normal damage. You receive this benefit whenever you activate a Celerity power, even if you are not spending a point of Blood to do so (due to powers such as Quickened Blood). Finally, once per hour you may use a combat maneuver without spending a point of Willpower.

PARLEY (2-POINT MERIT)

Honor among thieves is often secondary to profit, but you know how to use the former in service to the latter. You have access to a variety of loose acquaintances and ne'er-do-wells across various sects and factions, including Autarkis and independent vampires, who might do you a favor or two. Your associates may even include non-vampires. Once per month you may utilize this network to obtain one of the following services:

- **You Didn't Hear It From Me:** You may receive one rumor or piece of information from a different sect of your choice, possibly a non-vampire sect or faction. The Storyteller may choose a piece of information relative to a current plot to provide to you, or she may simply say nothing interesting is happening. If the latter is the case, and if this is the first time you have used this ability this month, you may use it a second time.
- **Shady Dealings:** You may request and receive a service equal to a minor boon from a member of a different sect or faction, subject to Storyteller approval. However, this favor is "off the record." Your contact will require a favor of similar value in exchange or may be content with payment in some other form at the Storyteller's discretion.
- **Sit Down:** You can request an informal "off the record" meeting with another powerful (and likely unscrupulous) figure. Provided you and anyone you bring to the meeting conduct themselves properly, you can reasonably expect to leave the meeting intact. If you attack or are caught using powers against the other party during the meeting, you lose access to this merit for 2 months while you repair your reputation.

When you utilize this merit, your Storyteller will work with you to determine who, if anyone, you might know in a sect or area, and what she might be willing to do for you; this determination is all subject to your position and status. For example, if you are a Sabbat Ductus, it is unlikely you would know the neighboring Prince or a Seelie Duke, but a Scourge or an Unseelie Redcap may be an appropriate contact.

ABYSSAL HORROR (3-POINT MERIT)

Whether by extensive journeying through forgotten fathoms of the seas, or from having made contact with the denizens of the Abyss, you have gained the power to assume the form of an ancient and forgotten entity. Whenever you activate the power Black Metamorphosis, you may instead assume a different form – the Abyssal Horror. The Abyssal Horror is a hybridized form which resembles the mythical Kraken. The number of tentacles which protrude from your body increase several-fold and are much longer.

In this form, you retain all the benefits of Black Metamorphosis, and your unarmed attacks gain the Reach quality (see **MET VTM, Chapter: Thirteen: Influence and Equipment page 517**). In addition, your form is adept at swimming, allowing you to move through water at your normal movement speed. Should you somehow enter the Abyss while in this form, you may fly, hover, or float as if you were in water.

In addition, once per turn you may spend both your standard and simple actions in a single round to make an unarmed attack with the Grapple combat maneuver against up to 3 targets within your range which includes any applicable bonus from the Reach quality. Should you spend a point of Willpower to retest any of these challenges, you may retest all challenges made without spending additional Willpower. These attacks do count against a target's maximum number of attacks per round. You may maintain a grapple on up to 3 individuals at a given time and attack either them or others; this is an exception to the rule preventing you from targeting other characters while maintaining a Grapple. Characters grappled in this manner may attempt to escape the Grapple normally.

— BLOODLINE —

Creeps

[Menacing screams and gurgling] "Ahem, what my sibling is saying is . . . run!"

— Tooth & Jaws, Nosferatu

DISCIPLINES: Animalism, Auspex, Obfuscate

RARITY: Your setting's Nosferatu Rarity Cost + 2 merit points

Suffering is often relative, and while the Nosferatu have experienced their fair share, the recent discovery of the previously unknown "Creeps" bloodline has given the parent clan a new perspective. A collective of downtrodden outcasts, the Creeps were seized and embraced against their will and imprisoned in subterranean depths unknown to even the most ancient of Nosferatu Tunnel Rats. Sealed away by dark and shadowy monsters, those of this bloodline were conscripted in a plot against their parent clan. They spent the centuries being used as feeding stock, shock troops, and eventually spies – all to serve in a war they scarcely understood. The recent liberation of one of their warrens by a coterie of Nosferatu has changed the bloodline's fortunes. The Nosferatu now recognize them as victims of their age-old enemies. The Creeps have endured centuries of endless anguish and adversity, and in these modern nights they are finally taking their place in vampiric society.

The origin of the Creeps lies deep in the history of the Nosferatu. Clan Nosferatu traces its lineage to two divergent ancestries: one descended from the mythical Baba Yaga, and the other from the blood bound offspring of her sire and clan founder. Lore speaks of a war between Baba Yaga and her sire which spanned centuries as he hunted her throughout the world. If the stories are true, she is believed to have escaped his clutches to birth the Nosferatu Clan. For her defiance, the other offspring of the founder hunted her, but yet no tangible evidence of these hunters were ever discovered. Over time, these pursuers became little more than ghost stories and boogeymen; myths told to scare ancillae and neonates. To the Creeps, however, these horrific monsters were very real – they were their jailors and known to them only as the "Hungry".

For centuries the Creeps sole purpose was to stalk the subterranean world for blood to feed the Hungry; monsters who could only draw sustenance from vampiric blood.



This proved a difficult and dangerous task as the blood bonds the Creeps developed to the Hungry required them to hunt vampires and the rare animals that inhabited the depths. Because prey was scarce in the subterranean lairs, to ensure the survival of the Hungry the Creeps were forced to embrace generation after generation in a depraved attempt to cultivate and control a vampire herd from which to feed. These generations never saw the surface world and survived trapped in massive underground cave systems they call the Depths. Many remained in a blood-starved torpor, forgotten and ignored until they were woken to hunt, feed, or to be fed on. If a Creep ever became a risk of becoming strong enough to fight back, the Hungry would destroy her.

As humanity spread over the globe, so too did the Nosferatu, oblivious to the vampires in the Depths. As the Nosferatu fortified their warrens, the Hungry adapted, conscripting the Creeps to a new purpose as spies and clandestine operatives. Bound by blood, the Creeps carried out their hunt even though they did not understand its purpose or intent. Whenever a Creep discovered and reported the location of a Nosferatu warren, the Hungry would awaken other Creeps in droves and drive them toward its location. The Hungry followed in their wake, finishing off any surviving Nosferatu and preventing any warning from reaching other warrens. Though effective, few Creeps survived more than one of these assaults, and those who did often fell victim to wassail.

As these tactics proved successful, the Hungry adapted further and chose a select group of Creeps to infiltrate Clan Nosferatu by posing as unaligned Sewer Rats. The Nosferatu's loyalty to those of their blood regardless of sect made infiltration easy for these undercover agents. Such open acceptance was foreign to the Creeps and while they hid among the Nosferatu with reprehensible intentions, a small number began to remember their humanity. Though they were conditioned to hate their parent clan, once among them the Creeps were shown a kindness that they had not experienced before. Guilt brought on by centuries of acting as feeding vessels and shock troops for the Hungry began to weigh heavily on the Creeps who walked the surface world. They began to see their cousins not as prey, but as cursed individuals like themselves who were forced to hide from humanity because of their appearance.

These experiences coupled with long periods of separation from the Hungry allowed the occasional Creep to resist her blood bonds and avoid returning to the nightmare that awaited them back in the Depths. The arrogant and inhumane Hungry simply assumed their pawns had been destroyed, failing to contemplate that their offspring could rebel against them. As time passed, and more Nosferatu warrens were uncovered, the number of infiltrations grew as did the number of Creeps who chose to quietly abandon their old masters.

Then, without warning, the Hungry inexplicably turned on the Creeps that served them in the Depths, devouring them with a ravenous and unknown purpose. Many died and those few who survived were either above ground or locked in hidden catacombs, drained of blood and helpless to escape. When those surviving Creeps emerged from hiding and returned to the Depths, they found that the Hungry had disappeared. Those who survived the horror of the culling claim to have heard whispers about a journey ahead as the screams of the fallen echoed through the dark tunnels. Where the ancient Hungry went and what event could compel the attendance of them all en masse remains unknown.

In late 2013, a group of Nosferatu tunnel rats followed a heretofore unexplored path within the Paris sewer system which led them to the upper layer of the Depths. It was there that they discovered a dormant cell of Creeps, starved, torpid, and abandoned. Believing them to be of the same clan and recognizing their need for help, they awakened them from slumber and granted them their freedom, only to learn the horrific story of their existence.

In the ensuing years, the Creeps have exposed the truth of their origins and have been mostly accepted into the clan. However, not all Nosferatu are willing to forgive them for their role in the atrocities of the past. Many Nosferatu remember the warrens lost, and openly wonder how many of their clan fell to the fangs of these refugees. Some even suspect that this discovery is just the latest in the series of plots by the Hungry. As for the Creeps, they remain vigilant out of concern for the return of the Hungry as they work to find their remaining torpid siblings to free them from the nightmare of their past. Though riddled with guilt from the centuries of aiding the Hungry, the Creeps are grateful to Clan Nosferatu. They hope one day to fully prove themselves in gratitude for their liberation. However, some Creeps note that circumstances remain similar for them; rather than seeking to appease the Hungry with their loyalty and submission, they instead seek to ingratiate the Nosferatu with their allegiance.

ROLEPLAYING NOTES: Regardless of sect, Creeps are patient and contemplative. For some it is a necessity as they simply do not understand vampire or mortal society. Others still try to regain the humanity that was slowly, systematically, and excruciatingly torn from them by the Hungry. For others it is the fear that if they truly embrace hope the Hungry will return to destroy them; for unlike the Nosferatu who were punished for the sin of a methuselah's disobedience, the Creeps who survive today do so only because of their own rebellion.

Organization

Creeps are solitary and cautious creatures. They rarely organize in the modern nights and hold no inclination toward one sect or another. Though colonies of Creeps exist, their goal is always to continue to work toward the discovery and rehabilitation of those left abandoned by the Hungry. Often rescued Creeps join with their liberators, having no basis of experience to make a decision as to sect allegiance. Those who become educated about sects choose what they think is best for them. Some find the freedom of depravity in the Sabbat to be a familiar bedfellow; some find the rigid structure of the Camarilla comforting and even forgiving in comparison to their past; many exist in the Anarch Movement where they are allowed what they believe to be true freedom; some even remain Autarkis, unable to develop relationships with other vampires.

Alternative Weakness

In addition to the Nosferatu clan weakness, Creeps suffer from an inability to gain sustenance from human blood. The cause of this is unknown; perhaps it is a curse from their creators or simply an evolutionary flaw caused by centuries of near total separation from humanity. If a Creep were to draw blood from a human, they would have to drain the human dry to gain a single point of Blood. This prevents Creeps from purchasing the Herd background. However, both animal and vampire vitae nourish them normally.

Bloodline: Creep Merits

EXTRASENSORY PERCEPTIONS (1-POINT MERIT)

For most of their existence, the Creeps existed in complete darkness, forced to rely on hearing and smell to navigate the Depths. This merit grants the benefits of both the merits Acute Sense: Hearing and Acute Sense: Smell without the need to purchase those merits separately. You also gain the Perception Focus.

FEAR FACTOR (2-POINT MERIT)

The horrific upbringing that the Creeps have endured has altered their powers of Animalism. Due to an existence of knowing only fear and clinging to the small hope of survival, Creeps have developed an intimate relationship with frenzy and can exercise greater influence over it.

When you use Quell the Beast on a target, your victim's Beast shares in the nightmare that you have experienced for most of your existence. Your target's Beast is frightened and terrified instead of calmed and docile. If the target was in frenzy when Quell the Beast was successfully used, you may elect to force her into a fear frenzy instead of removing her from frenzy as your presence grips her with terror. Effects on Willpower remain the same.

If the target was not in frenzy when Quell the Beast was successfully used, you instead make her unable to enter a rage or hunger frenzy. Instead, she remains susceptible to only fear frenzy for the duration of the power. If you choose to do so, any power, effect, or circumstance that would cause the target to rage or hunger frenzy results in a fear frenzy for the duration of the Quell the Beast power. Effects on Willpower remain the same.

Finally, because Creeps often fight in a frenzied state in order to gain the upper hand in aggressive altercations, you gain a +2 bonus to dodge pools whenever you are in a state of frenzy, and you do not suffer a -2 penalty to dodge pools when in a rage frenzy.

SHRINKING VIOLET (3-POINT MERIT)

The centuries of blood starvation and frequent periods of torpor your bloodline has endured has created anomalies in your blood potency. As a result, you may purchase a single Obfuscate technique or elder power that would otherwise be restricted by your generation. For example, a Neonate with this merit is able to purchase a single Obfuscate elder power; Pretender Elders may purchase a second Obfuscate elder power; and Master Elders and Luminary Elders may purchase a technique that requires Obfuscate. Elder powers purchased with this merit cost 20 XP, and techniques cost 12 XP. Any additional discipline requirements for techniques must still be met. Similarly, a character must possess the necessary precursors in order to purchase Obfuscate elder powers. This merit cannot be used to purchase an Obfuscate luminary power.

— BLOODLINE —

Lhiannan

"I remember the old days, centuries ago . . . when the wolves, badgers, penguins, and all creatures could move undisturbed and nature was untouched by human filth."

— Siljample, elder Lhiannan

DISCIPLINES: Animalism, Presence, Thaumaturgy: Green Path

RARITY: Rare Independent Bloodline with a cost of 4 merit points

In the ancient days, a powerful spirit known as the Crone infused a portion of its essence into the body of a vampire known as the Witch of Connaught. The Crone was ancient and powerful and had noted the progress of civilization as the ages passed. It foresaw that humans, in their greed and recklessness, would eventually destroy and burn all the wild areas of the world. Joining some of her essence with an undying predator of humanity, the Crone resolved to thwart this prophecy. The Witch of Connaught then set out to amass followers who could help prevent this disaster. Her bloodline became the Lhiannan; a group of reclusive protectors of the wild places composed primarily of women. Together, they worked to safeguard the wilds with powerful magics, watching humanity with a wary eye.

Existing in small numbers, the Lhiannan were content to exist in solitude; almost forgotten by other vampires. On the rare occasions when the Embrace was given, the childe would leave their sire's territory to find their own sanctuary. Scholars familiar with the bloodline speculate that the Lhiannan rarely Embraced others due to an internal myth that suggests each embrace imparts her progeny with a portion of the essence that the Crone used to Embrace the Witch of Connaught, rendering the sire extremely weak for a period of time.

For centuries the Lhiannan existed in the forgotten places of the world, dutifully guarding their territories with ferocity. Those few vampires who encountered the Lhiannan recounted them as feral savages, unworthy of civilized vampire company. Some Gangrel even described them as spiritual abominations that should be destroyed, fearing that werewolves would blame civilized vampires for their existence. As time passed, the



Lhiannan saw their premonition begin to take shape. They retreated even further into solitude, performing ancient magic that they referred to as "Ogham" to aid them in protecting their lands from interlopers. These magics tied them to their territories but made them powerful foes. Despite their potent magics, they were always few in number and humanity's ability to destroy the wilds was quickly advancing.

By the 18th century the Idea of Progress emerged as the Age of Enlightenment took hold. Advances in technology and economics changed the moral and cultural values of humanity. As the world grew and spread into the wilderness, the Lhiannan realized that they could no longer survive simply as defenders, hoping modernization would pass them by. Instead, they had to begin to actively combat humanity's aggression which meant they must come to understand it. Reluctantly, the Lhiannan approached the cities they loathed, engaging with local vampire residents to establish relations.

In the modern night, the Lhiannan are fully mobilized against globalization. They fight the great corporations of the human world in furtherance of their duty to the natural one, working with a variety of allies including humans, vampires and — if rumors are to be believed — even werewolves and fae. Though they are cautious of capitalistic excess, the younger Lhiannan have embraced technology as a means to further their cause, using it to spread awareness, to coordinate, and to identify threats. Where they once were solitary, in modern nights they are more willing to organize in groups and to Embrace progeny of all genders and identities.

ROLEPLAYING NOTES: All Lhiannan are closely tied to a pagan ethos akin to Celtic Druidism of old. Many pay particular homage to the myths of the Crone and Lilith, believing them to be aspects of the same spiritual being. Through blood ritual and sacrifice, they commune with nature and act in vengeance against the forces of modernization that would destroy the natural world. Lhiannan have never been numerous and choose their childer carefully. Only those mortals who have renounced capitalistic greed are ever considered. When they deem someone capable and motivated to fight against urbanization, the gift of the Embrace is described to the candidate and only given to the willing. Particularly cautious Lhiannan have been known to kill mortals who refuse the gift of the Embrace, halting any chance that they might become part of the problem.



Organization

The Lhiannan are wary of large gatherings, assembling in only small groups when necessary for survival. All Lhiannan find unity against modern concepts such as capitalist excess, globalization, and urbanization. They have historically made their homes as deep in the wilderness as possible, preferring small and simple dwellings away from urban sprawls. In modern nights, the Lhiannan make forays into urban society to halt the progress of humans and the destruction of the wild places of the world. However, extended trips away from wilderness make Lhiannan physically ill and extremely agitated.

The Lhiannan have long understood that urbanization and capitalistic expansion are the biggest threats to the natural places from which they draw their power and safety. They too understand that capitalism is sustained through patriarchy. Seeking to combat this, during the Industrial Revolution younger and more radical members of the clan began to Embrace men with higher frequency. Often referred to as Athrú, these men were sympathetic to the cause of nature and the desire for gender equality, and fought against the expansion of capitalism. While some older Lhiannan remained distrustful of male progeny, the Athrú were effective at infiltrating and sabotaging the bastions of traditional masculine power.

Clan Weakness

The Lhiannan are infused with the essence of a nature spirit. So marked, a strong sense of inhumanity runs strong within them. All difficulties to detect their nature via Auspex and similar powers are reduced by 2, and even humans feel vaguely uncomfortable in their presence. In addition, the Lhiannan become agitated in an urban setting. After each night a Lhiannan spends in a primarily urban environment they gain a cumulative -1 penalty to all test pools until they rest in the wilderness for one night.

Bloodline: Lhiannan Merits

As an independent bloodline without access to a parent clan's merits, the Lhiannan are presented with a broader suite of merit options as well as their own unique flaws. As a reminder, you cannot purchase multiple Lhianna specific merits of the same point cost.

RUNIC WOADS (1-POINT MERIT)

During the Dark Ages, the Lhiannan practiced a limited form of Blood Magic that they called Ogham. Ogham involved the use of runic magic to tap into the spirit realm known as the Umbra. By inscribing these runes in blood on your body, you awaken some of the forgotten magics of Ogham. You may only benefit from a single Runic Woad at a time which lasts indefinitely or until you change your Runic Woad. Changing your Runic Woad requires an extensive ceremony and the expenditure of a downtime in your personal territory as you prepare and inscribe the Woad. You may create the following Woads:

- **Crimson Woad:** Inscribing yourself with this Woad invites the spirits of war and rage to fuse with you, mastering the curse of the Beast and turning it into a powerful ally. While benefiting from this Woad you may always choose your frenzy type regardless of the source of your frenzy, including supernatural powers that direct your rage such as the Technique: Control the Savage Beast. In addition, while in frenzy you gain a wild card bonus to your offensive and defensive Physical test pools equal to the number of Beast traits you currently possess.
- **Woad of Helios:** Inscribing this Woad requires you to perform a ceremony an hour before dawn. As the Beast riles under the threat of the rising sun you inscribe the Woad of Helios into your chest with a burning ember. When completed, and for as long as you benefit from this Woad, you are immune to Rötschreck and take normal damage from fire and sunlight.
- **Judgement Woad:** By inscribing the name of an enemy on your body and displaying it for all to see, baleful spirits become bound to your essence. When in the target's presence, those spirits aid you against your enemy. Choose a single target with which you have familiarity when inscribing this Woad. Once the Judgement Woad is enacted, you maintain familiarity with your chosen target until you enact a new Woad. In addition, twice per game session you may utilize a free retest against a power that your chosen enemy attempts to use on you. These retests can be used in addition to any other appropriate retests, such as Willpower, but only one retest can be used in a single challenge. You may only inscribe one name on yourself at a time; changing the name requires spending a downtime action as though you are creating a new Judgement Woad.

NATURE WALK (1-POINT MERIT)

Lhiannan are bound to nature and the shrinking wilderness areas of the world. By spending a Blood and a simple action, a Lhiannan can meld with any natural substance at least as large as their person as if they possessed the Protean power Earth Meld. This includes unprocessed wood such as trees and large plants, natural stone such as caves or boulders, and natural soil which has not been worked by modern practices such as farmland. While melded with a natural substance, if you do not possess the Perception focus you are considered to have it for the benefits of the Earth Meld power.

In addition, by spending 1 point of Blood and your standard action to make contact with

a natural substance, you may exit from another natural substance up to 15 steps in any direction. To Nature Walk you must physically touch a natural substance roughly the size of your body. You immediately exit from the other natural substance within your line of sight, as though it were your next step. Nature Walk cannot be used if you are grappled and you cannot bring other individuals or large objects with you. Nature Walk cannot be used during Celerity rounds.

MOON BOUND (2-POINT MERIT)

While you suffer the same banes that all vampires do, your spiritual nature manifests a connection to Luna strikingly similar to that of a werewolf. Prior to each game session consult the Storyteller to determine the current phase of the moon. You gain the following benefits dependent on its phase:

- **New Moon:** Your spirit is infused with a deception and trickery. You gain the Dexterity focus and a +2 wild card bonus to all pools involving your Stealth skill.
- **Crescent Moon:** You become a powerful font of spiritual energy. You gain the Wits focus and a +2 wild card bonus to all pools involving your Occult skill.
- **Half Moon:** Your eyes are open to things hidden from notice. You gain the Perception focus and +2 wild card bonus to all pools involving your Awareness skill.
- **Gibbous Moon:** You exude a powerful aura of guidance and social acumen. You gain an additional Social focus of your choosing and a +2 wild card bonus to all pools involving your Leadership skill.
- **Full Moon:** You are at your most dangerous. You gain the Strength focus and two additional Healthy wound levels. If you lose these health levels as the moon changes, any wounds assigned to them disappear.

CONSECRATED GROVE (2-POINT MERIT)

While all Lhiannan are bound to nature and make their homes in the untouched wilds that still exist in the world, your bond with your territory is even more powerful than that of your sisters. You gain 5 free dots of the Haven background representing your Consecrated Grove. The location must be remote and outside or isolated from any city. You may choose the specializations for this background normally. Your Storyteller is the final arbiter of whether your selected location is proper.

While in your Consecrated Grove you may spend a simple action to call on the nature spirits inhabiting the plants and wildlife to aid you against interlopers. This grants you a +5 wild card bonus to your Physical defense test pool as the plants animate to defend you and animal spirits come to your aid. This bonus lasts for as long as you remain in your Consecrated Grove. Finally, once a month you can spend 10 minutes in uninterrupted spiritual communion with nature to refill your Willpower pool and remove all damage you have suffered.

If your Consecrated Grove is destroyed, you may find and consecrate another by succeeding in difficulty 2 Complex Quest.

CHOSEN OF THE CRONE (3-POINT MERIT)

While the true magic of Ogham has been lost to the modern world, your affinity to Blood Magic remains potent and strong. With this merit you gain the ability to purchase all of the following paths of Thaumaturgy: Neptune's Might, Weather Control, and Elemental Mastery. These additional paths of Thaumaturgy can be learned without a teacher and are purchased at in-clan costs but are not considered in-clan disciplines. In addition, you may purchase the Path of Feral Heart or the Path of Lilith or the Path of Harmony merits at zero cost.

SOUL OF THE WYLD (3-POINT MERIT)

All Lhiannan believe that their embrace imparts a childe with a portion of the essence of the spirit infused with the Witch of Connaught. You received an especially potent shard, marking you as forever connected to the spirit world. Spirits recognize this attunement and treat you favorably. In addition, you may purchase gifts from the auspice of the moon phase of the moon you were embraced under (see Mind's Eye Theatre Werewolf: The Apocalypse). You are limited to purchasing only level 1 and level 2 gifts. When employing these gifts, you spend Blood instead of any other required costs. These gifts are taught to you by willing spirits of the Umbra and are purchased at out-of-clan costs.

This merit must be purchased at character creation and, if removed, you lose all purchased werewolf Gifts. You may not purchase the Awaken Minor Spirit gift through this merit. While the spirits recognize you as an ally, they do not trust you enough to give you dominion of their kind.

Bloodline: Lhiannan Flaws

ESSENCE OF CONNAUGHT (1-POINT FLAW)

You hold faithful to the ancient embrace rituals of the eldest Lhiannan. For you, the embrace should be a long and painful process of bloodletting and ritualized ceremony. This ceremony is meant to pay homage to the Crones gift of spiritual essence to the Witch of Connaught. Myths of old say that the Embrace weakens the sire herself as she shares this limited essence with her new childe.

For the six months after you Embrace another, your blood pool, maximum attribute traits, and the amount of blood you may spend per turn are determined as if you had one less generation than your dots in the generation Background. In addition, you may not embrace again during these six months.

For example, a 7th generation Lhiannan embraces a new childer. For six months she has only 3 bonus attribute dots, her blood pool is reduced to 15, and she may only spend 3 blood per turn just as an 8th generation vampire would be limited to.

TECHNOPHOBE (2-POINT FLAW)

You are uncomfortable around human inventions, retaining an animalistic distrust of most tools. Machinery and technological devices make you nervous, fearful, or angry. This disdain generally encompasses anything built from moving parts or invented within the last 100 years, but it also includes any device or weapon that cannot be crafted with handheld tools. You cannot possess any dots in the Computer, Drive, Firearms, Science, or Security skills, and automatically fail any challenges using these skills.

DEER IN HEADLIGHTS (3-POINT FLAW)

While modern Lhiannan can manage to make brief forays into the urbanized world, you are extremely uncomfortable being outside of natural areas. While in an urban environment, you are distracted, edgy, and easily startled. You suffer a -1 penalty to Investigation and Awareness skill challenges and a -3 penalty to resist any powers that cause you to flee or become frightened, such as Presence: Dread Gaze.

— BLOODLINE —

Nagaraja

"The organ meats are full of nutrients, and are often pound-for-pound more sustaining than muscle meats. With the notable exceptions of tripe and brains, most organ meats are good sources of numerous vitamins and minerals. Now the liver is of especial interest, for it is a good source of vitamin D. Since you can no longer walk in the sun my childe, I recommend you start there."

— Vysyn Hauq, Nagaraja

DISCIPLINES: Auspex, Dominate, Necromancy: Ash Path

RARITY: Uncommon Independent Bloodline with a cost of 2 merit points

Since their creation, the origins and existence of the Nagaraja have been obscured by lies, misunderstanding, and fear. Most vampires believe that the Nagaraja are a foul bloodline of flesh-eaters who practice primitive and abhorrent magics. The Nagaraja themselves have never had the numbers, ability, or the inclination to change the perceptions of their rumored origins and have remained mysterious and dangerous bogeymen for most of history.

Unknown to most modern vampires, the Nagaraja began as a Tradition of mages called the Chakravanti who studied death magics and embraced the Metaphysic Trinity: the concepts of dynamism, static, and entropy. They believed that these forces, when balanced, turn the Wheel of Fate and are governed by Brahma the Producer, Vishnu the Preserver, and Shiva the Purifier, traditional Hindu gods responsible for the creation, upkeep, and destruction of the world.

The origins of the Nagaraja can be traced back thousands of years to a centuries-long conflict between a group of ancient mages in the Himalayan region. Back then, a small band of Chakravanti mages experimented with vampire blood and the energies of the Underworld. These experiments infused them with the potent energy of death itself and led to their expulsion from the Chakravanti Tradition out of fear of where their studies would lead them. Embattled and at odds with their former brethren, the outcasts fled to Egypt. It was there that they discovered a mysterious creature who promised them the answers to death that they so desperately wanted. An ancient bargain was struck; the specifics of which are long forgotten.



Their benefactor provided them with a potent spell which promised everlasting power, but it was incomplete. To perfect the ritual, the mages sought vampire blood, hoping to amass enough power to enact the spell. They preyed upon their benefactor's enemies, the Followers of Set, subduing them with their magics and collecting their vitae. The mages hoped that by utilizing vampire blood to complete the spell they could purify the embrace, but they were unable to avoid the karmic results of their actions. When the ritual was enacted the mages emerged as the vampiric Nagaraja, but it was to be a flawed and tortured existence, driven by an undying hunger for the flesh of the living and beset by enemies on all sides. They were horrified by their transformation.

Having learned of their transgressions, the Followers of Set were quick to decry the upstart bloodline of flesh-eaters with knife-like teeth, and the other clans of vampires remained their enemies. Though the embrace had heightened their necromantic powers, it was not enough to enable the Nagaraja to fight a war on all fronts. To ensure their survival, they scattered in all directions, avoiding the great vampire sects and operating in secrecy. Some sought refuge in the Shadowlands, seeking to create an enclave where their enemies could not follow; however, their efforts were fraught with peril as many of the eldest Nagaraja were destroyed in a great Maelstrom during the 15th century. Other complications followed, including conflict with the various empires of wraiths and the eventual destruction of their primary base of operations.

These nights the surviving Nagaraja are without allies. Burdened by the misinformation and narratives that condemn them as bogeyman and merciless cannibals, most Nagaraja have abandoned the Shadowlands and have begun to repopulate their numbers. These nights, rumors abound that the Nagaraja are working towards an alliance with the other necromantic clans.

ROLEPLAYING NOTES: The Nagaraja prefer candidates who have some relationship with death before the embrace. They are known to favor priests, spiritualists, morticians, exorcists, and even ghost hunters. They are also known to consider those who have had a brush with death, believing them to have caught a glimpse of the afterlife which may offer them a special insight. Very few embrace mortals who are violent criminals or murderers, as poorly chosen candidates sometimes fall victim to bad habits. The Nagaraja are very wary of their clan's limitation and attempt to select candidates who can mitigate it accordingly.

All Nagaraja develop a metaphysical attachment to consuming flesh; however, the act itself is deeply ritualized and never a trivial undertaking. They believe that to consume a living person's flesh is to take a portion of the being's soul. A Nagaraja forced to consume dead or recently deceased flesh feels empty and unfulfilled, yet many embrace this way of feeding for moral or spiritual reasons.



Organization

The Nagaraja have suffered from both persecution and calamities that have left them scattered throughout the world. Many of them have spent time as refugees, living in back alleys, slums, and in some cases the Shadowlands. However, with the rise of the hunters occupying the attention of the major vampire sects, the bloodline has begun to repopulate itself, giving way to more structure. These nights, the newly embraced members of the bloodline often act as agents for older Nagaraja who in turn lead the bloodline to organize and strengthen its position. With few elders left in the clan, many Nagaraja are ignorant as to the truth of their bloodline's beginnings. They are acutely aware that most, if not all, other vampires consider the Nagaraja a dangerous and vile bloodline of nefarious origin and are aware that their elders are seeking to change that narrative. The elders believe their best way to forge a path forward is to strike an accord with the other necromantic clans and bloodlines. However, they are adamant in their stance against the Followers of Set; a position which makes the Nagaraja a potentially polarizing ally.

Clan Weakness

In addition to blood, the Nagaraja must consume raw living human flesh or the flesh of the very recently deceased. Whether a karmic punishment for the flawed ritual used to create themselves or as retribution from the Followers of Set, for every night a Nagaraja goes without consuming human flesh, she suffers a -1 penalty to all test pools. A Nagaraja may not benefit from the Herd background.





Bloodline: Nagaraja Merits

As an independent bloodline without access to a parent clan's merits, the Nagaraja are presented with a broader suite of merit options as well as their own unique flaws. As a reminder, you cannot purchase multiple Nagaraja specific merits of the same point cost unless otherwise stated. For example, you could purchase Lichborne and Necrosynthesis but you could not purchase both Necrosynthesis and To Catch a Killer.

NECROMANTIC PROWESS (1-POINT MERIT)

In addition to the Ash Path, you can purchase another path of Necromancy. This additional path is learned without a teacher and is purchased at in-clan costs but is not considered an in-clan discipline. You can purchase this merit multiple times, allowing you to learn multiple paths of Necromancy.

LICHBORNE (1-POINT MERIT)

The taint of the spell used to create the Nagaraja is particularly strong within you. Not only does it stain your aura, but it has also warped your beast. For the purposes of Aura Perception and similar powers, you display an empty aura similar to a dead body. Your vampiric state, emotions, and even the stains of diablerie, do not color your aura. In addition, you may choose to purchase the Path of Death and the Soul merit at zero cost. Finally, the consumption of any flesh, including that of a living human, does not cause you to gain Beast traits. However, the death of your meal source would still be considered a sin.

You may purchase this merit along with Necromantic Prowess. This is an exception to the rule preventing you from purchasing more than one clan-specific merit of the same cost.

NECROSYNTHESIS (2-POINT MERIT)

The creation of the Nagaraja involved perverted magics that forever link the Nagaraja to the realm of the dead. Although many clans claim to be powerful necromancers, avid scholars of all things deathly, and wielders of dark magics, your essence is especially imbued by the entropic magics used to create the Nagaraja bloodline. Whenever you employ a Necromancy power that does not require an opposed challenge, you can apply that power's focus benefit even if you do not possess the appropriate attribute focus. For example, you may benefit from the focus effect of the Path of Soul Bonding's Dark Vessel power, but you may not gain the focus benefit for the Path of Soul Bonding's Assimilate power if the target wraith is unwilling.

TO CATCH A KILLER (2-POINT MERIT)

The Nagaraja are experts at studying murder scenes and tracking down the perpetrators of the crimes they investigate. By spending three standard actions studying a murder scene, you may utilize a special Tracking ability to hunt and pursue the killer (or killers) without the requirement of Heightened Senses, the abilities of Shape of the Beast, or the need to sniff or track by scent. Your skill in tracking killers is innate and involves a complex and a supernatural affinity akin to forensic science. To track a target murderer, you may employ your Mental attribute + Occult skill instead of the normal Mental attribute + Survival skill for any tracking challenges. You may utilize this specialized tracking skill only against the murderer or murderers of your discovered crime scene. Unlike normal tracking challenges, you are not limited to tracking killers travelling by foot and do not lose the trail if your target crosses water or gets into a vehicle, nor can your target utilize the Streetwise skill to evade pursuit. The Storyteller is the final arbiter of whether or not a character can be tracked by your knowledge of forensics.

In addition, your skills in the mundane sciences involving murder scenes and forensics are unparalleled in the vampire community. You can assign 9 total dots between the following skills and backgrounds: Allies, Contacts, Influence (Underworld or Elite), Medicine, Science (Forensics). This is done by assigning 4 dots to one choice, 3 dots to the next, and 2 dots to the final choice.

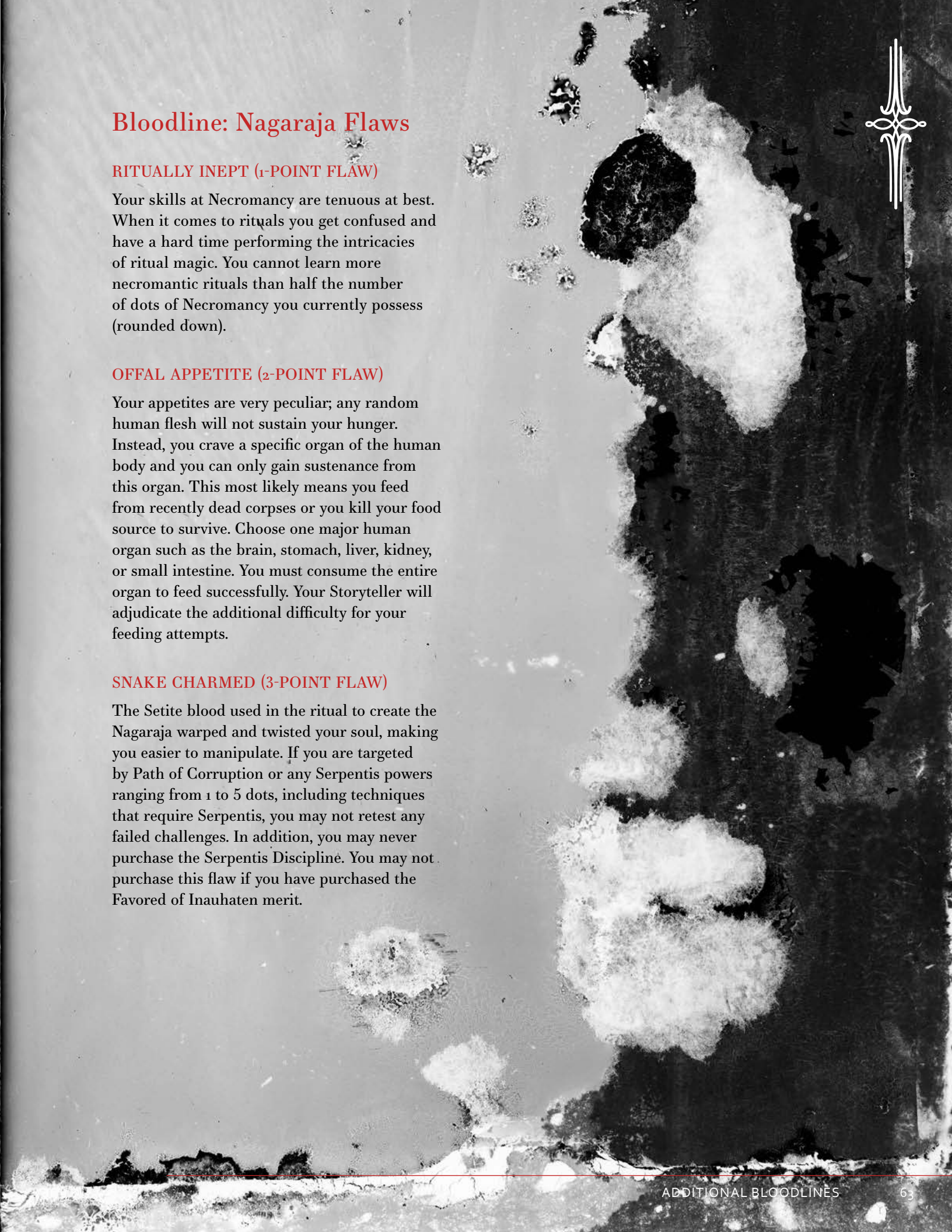
If you choose Allies, Contacts, or Influence, you must choose specializations involving people or groups involved with murder investigations such as police officers, medical examiners, etc. The dots granted by this merit do not require you to spend XP to purchase. If you previously purchased dots in an applicable background, the XP is refunded. If you assigned dots during character creation to an applicable background, you may move those dots to another background in which you currently have no points.

FAVORED OF INAUHATEN (3-POINT MERIT)

Through a dark bargain struck long ago, the creation of the Nagaraja bloodline was aided by a powerful enemy of the Followers of Set. That bargain manifests as a supernatural protection from the powers innate to the benefactor's enemies. If you are targeted by Path of Corruption or any non-elder or non-luminary Serpentis powers or techniques that require Serpentis, these powers automatically fail with no effect unless you consciously allow them to affect you. You also receive a +3 wild card bonus when defending against elder or luminary Serpentis powers.

BLIGHT OF THE EVER-HUNGRY (3-POINT MERIT)

The Nagaraja were hunted for centuries, accused of being monstrous serial killers and ravenous flesh eaters. Whether due to seeing so many of your line fall to cowardly mobs, or due to a flawed Embrace from the karma of your sire, you have come to embody a monster of fear. When you purchase this merit, your in-clan disciplines are Auspex, Potence, and Necromancy: Path of the Graveborne. In addition, you gain an oversized maw of serrated teeth with the Brutal and Deadly qualities and the ability to bite without first establishing a grapple. You may only purchase this merit at character creation. If you lose this merit, you lose all dots of Potence and Necromancy: Path of the Graveborne you have purchased without an XP refund.



Bloodline: Nagaraja Flaws

RITUALLY INEPT (1-POINT FLAW)

Your skills at Necromancy are tenuous at best. When it comes to rituals you get confused and have a hard time performing the intricacies of ritual magic. You cannot learn more necromantic rituals than half the number of dots of Necromancy you currently possess (rounded down).

OFFAL APPETITE (2-POINT FLAW)

Your appetites are very peculiar; any random human flesh will not sustain your hunger. Instead, you crave a specific organ of the human body and you can only gain sustenance from this organ. This most likely means you feed from recently dead corpses or you kill your food source to survive. Choose one major human organ such as the brain, stomach, liver, kidney, or small intestine. You must consume the entire organ to feed successfully. Your Storyteller will adjudicate the additional difficulty for your feeding attempts.

SNAKE CHARMED (3-POINT FLAW)

The Setite blood used in the ritual to create the Nagaraja warped and twisted your soul, making you easier to manipulate. If you are targeted by Path of Corruption or any Serpentis powers ranging from 1 to 5 dots, including techniques that require Serpentis, you may not retest any failed challenges. In addition, you may never purchase the Serpentis Discipline. You may not purchase this flaw if you have purchased the Favored of Inauhaten merit.

DOWN THE CHUTE



On a dark night like any other, miles from the dangers of civilization, a cool autumn wind whistled through the loose boards of the abandoned farmhouse. Inside a dozen figures whispered to each other in small groups. At the center of them stood Archbishop Constantin Odobleja, who looked out over the crowd. Most of these Cainites were young. He wondered to himself how long they would last. Would any of them achieve glory, or would they perish to the rising tide of hunters and the continuing efforts of the Camarilla? His eyes lingered on those he was less familiar with, not out of paranoia but rather a clinical curiosity. The Seeker scrutinized everything; each Cainite before him was a window into another existence; a gateway into infinite possibilities. Pulling himself from rumination, the seasoned Archbishop turned his attention forward. Finally, the one he had come to see had emerged.

The decrepit inner walls of the farmhouse had been torn down to make room for a makeshift stage. Purple curtains hung from the rafters, obscuring the view of the Cainites. From behind the curtain, Lucian Zantosa, the Sideshow Geek, began his opening monologue:

"Brothers and Sisters of the Sword, tonight we bring you a treat in the form of sights you will never be able to unsee: the stomach-turning and eye-averting performances of the Bacchanal Carnival!"

The curtains parted to reveal him. The left arm of the Sideshow Geek snapped as he dislocated his shoulder. Then came the crack of his breaking elbow. Eventually, the arm hung like a strange scorpion tail over Zantosa's face. The misshapen hand grasped a six-inch railroad spike. He shifted his weight to his right leg as the left thickened at its base, the bones of the right foot and shin pulling in on themselves to form a club-like shape. After a dramatic pause, the leg swung upward, shattering the kneecap and driving the appendage into the railroad spike that plunged through Lucian's skull with a wet thud.



A handful of the assembled Cainites began moving toward the exit in revulsion as Lucian Zantosa grinned, blood oozing from his mouth.

Constantin smiled and settled in, having heard of the performance and knowing the trick behind it. It was not often in these dangerous nights that the Sabbat could pause and enjoy their existence. The rest of the Cainites emerged to perform as those present were delighted by one performance and perhaps disgusted at the next. Constantin rose to applaud as the final performance drew to a close.

Just then, the doors to the farmhouse crashed open. Those still inside jerked about at the noise, many readying for a fight. Constantin's gaze fell on a familiar face: Dane Halvarsdottir. Clad from head to toe in animal skins and feathers, she stood in the doorway snarling at the nearest figures.

Only a couple of the young Cainites recognized her as a former Archbishop. Before anyone could react, Constantin stood and spoke as the woman as she marched forward. *"Archbishop Dane, your presence is always a delight, if unexpected."*

"Just Dane. This isn't the time for formalities. An Archon and his lackeys' approach."

"How? We took every precaution" spoke Lucian as he and his pack rushed down from the stage area.

"Nosferatu have their ways." Dane responded as she turned to the crowd. *"We must move quickly. I have set them on a different scent, but it will not distract them for long. The city is unsafe and riddled with hunters, probably tipped off by the Tower. We've seen this all across North America. We must find a way to disappear."*

The young crowd, ever anxious for a fight, began to raise their voices in protest. The Archbishop spoke in even tones. *"Countless times I have trusted Dane with my existence, and so should all of you. We have seen this in recent nights: the Camarilla will bait us into the open, they will expect us to fight, and no doubt we will be victorious; but then come dawn we will find ourselves staring at the sun as hunters descend on us. Your instincts say to fight, and we shall, but on our own terms. For now, we survive."*

"How many of you can hide yourselves or others?" inquired Dane. Only one Cainite raised his hand. *"Can any of you fly?"* No one responded. Dane looked at them, not in disappointment but in the realization that this was the Sword of Caine now: inexperienced, freshly initiated, and still wet behind the ears.

She smiled as a few declared their intent to rend the Archons limb from limb. At least they had heart.

"I have an idea. Follow me," interrupted Lucian. He turned toward a set of stone steps that led down into the basement of the farmhouse.

Dane, lingering behind, watched as a few of the assembly moved outside. She hoped they did so out of sacrifice and not stupidity, but she would probably never know. Dane descended the stairs to find the remaining Cainites in close quarters, surrounding the opening of a well.

"You expect everyone to be able to fit through that?" Dane examined. *"This guy is pushing 400 pounds of pure muscle,"* she said, motioning to the Brujah *antitribu* chuckling behind her.

"Think of it as audience participation," replied Zantosa. Without waiting for a response, he whipped around to face his fledgling packmate, sinking his hands into pliable flesh. Within moments Lucian had shattered the shoulder bones and rib cage of his brother, but somehow left him ambulatory. Adjusting to the new unfamiliar placement of joints and tendons, the Cainite shimmied down the narrow passage.

Lucian returned his attention to Constantin and Dane. *"I remember hearing about you; they called you Deliverance. It's commendable that you willingly gave up power for the benefit of the Sabbat."* Before she could respond he continued.


ILENCE
THE SUN

"You are right, not the time. This comes out at a stream about a mile away and doesn't connect to any sewers as far we know. By the time we get there, we will have vehicles waiting. Archbishop, with your assistance I believe we can make the necessary modifications so that everyone can make it down fast enough."

"Lucian, if you can get us out of the city, my ally Astraea can transport us the rest of the way. Dane, could you buy us some more time?"

"Certainly, just make it quick. You aren't going to like this." Dane stepped sideways and ducked into the space beneath the stairs. On her way down, she had smelled the kerosene leaking out of the canisters stored there. Hauling two of them out, she yelled at the large Brujah *antitribu*, *"Hey big man, give me a hand with the others."*

The two of them moved the kerosene containers up to the first floor. With a flick of her wrist, Dane sheared off the tops and allowed the kerosene to flow out. Pulling a wooden match from the folds of her animal skins, she struck it on the Brujah's jacket and tossed it to the distant edge of the expanding pool. As the kerosene caught fire, they descended back to the basement.

The two Tzimisce performed the last of the necessary body modifications to the hulking *antitribu* before following him into the narrow pipe. Dane gazed at the stairs leading up to the farmhouse proper, listening to the fire burn. She spat in defiance as the fire flowed down the stairs, *"Not tonight, Camarilla. Not on my watch. The Sword will endure."* Shifting into an ivory-hued owl, she descended into the darkness of the well.

The trek was arduous, as the structure of the well was likely more than a century old and held together by the roots growing through the stone masonry. Only halfway to the exit, word travelled Cainite by Cainite down the line that the way was completely blocked by a cave-in. When word of the cave-in reached Dane, she shifted to a cloud of mist and flowed past compatriots to reach the front of the line. Assessing the situation, she moved back to the Archbishop, reforming between him and Lucius.

"I've got a solution to the problem ahead, but it's not foolproof. I don't see another way and we can't go back. The farmhouse will be an inferno by now. I need one or both of you to assist. Water is getting through, so I can seep through in Mist Form and reform in the middle of the rock fall. I'm hoping I will be able to push them back into place."

"Oh, shit. I see where this is going." Lucius grinned ear to ear as Dane outlined the rest of the plan. Nodding in agreement, the two Tzimsce dissolved into flowing pools of blood as the Gangrel dissipated back into mist. Dane braced herself as she let herself pour into the miniscule cracks between the stone masonry of the collapsed tunnel. She had never attempted something like this before. Ending her blood power, she felt the crushing weight of hundreds of pounds of rocks, very content in their current positions, attempting to resist the sudden displacing force of her body. As the stones shifted out of the way, the two bloody streams flowed over the Gangrel form like a gelatinous carapace. With one of the Tzimisce in front and one behind, they began to reform, creating additional bony appendages to hold the tunnel in place.

With the crushing weight of the tunnel shifted to the Tzimisce, Dane was able to tear herself free and navigate through the supporting limbs of her brothers to the other side of the rock fall. Spitting broken teeth and blood from her mouth, she shouted back to the trailing Cainites, *"Move it! They won't be able to hold this up forever."*

Even as the remaining Cainites slithered and squirmed through the supporting limbs of the Tzimisce, the stone blocks began to crack and break, threatening to cave in again. As the tunnel collapsed fully, Zantosa wrapped his elongated arms around the distorted figure of Constantin. *"Can't be having a crushed Archbishop mentioned in our online review. We'll never perform again."*

"Caine tested us, and we have succeeded," replied the Archbishop *"He has rewarded our faith by slowing down the Nosferatu. We should continue."*

With a wall of stone between them and their pursuers, the two Tzimisce progressed to the exit of the drainage pipe to find their allies waiting. Dane leaned against one of the SUVs idling on the dirt road. *"We should regroup with Astraea and plan our next move, Archbishop."*

"Agreed. Lucius, lead us out of here."

Lucius smiled as he got into the driver seat. *"Wait till that fucking Archon sees our encore . . . ."*

— Chapter III —

NEW DISCIPLINES & TECHNIQUES

"The Seeker's road to Azhi Dahaka is long and torturous. An Agent's road to the Black Hand's enemies is swift and bloody. It is we that will ensure you find pleasure in neither, for that way lies the teeth of the Beast."

— The Basilisk, Malkavian Metamorphosist and Dominion of the Black Hand

Disciplines are supernatural powers granted by the Embrace that vampires cultivate for their uses. Fueled by blood and will, disciplines provide a mystical edge and are the hallmarks of a vampire's clan or bloodline. Techniques on the other hand, are learned methodologies that integrate the use of two or more disciplines at once in order to create a unique effect. In this Chapter you find two new disciplines: Kineticism and Spiritus as well as new Techniques.

For more information on disciplines, see **MET VTM, Chapter Four: Disciplines, page 111.**
For more information on techniques, see **MET VTM, Chapter Four: Disciplines, page 224.**



Kineticism

"Just because we are monsters does not mean we must act monstrously."

— Elias Stone, Caitiff

The study of physics teaches that motion and energy are transmutable; the application of force over a distance. While the gifts of Caine enable vampires to move fast, hit hard, and absorb damage, the Caitiff have been gifted with the ability to absorb and channel kinetic energy into these activities through their own unique discipline. Kineticism draws power from motion and force, storing it to augment the abilities of its practitioner. Caitiff use Kineticism to achieve a variety of physical feats beyond what most clans are capable of.

As a discipline, Kineticism is something of a paradox: a proprietary tool for a "clan" which is clanless, somehow learned but not exactly taught. Its advent is relatively recent, with no confirmed accounts of its use older than 25 to 30 years. Its use today is still relatively uncommon, and most vampires have no knowledge of the discipline or its applications. To those who do not condescend to associate with the clanless, it is mere superstition; the fabric of excuses spun by inept Scourges who failed to apprehend their quarry. Regardless of sect, the few elders who have witnessed Kineticism view it with fear and jealousy, its users aberrant and unpredictable. As such, they often seek to bind its practitioners into useful service or see them quietly eliminated.

To the Caitiff, Kineticism is both a useful tool and a sign of their legitimacy. It offers some means of defense against Camarilla Scourges and those who regard them as thin-blooded pushovers. It also validates their position as legitimate heirs to the curse of Caine. Many of the clanless assert that because the vampire clans give respect and consideration to the bloodlines who have their own disciplines, surely the Caitiff are due the same consideration. Others argue that Kineticism is sent from Caine himself as a gift to aid his blameless children whom he has freed from his curse.



Learning Kineticism

This discipline may only be learned by Caitiff who take the Caitiff merit Inceptor (see **VTM Volume 2 Issue 1, page 46**). However, as an exception to the rule which limits purchasing that merit to character creation only, Caitiff may purchase the Inceptor merit for Kineticism if they spend sufficient time with a Kineticism practitioner. The amount of time and the level of interaction necessary is at the Storyteller's discretion, typically a Complex Quest (see **VTM: Volume 2 Issue 1, page 98**). Finding and observing its effects once may be sufficient for some Caitiff, while others might only learn the power from drinking the blood or sharing Vaulderie from an established practitioner. Indeed, many Caitiff and Panders claim (with varying levels of credibility) that Joseph Pander or the Stoneman himself "hooked them up".

Caitiff who wish to purchase the Inceptor merit after character creation must pay the difference in the out-of-clan XP costs for the discipline that they are losing as in-clan discipline.

Kineticism cannot be learned through diablerie as part of the Sabbat setting rules on **Diablerie (see VTM, page 452)**. As Caitiff cannot teach disciplines, it is impossible for a non-Caitiff to possess Kineticism.

Kineticism and Charges

Kineticism involves accumulating kinetic energy during combat which becomes a *charge*. A practitioner of Kineticism accumulates and spends charges in a variety of ways. Kineticism charges do not last outside of combat. During combat there is no effective time limit; however, all charges will dissipate rapidly once combat ends. Even with careful preparation or the engineering of effects intended to build charges, the fleeting nature of these energies make it impossible to enter combat with more than a single stored charge.

The practice of accumulating and holding a charge of Kineticism is always overt. Onlookers will notice the practitioner briefly vibrate or oscillate. Thereafter, her form will flicker with intermittent crackles that are clearly supernatural, increasing as more charges accumulate. As a result, a Kineticism practitioner cannot benefit from supernatural concealment such as Unseen Presence while she has at least one stored charge but may still use other effects which do not hide her presence such as Conceal or Mask of A Thousand Faces. These effects do not disguise the manifestations of stored charges. Anyone who has knowledge of this power and possesses the skill Science: Physics or who possesses at least one level of Kineticism will be able to determine how many charges a practitioner is holding based on her appearance. This observation does not require an action.

Maximum Number of Charges

Upon being taught her first level of Kineticism, a practitioner can store up to one charge. A kineticist can hold a total number of charges equal to her total levels in Kineticism and number of Kineticism techniques.

Kineticism and Celerity

Kineticism can be used during Celerity rounds.

Kineticism Test Pool

The Kineticism wielder uses her Physical attribute + Athletics skill versus target's Physical attribute + Dodge skill.



• ACCUMULATE

You have begun to learn the fundamentals of Kineticism and with it have gained an understanding that, through the power of the blood, energy and motion are interchangeable. With a moment's concentration, you can focus your energies into an accumulated kinetic charge, which you can then channel into a flurry of movement.

You have the power to accumulate kinetic energy to discharge it later in a burst of speed. Spend a simple action to accumulate 1 charge of Kineticism. Whenever you spend a simple action for Movement, you can also spend a charge. If you do, you may take an additional 3 steps. You may only spend one charge per simple action spent on movement.

FOCUS [WITS]: Whenever you expend a charge using this power, you may use all of your steps to briefly run up or along walls. However, to avoid falling you must end your movement on a horizontal surface. If the nature of the surface allows for it, your storyteller may allow a static Athletics challenge to remain in place or climb on subsequent actions.

•• KINETIC DISCHARGE

Your body is akin to a coiling spring, capable of discharging its stored energies to move objects. Even the lightest touch from you is sufficient to transfer this energy, driving back your attackers or sending your foes careening into danger.

You have gained the ability to discharge energy at your foes, propelling them in the direction of your choice. You may use this power whenever you successfully touch your target or succeed in a physical attack against her, which must be an unarmed or melee attack. Spend a single charge of Kineticism to move your target up to 4 steps in the direction of your choice. If this would cause your target to collide with anything the size of a table or larger, she takes 1 point of damage, as do any characters she collides with. This damage is considered separate from your initial attack for the purposes of damage reduction. You may only spend one charge per action in this manner.

FOCUS [INTELLIGENCE]: Your Discharge moves your target up to 6 steps and causes 2 points of damage if she collides with an object of sufficient size. You may also knock the target prone if you choose.

●●● KINETIC DAMPENING

You have the power to turn kinetic energy into stored energy, later using it to protect yourself from harm. Should you receive a forceful blow, you can absorb a portion of its energy, thereby reducing its effectiveness and recharging your stores.

Whenever an opponent achieves an exceptional success in a physical attack where you are the defender, you may spend 2 charges of Kineticism to reduce the exceptional success to a normal success. If your opponent has a power which gives her an automatic exceptional success, activating this power causes them to instead check for an exceptional success normally.

In addition, you may gain a charge of Kineticism whenever a physical attack would harm you for 2 or more points of damage. You may determine if this benefit applies before applying the effects of Fortitude or other powers. If you gain a charge of Kineticism in this way, you may not spend it to apply Kinetic Dampening toward the same attack.

At its base level, this power does not function against the Chimerstry power Horrid Reality. Further, your inability to absorb energy from the effects of Horrid Reality does not constitute you successfully disbelieving the illusion.

> FOCUS [INTELLIGENCE]: You have the ability to absorb and buffer non-kinetic energies with this power. You may gain a charge whenever any effect would cause you to suffer two or more points of damage, determined before any damage reduction. Likewise, whenever you are the target of a power or effect that scores an exceptional success and would also cause you to take at least 1 point of damage, you may expend 2 charges of Kineticism to reduce it to a normal success.

●●●● REDIRECTION

Your mastery of Kineticism has expanded to objects beyond your own body. By applying a mix of inertia and acceleration to an object, you can redefine its path, sending it on whatever course you desire.

Whenever you succeed in defending against a firearm or a thrown weapon attack, or whenever you successfully defend against a power which involves a projectile such as Taste of Death, Conflagration, or Flame Bolt, you may spend 2 charges to activate this power. If you do, you may redirect the failed attack to a new target of your choice. Make an opposed challenge against that target using the Kineticism test pool. If you succeed, you may apply the effects of the original power to the new target. This attack counts towards, and must abide by, the maximum attacks per round limitation (see **MET VTM, Chapter Six: Core Systems, page 282**). You may only use this power during Celerity rounds if you are able to act during that same round. Powers which do not involve an actual projectile, such as Force Bolt or Engulf, cannot be redirected with this power. Any qualities that applied to the original attack, such as from a gun with Accurate or Deadly, a shotgun with the Spray quality, or a bonus from a power such as Projectile, do not carry over into the new attack.

> FOCUS [WITS]: You may also redirect attacks that meet this power's criteria which fail against other individuals. If two Kineticism practitioners with the focus both seek to redirect the same attack, the one with the highest initiative order has the opportunity to do so first. If this still results in a tie and both parties wish to spend charges to redirect the attack, then both parties spend their charges, and the forces cancel; the attack is not redirected. You also may redirect your own failed attacks against a specific target or a different one, subject to the above rules for redirection.

Exceptional Success
Your redirected attack does 1 additional point of damage of its type. This effect replaces any exceptional success bonus the original attack against you would have done.

●●●●● VENGEFUL STRIKE

With this power, your kinetic abilities and physical strength are united, crushing your foes with terrible strength. You can discharge your accumulated energies in a powerful blow, punishing those who stand before you.

Whenever you succeed in a Melee or Brawl attack against a target, for each point of damage you would inflict (determined before damage reduction), you may spend 1 charge of Kineticism. For each charge you spend, one of the points of damage becomes unsoakable and cannot be reduced or negated. If your attack does both normal and aggravated damage, you may apply this to the aggravated damage first.

In addition, you may gain a charge of Kineticism whenever you achieve an exceptional success against someone in an unarmed or melee attack. If you do, you may not spend those charges to activate Vengeful Strike on the same attack, but you may spend other charges that you have. You may not use this power in conjunction with combat maneuvers or other powers such as Fearful Blow or Earthshock. However, you may use this with powers that enhance your range, such as Flick or Kinetic Wave.

> FOCUS [INTELLIGENCE]: You may gain two charges whenever you achieve an exceptional success against someone in an unarmed or melee attack.

New Techniques

ENSNARING FORCE

Prerequisites: Kineticism ●●●● and Celerity ●●

While lesser predators hunt by chasing their prey, you are beyond such petty exertions. By projecting kinetic energy, you can position your target within your grasp, allowing you to disable her with ease. Sabbat Panders are known to use this technique to great delight during Games of Instinct, most notably the Rat Race.

Test Pool
Physical attribute + Athletics skill versus target's Physical attribute + Dodge skill

Spend your standard action and 1 or more charges of Kineticism, and engage a target in your line of sight in an opposed challenge. If you succeed, you may move your target 2 steps in any direction, plus 2 additional steps in the same direction for each additional charge of Kineticism you spent to activate this power. If this would cause your target to collide with a wall, door, or any other solid object that is at least the size of a kitchen table, she takes 1 point of damage, as do any characters she collides with.

PREVAILING FORCE

Prerequisites: Kineticism ●●●●● and Potence ●●

The margin between victory and defeat is often a narrow one that comes down to a variety of small factors such as a little extra effort, whose will is stronger, or a matter of inches. In situations where defeat looms, you can channel your kinetic energies to bolster your physical efforts, allowing you to overcome with brute force where strength of will may be lacking.

Whenever you have the opportunity to spend a point of Willpower to retest a Physical challenge, you may instead spend a charge of Kineticism. Any modifiers which would raise the Willpower cost to retest, or eliminate the ability to retest with Willpower such as Quell the Beast or Hobbling Strike, still apply.

KINETIC WAVE

Prerequisites: Kineticism ●● and Potence ●●

Martial arts masters often demonstrate their abilities by extinguishing candles without directly striking them, a feat accomplished by waves of air pressure. Similar to them, your strikes generate waves of pressure, albeit of a more deadly variety. With this technique, you can project kinetic energy with your strikes, increasing your effective range.

You have the power to channel your energies into kinetic waves which enhance your range. Spend a simple action and 1 charge of Kineticism. Your unarmed and melee attacks this turn may now strike at a range equal to 1 plus your number of Kineticism powers (including techniques) in steps. However, you may not use the Grapple combat maneuver in conjunction with this enhanced range or other powers that require touch such as Fleshcraft, Hand of Flame, Feral Claws, or Withering.

WALL OF FORCE

Prerequisites: Kineticism ●●● and Fortitude ●●

An object which is to remain stationary must exert sufficient force to negate whatever seeks to move it. Similarly, an outward projecting force could behave like a stationary object. You have the power to focus your energies into a localized phenomenon; a virtual wall of force. This wall can protect you or others from physical harm, delay pursuers, or cut off escape routes.

Spend 2 charges of Kineticism and a standard action to create a visible wall of crackling kinetic force in a location and position within your line of sight. For the next 10 minutes or until it's destroyed, the wall blocks any movement or attacks that could be negated through physical force (such as a Firearms attack, Repulse, or Force Bolt, but not effects such as Firestorm), instead taking that damage itself. The Wall of Force does not impede line of sight or Gaze and Focus. The wall is up to 5 steps long, 5 steps high, and 1 foot thick, and behaves as a solid object. It has 4 health levels and can be attacked by two attackers per round per side. If all of its health levels take damage, it dissipates.

You may use this power outside of combat by spending two full turns instead of 2 charges. This is an exception to the rules governing Kineticism outside of combat. You may only have a single Wall of Force in existence at a given time.

Spiritus

"This place is open to all who come seeking a higher path. But I know your heart and your intentions. You will leave, quickly, or my companions and I will teach you a lesson on ignorance."

— Muricia, Gangrel Ahrimane

Wielding enigmatic and secret shamanistic magics, Ahrimanes transcend the limitations of their thaumaturgical powers, giving them a greater connection and control over the world of spirits. As an Ahrimane learns Spiritus, she can not only interact with the spirit world, but she can harness its power to aid her own physical form. The most powerful practitioners of Spiritus are said to have been able to use spirits as conduits to cross fully into the realm the werewolves referred to as the Umbra.

While the shamanistic practices of Spiritus do not grant an Ahrimane direct knowledge of spirits or the realms they inhabit, it does allow them to undergo a spiritual awakening that bestows the practitioner with an awareness of the umbral realms. As a practitioner advances in her mastery of Spiritus she becomes unable to view her surroundings in quite the same way. As she becomes enlightened to other worlds and spiritual creatures, an Ahrimane feels burdened by how the mundane world appears banal by comparison. This awakening has caused those rare Ahrimanes who interact with other vampires to serve as guides or teachers, acting as intermediaries to the world beyond the dark and lonely existence of most vampires. While the Ahrimanes find comfort and solace in the insight granted by this power, most other vampires find the knowledge disturbing and unsettling as they realize how limiting and stale their reality is.



Learning Spiritus

This discipline may only be learned by Ahrimanes who take the Ahrimane merit Seekers of the Hidden (see **VTM Volume 2 Issue 1, page 32**). This is due to the extraordinary amount of spiritual journeying involved which requires having undergone the Ahrimane creation rites. As an addendum to the original text of the Seekers of the Hidden merit, you may only teach Spiritus to other Ahrimanes who purchase this merit. This discipline may not be learned through the Sabbat setting rules for diablerie.

Beast Spirits

Spiritus often refers to Beast Spirits. These spirits have some similarities to Umbral spirits but are different in several ways. Thematically, Beast Spirits are the spirits of animals that have been magically awakened by the Spiritus power Tame Spirit. Once an Ahrimane learns Tame Spirit, she obtains a Beast Spirit. Beast Spirits have some commonalities with traditional spirits but have several notable differences. Beast Spirits are created using the Animal Retainer rules with the following additions that represent their spiritual nature:

Beast Spirits have the following properties:

- Beast Spirits are considered supernatural creatures, not mortals. Powers that have an increased effect on mortals do not have those increased effects when used on a Beast Spirit. Powers that affect Umbral spirits affect Beast Spirits.
- Beast Spirits are the same size as the animals they represent. Their habitat is most often limited to that of their counterparts in the real-world, but this is not a strict rule. It is perfectly feasible for an Ahrimane in North America to have a tiger, pangolin, or narwhal follower.
- Beast Spirits do not have access to Garou Gifts; they instead employ bestial spiritual powers more similar to Disciplines (see the Types of Beast Spirits on the next page.)
- Beast Spirits are immune to Subsume the Spirit and all other powers intended to act solely on animals; however, they are treated like animals for the purposes of Feral Whispers or similar communication powers.
- Beast Spirits cannot see across the Gauntlet, but instinctually remain near you in the Umbra. Beast Spirits can understand you without assistance but cannot understand others unless the speaker is using Wild Eyes, Feral Whispers, or a similar power. As such, their ability to relay information as spies is limited. The Storyteller will portray your Beast Spirit if it is employed as a spy.
- Beast Spirits utilize Gnosis to fuel disciplines and may spend Gnosis to heal in the same way a vampire uses Blood. Beast Spirits have a Gnosis pool equal to twice their Stock NPC rating. Beast Spirits begin each night with their Gnosis pool refreshed.
- Unless they have manifested, Beast Spirits are invisible to anyone that does not possess the ability to see into the Umbra.
- Beast Spirits can manifest in the physical world by spending a point of Gnosis as a simple action. While manifested they appear as normal specimens of the animal their spirit form represents and can interact with others and can be attacked and killed.
- If a Beast Spirit dies while manifested or is destroyed in the Umbra, it reforms in one month. If a Beast Spirit is dismissed by a Spiritus user, it cannot be summoned again.

Types of Beast Spirits

There are three types of Beast Spirits. They are:

- **Aggressive Animals:** These animals are strong and formidable, typically predators. For example, the Beast Spirits of alligators and grizzly bears would be considered Aggressive Animals. When building an Aggressive Animal Beast Spirit, you may purchase one discipline specialization for the Beast Spirit in either Celerity or Potence and the Beast Spirit gains the Strength attribute focus. This is an exception to the rule preventing Stock NPCs from possessing attribute focuses.
- **Curious Animals:** These animals are clever and perceptive. They are often smaller, but not necessarily so. Some examples are a fox or a pigeon. When building a Curious Animal Beast Spirit, you may purchase one discipline specialization for the Beast Spirit in either Auspex or Obfuscate and the Beast Spirit gains the Perception attribute focus. This is an exception to the rule preventing Stock NPCs from possessing attribute focuses.
- **Defensive Animals:** Stalwart, brave, and resolute are some of the qualities of defensive animals. These creatures do not need to be robust but are often animals known for their loyalty. A turtle or a dog are some examples of Defensive Animals. When building this Beast Spirit, you may purchase one discipline specialization for the Beast Spirit in either Celerity or Fortitude and the Beast Spirit gains the Stamina attribute focus. This is an exception to the rule preventing Stock NPCs from possessing attribute focuses. In addition, Defensive Animals may utilize the Assist Defender mass combat tactic as an exception to the rules prohibiting Stock NPCs from doing so.

Spiritus Test Pool

The Spiritus practitioner uses her Social attribute + Occult skill versus the target's Social attribute + Willpower.

POLAR BEAR
— AGGRESSIVE BEAST SPIRIT —

Stock NPC: Rating 3

Specialties: Potence, Dodge, Brawl

Effective Health: ●●●

Gnosis: ●●●●● ●

The test pool for the Polar Bear Beast Spirit is normally 6, but the test pool becomes 11 for challenges involving Brawl and Dodge. Beast Spirits are supernatural creatures, giving them powers that resemble vampiric disciplines. This Beast Spirit has Potence. As an Aggressive Beast Spirit, this Beast Spirit gains the Strength Focus.

Qualities: Brawny, Huge, Imposing

FALCON
— CURIOUS BEAST SPIRIT —

Stock NPC: Rating 6

Specialties: Auspex, Dodge, Brawl, Investigation, Awareness, Security

Effective Health: ●●●●● ●

Gnosis: ●●●●● ●●●●● ●●

The test pool for the Falcon Beast Spirit is normally 12, but the test pool becomes 17 for challenges involving Dodge, Brawl, Auspex, Investigation, and Awareness. Beast Spirits are supernatural creatures, giving them powers that resemble vampiric disciplines. This Beast Spirit has Auspex. As a Curious Beast Spirit, this Beast Spirit gains the Perception Focus.

Qualities: Fleet, Elusive, Ferocious, Natural Weapons

• WYLD EYES

The natural world extends beyond the limits of what most vampires can perceive. Through your studies you have developed the ability to see things that even the most mystical and potent elders cannot. By chanting in shamanistic tongues and smearing your own vitae over your eyes, you can extend your senses into the spiritual realm of the Umbra. You can see to the other side of the gauntlet and even converse with willing spirits and Beast Spirits.

Spend 1 point of Blood and use your simple action to open your eyes to the spirits and the Umbra. You can now see and converse with any spirit that happens to be active near you within the Penumbra. However, if they realize that you can see them the spirits can attempt to supernaturally hide from you by using gifts such as Blur of the Milky Eye. With concentration this power also gives you the ability to see fully into the Umbra from the Material Realm.

Wyld Eyes lasts 1 hour, although it may be reactivated at the conclusion of its duration by spending an additional point of Blood and a simple action. This power allows you to see spirits, but not wraiths or other types of supernatural creatures. Wyld Eyes does not pierce supernatural powers of concealment, such as Obfuscate or Blur of the Milky Eye, but it may be combined with other sensory powers such as Heightened Senses.

While most spirits will hide from or ignore a Vampire, Beast Spirits are generally interested in those that practice Spiritus, having rarely encountered a vampire that can truly interact with spirits and their world. As such, Beast Spirits are the most receptive to attempts at communication, often choosing to speak in a tongue akin to feral whispers. In this manner an Ahrimane can communicate with a willing Beast Spirit. Other spirits rarely communicate or interact with the undead.

- FOCUS [MANIPULATION]: Your skill and demeanor when interacting with spirits puts them in a more favorable disposition. By spending a simple action to converse with a spirit and succeeding on an opposed challenge, you can automatically learn the spirit's name, stock rating, and its native affinity (Weaver, Wyld, or Wyrm). For more information on affinities see Mind's Eye Theater: Werewolf the Apocalypse.

•• TAME SPIRIT

All things, especially the living, have spirits; however, not all spirits find a home in a creature or object of the physical world. Whether a Beast Spirit is bound in the physical world or roaming the Umbra, you have the ability to coax it out. By performing a series of shamanistic rituals, you can form a bond with a Beast Spirit. If successful, the Beast Spirit becomes your companion; a constant and often formidable reminder of the unique existence of the Ahrimanes.

By spending a downtime action, you can draw out a Beast Spirit, converse with it, and begin the bonding process to form a companionship. The Beast Spirit companion you gain can either be the spirit of a real animal that exists within your line of sight or a roaming Beast Spirit from the Umbra that is not native to your lands. The Beast Spirit manifests within one step of you in either the physical realm or the Umbra, and it is willingly bound to you. The spirit is your ally and is built using the Animal Retainer rules. The stock level of this Animal Retainer is equal to the number of Spiritus powers the Ahrimane possesses, including techniques and elder powers. The spirit can understand you and will attempt to fulfill your verbal requests. You may only have one active Beast Spirit at a time through the use of this power.

Alternatively, you may spend a point of blood and your standard action to give an order to any Gaffling spirit within your line of sight. If you succeed in an opposed challenge, you can force the spirit to answer one question or perform a singular simple task. The spirit answers basic questions truthfully, but unfamiliar concepts may confuse it. You can reasonably expect answers to the following types of questions:

- What is your purpose?
- Has anything interesting happened around you?
- What did the person who ran by moments ago look like?
- Has anyone been fighting here recently?

Exceptional Success
If you achieve an exceptional success to compel a Gaffling spirit, the spirit must answer all your questions for the next 5 minutes; however, it cannot be compelled to perform more than one simple task.

FOCUS [CHARISMA]: If your Beast Spirit is destroyed while manifested or while in the Umbra, and you still require its services, it reforms in one hour instead of a month.

●●● UMBRAL HUNTRESS

As an Ahrimane advances in her study of Spiritus, she learns that the Umbra is home to more hostile and terrifying things than Beast Spirits. Your knowledge of such creatures coupled with your spiritual evolution has granted you predatorial dominance over two worlds. No longer limited to mundane prey, you may hunt the creatures of the Umbra, feeding from your supernatural quarry just as you would a mortal.

Once purchased the following benefits are always active: your brawl and melee attacks can damage spirits in the umbra even if they have not manifested (though you must still be able to see them through powers such as Wyld Eyes); and you may feed on the Gnosis of spirits in the same way you can feed on the blood of humans. For every Gnosis drained you gain a Blood point.

In addition, you may spend 1 Blood and a simple action to imbue your brawl attacks with spiritual energies. This manifests as a set of spiritual claws made of brilliant glowing moonlight. These claws do aggravated damage and stack with the Feral Claws' Wits focus if you have that Protean power. When striking spirits, the claws do one additional level of damage. This ability lasts for one hour or until you end its effects.

FOCUS [MANIPULATION]: You can imbue your weapons with spiritual power causing them to glow with the brilliance of moonlight. While Umbral Huntress is active, your throwing, firearms, and melee attacks inflict aggravated damage, and cause one additional level of damage to spirits.

●●●● MANTLE OF ATIRA

At this level of power, an Ahrimane's bond to the spirit world is very strong, enabling her to draw life and strength from the Umbra and its denizens. You have the ability to draw from the essence of a Beast Spirit, giving you a portion of its power.

Spend 1 Blood and a simple action to attune yourself to the Umbra. Doing so allows you to touch the spirit realm and call upon a Beast Spirit and the life of the Umbra to enhance your physical form. Select two of the following qualities when activating this power:

- **Bear Strength:** You receive an additional +1 bonus to Brawl-based attack test pools.
- **Stride of the Gazelle:** Increase your movement by 1 step for each action spent on movement.
- **Falcon's Eye:** Gain a +1 bonus on all challenges involving your Investigation Skill.
- **Speed of the Hare:** Gain a +1 bonus to your initiative.
- **Agility of the Fox:** You gain a +1 bonus to Dodge-based defensive test pools.
- **Chameleon Camouflage:** Gain +1 bonus on all challenges involving your Stealth Skill.

In addition, as long as your Beast Spirit remains within 10 steps of you, she also benefits from the qualities you selected.

Mantle of Atira is a major transformative power and cannot be combined with other transformative powers. However, you may combine it with Spiritwalker as an exception to the rules governing major transformations. You may end this transformation at any time by spending a simple action.

> FOCUS [MANIPULATION]: You may double the bonus of your chosen qualities. For example, if you choose the qualities Bear Strength and Stride of the Gazelle, you gain +2 to your Brawl based attack pools and increase your movement by up to 2 steps for each action spent on movement.

●●●●● SPIRITWALKER

An Ahrimane with this level of expertise fully understands the spiritual limitations and capabilities of her own vampiric vessel and her companion's spiritual form. You can now join in symbiosis with your Beast Spirit, gaining both the benefits of a corporeal and spiritual entity. You can also traverse the Gauntlet and travel in the Umbra for a limited time, hunting your prey no matter where it flees.

Spend a Blood and a standard action to wholly bond with your Beast Spirit. Your physical form merges with the Beast Spirit into a singular spiritual entity. Thereafter, you appear as an anthropomorphic version of your Beast Spirit and you have a faint glowing aura displaying your spiritual symbiosis. While in this form you gain 3 Healthy wound levels, the benefits of any Animal Retainer qualities your Beast Spirit possesses, and the Attribute focus it possesses. You may continue to spend your blood to power your disciplines and techniques. While bonded with your Beast Spirit you are still considered a vampire (and not a spirit or animal), but you only take lethal damage from sunlight.

In addition, while bonded with your Beast Spirit you may spend 5 full turns in chant and spend one of your Beast Spirit's Gnosis to cross the Gauntlet travelling into or out of the Umbra. This power can only be maintained for one hour. When the power ends the vampire is ejected into the physical world and the Beast Spirit coalesces back into the umbra.

Spiritwalker is a major transformative power and cannot be combined with other transformative powers. However, you may combine it with Mantle with Atira as an exception to the rules governing major transformations. You may end this transformation at any time by spending a simple action.

> FOCUS [CHARISMA]: You can spend the Gnosis of your Beast Spirit to fuel any of your disciplines instead of spending blood, subject to your normal limit per turn.

New Techniques

PERFECTED INSTINCTS

Prerequisites: Spiritus ●● and Animalism ●●●●

Having spent considerable time with your Beast Spirit companion, you have learned from it as much as it has learned from you. Your shared knowledge gives your companion the ability to learn spiritual versions of a select number of vampire techniques, enhancing your ability to work together.

Test Pool
Physical attribute + Athletics skill versus target's Physical attribute + Dodge skill

By combining your disciplines and your Beast Spirit's powers, it now has the ability to purchase a special quality that grants it access to certain techniques. To do so, you must purchase the Perfected Instincts technique and your Beast Spirit must spend one of its Animal Retainer Specializations on one of the qualities listed below. Once purchased, the Beast Spirit gains access to the techniques described in the selected special quality so long as she meets the discipline requirements. The Spirit Beast need not meet the requirements to purchase the technique alone; any disciplines you possess can be used to fulfill those requirements. For example, if you have purchased Presence ●● and your Aggressive Beast Spirit (having a stock rating of 2+) possesses the Potence discipline specialization, it is eligible to utilize the Fearful Blow technique if it purchases the Rancorous quality. If the technique requires Blood to activate, the Beast Spirit must spend Gnosis instead. The special qualities that grant techniques that are available to the Beast Spirit are:

- **Rancorous:** Your Beast Spirit may utilize the Fearful Blow, Fenrir's Boon, and Relentless Pursuit techniques. Only Aggressive Animals may purchase this quality.
- **Watchful:** Your Beast Spirit may utilize the Predatory Senses, Guardian Vigil, and Pulse of Undeath techniques. Only Curious Animals may purchase this quality.
- **Indefatigable:** Your Beast Spirit may utilize the Savage Provocation, Will to Survive, and Second Wind techniques. Only Defensive Animals may purchase this quality.

ALPHA OF THE PACK

Prerequisites: Spiritus ●● and Presence ●●●

When it comes to spiritual allies, one is never enough. Your expertise in summoning and bonding with Beast Spirits allows you to add a second companion to your pack. Together the three of you can communicate through your spiritual bond allowing true pack tactics to be levied against your prey.

You may now use the Tame Spirit power to summon an additional Beast Spirit. This spirit has a stock rating equal to half the number of Spiritus powers you possess, including techniques and elder powers, rounded up. This second Beast Spirit may be of a different type than your primary Beast Spirit. In addition, you and your Beast Spirits can spiritually communicate with each other across great distances, provided you are in the same plane of existence and within five miles of one another. For example, if you are in the physical world attempting to communicate with one of your Beast Spirits, it must be manifested.

New Elder Powers

KILLER INSTINCTS ●●●●● ●

For some, hunting a mundane is a sport; for others, it is a spiritual experience. An Ahrimane who hunts does so for two reasons: either in search of sustenance or to destroy her prey. With intense focus, you can fixate on your target thereby diminishing its ability to flee with every strike you land. Those lucky enough to survive your assault would do well to escape before succumbing to the weight of impending death. After all, an Ahrimane rarely loses track of her prey.

Spend your simple action and 1 point of Blood as you ritualistically prepare yourself for a hunt. For the next hour your Physical attacks against that target gain the Accurate and Brutal qualities. In addition, you may choose to employ either the Harrying or Encumbering Fetish Quality to all unarmed attacks.

- **Encumbering:** When you successfully strike a target, she receives a -2 penalty to her next turn's initiative for each point of blood you spend. Multiple applications of this effect are not cumulative.
- **Harrying:** A target successfully struck takes one fewer step the next time she uses an action to move per point of Blood you spend. Multiple applications of this effect are not cumulative; a target can move again normally after she spends one penalized action for movement.

If you succeed in striking a target while under the effects of Killer Instincts, that target becomes supernaturally marked by fiery blue vengeance spirits. Only you and those who can see across the Gauntlet can see these vengeance spirits. While so marked, she cannot hide from you using mundane or supernatural means nor can she hide from others who can see across the Gauntlet. As part of this effect, your target cannot benefit from concealment in total darkness or from supernatural sources, such as Shroud of Night, as the flames give away her location to any who can see them. In such cases, she may be targeted without the need for the Fighting Blind combat maneuver. If she escapes the combat, you receive a +3 wild card bonus to any challenge to track her down. This benefit lasts until the next sunset or sunrise, whichever is longer.

PRIMAL STRENGTH ●●●●● ●

While shared blood is typically insufficient to grant the use of elder powers, the potency of spiritual abilities mixed with your elder Blood allows you to evolve your Beast Spirit into the ultimate predator. Not only do its spiritual energies and stamina increase, but it can also learn a second discipline for its type and can unlock its own version of an elder power.

You have unlocked the full potential of your Beast Spirit companion. Your Beast Spirit companion gains 3 Healthy wound levels, 5 additional Gnosis, and it may choose an additional discipline specialization from its available choices. In addition, if your stock rating 6 or higher Beast Spirit companion has a discipline specialization, it may gain a single elder power from that discipline. The elder power available depends on the type of Beast Spirit as set forth below.

- **Aggressive Animals**: Potence: Force; Potence: Flick; or Potence: Reckless Fury.
- **Curious Animals:** Obfuscate: Phantom Hunter; Auspex: Psychic Drain; or Auspex: Clairvoyance.
- **Defensive Animals**: Fortitude: Personal Armor; Fortitude: Repair the Undead Flesh; or Fortitude: King of the Mountain.

Luminary Powers

BECOME THE HUNTED ●●●●● ●●

Your hunting and spiritual prowess are legendary and are regarded highly even among the spirits. When you call for a hunt, your howl echoes into the Umbra and all spirits who hear it answer. Nearby Beast Spirits big and small manifest in a swarm of spiritual wrath that your prey has no hope of overcoming. Like the foolish Actaeon from legend, your quarry is hounded as it flees; weakened and rendered unable to communicate.

Spend 3 Blood and your standard action to call out to all nearby spirits as you command your quarry to flee, designating up to 3 targets. Make an opposed challenge using the Spiritus test pool. Should you spend 1 point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges, without the need to spend further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges that you lost and apply the Willpower retest retroactively. If you succeed, your targets become marked by the spirits of the hunt. Those marked immediately lose the ability to communicate, which includes the ability to speak or produce sound, send text messages, or use sign language, and any telepathic links they are a part of immediately sever. They cannot initiate or relent to Telepathy or similar powers of communication for as long as this power is in effect. Further, they cannot benefit from any beneficial powers from others, such as Cloak the Gathering, Corpore Sano, or Madrigal, and may only use their own powers until they have successfully fled the area. In addition, your opponents are unable to be targeted by the Assist Defender or Assist Attacker mass combat tactics. These effects last for 15 minutes or until the target successfully fair escapes.

As you activate this power, you must designate the area the target is to withdraw from. You may designate an area as small as the room or the building you are in, an area up to 4 square blocks in an urban setting, or an area up to 1 square mile in a wilderness setting. Once your target successfully leaves the area, the effects of this power cease. However, if your target returns to the designated area within the duration of the power, the effects take hold once again, persisting until she either leaves or the power's duration ends.

Finally, you may give the target some amount of time to leave, choosing to deliberately delay the onset of this power. For example, you may wish to give your target to the count of 10. If you do, the power's duration begins immediately, but has no effect until you may spend a simple action to enact its effects; this applies even if your target is not within your line of sight.

Exceptional Success
This power lasts for the next hour instead of 15 minutes.



New Techniques

"My opinion? We haven't reached a consensus about our opinion on the matter."
— Legion, Ancilla Malkavian of Nuremberg

Techniques and their development continue to remain a mystery to vampire scholars, but once a vampire masters a new technique, knowledge of its creation spreads across the vampire society and sects like wildfire. Theoretically, any vampire capable of learning a technique can discover and create a new technique, but scholars have only been able to trace the creation of new techniques to Neonates. Luminary and Master Elders cannot purchase techniques. Techniques have no attribute focus and typically do not bestow an additional benefit if you achieve an exceptional success. For more information about techniques, see **MET VTM Chapter Four: Disciplines, page 224**.



CATCH A WHIFF OF MADNESS

To the discerning vampire skilled in Dementation, emotions are a kaleidoscope of colors, scents, sensations, and patterns. As such, simple conversations can often reveal the deeper complexities of someone's altered emotional state. You have the ability to intuit the emotional manipulations of others by observing a target's aura.

Prerequisites
Dementation ●●● and Auspex ●●

Once learned, this power is always active. In addition to the standard questions for Aura Perception, if you succeed in the opposed challenge you may ask your target if she is affected by any thought or emotion-altering powers. This includes Presence powers such as Entrancement, Merits such as Absent Sway, Dementation, Path of Corruption, and Dominate powers. The use of this power does not reveal who used the power on your target or other information. For example, in the case of Dominate, this power will not reveal what command was given. Instead, this power simply reveals that your target is currently under the effects of a mind or emotion-altering power. Passive effects that do not directly come from powers, such as the Blood Bond or infernal ties, cannot be identified through this technique, as they are too subtle to notice. The Storyteller is the final arbiter of what is considered an emotion altering power.

MADMAN'S QUILL

True artists evoke deep emotional and psychological responses with their artwork. While the melody of a song inspires melancholy and sadness, swirls of paint, abstract shapes, and detailed patterns ensnare the viewer with hypnotic grace. Through the use of Madman's Quill, your art becomes more than just an inspiration; it becomes a vessel that sways the passions of observers, infusing them with a deeply specific psychological response.

Prerequisites
Dementation ●●●● and Auspex ●●●

Whenever you create a physical work of art such as a painting, sculpture, or even a written piece of literature, you can empower it to evoke a psychological response. Choose Passion, Haunting, or Voice of Madness when you create your piece of art. Notify the Storyteller which power you are utilizing, your Dementation test pool, and the specific qualities of your chosen power that you wish to instill in your art. Focus benefits do not apply.

Anyone who views the art for at least 1 full turn triggers your chosen Dementation power and must test against your Dementation pool to resist the chosen effect. If they fail, they suffer the normal effects of the chosen Dementation power. You may not achieve an exceptional success or benefit from any powers that alter Passion, the Haunting, or Voice of Madness.

The madness in your art fades over time. After 60 days your artwork is rendered mundane and no longer carries any of your Dementation powers. You may only have an active number of art pieces empowered this way equal to the dots you have dots of Empathy. If you create any additional items beyond your dots in Empathy, the oldest item loses its power. You are immune to any effects from observing your own works of art.

For example, you have painted a portrait of Axle, the local Anarch Brujah. In the portrait, Axle is standing over the incapacitated body of the current Prince of the city. You choose Passion, with the intent to heighten the emotions of your audience with this provocative image. You notify the Storyteller of your Dementation test pool and then display your art in-character at the local vampire gathering. Later in the game, the Prince stands before the piece of art, directly observing it for at least 1 full turn. The Storyteller will then challenge the Prince's player on your behalf using the Passion power. If the Prince fails the challenge, she suffers the effects of Passion for the next hour.

QUICKSILVER CONTEMPLATION

Knowing when to draw a weapon is often more important than who you shoot. An opportune step can completely alter the flow of battle, confounding attackers and limiting their options. Your mastery over time and your supernatural senses allows you to exploit small moments of opportunity in what would otherwise be a chaotic flurry of events. These subtle time dilations allow you to act in brief and advantageous moments, greatly benefiting your true actions.

Prerequisites
Temporis ●●● and Auspex ●●

Once learned, this power is always active. You may activate Split Second outside of your initiative order, immediately taking your bonus actions or holding them for later use. As an exception to the rule limiting Split Second actions to mundane actions, you may use these actions to activate powers. You may also hold any actions gained for use during that turn's Celerity rounds as an exception to the rule which prohibits held actions from carrying over; however, you must spend these actions during the same turn or forfeit them.

THE IRON GLARE

You do not always have the luxury of being subtle or relying on just your words to carry the weight of your commands. Sometimes a display of your physical strength is necessary to ensure your subjects obey with less hesitation.

Prerequisites
Potence ●●● and Presence ●●●

By spending a simple action to make an overt display of physical strength, such as pounding the table, breaking a nearby object, or leveling a weapon at someone, you can bolster your powers of persuasion. For the next 10 minutes, you may add either your dots of Brawl or Melee (if you are visibly armed) to your test pool for the purpose of determining an exceptional success for the Dominate powers of Command and Mesmerism, and for the Presence powers of Dread Gaze or Entrancement. Your target must have been present when you made your display of strength for you to use this benefit against them. You may claim this benefit even if they were otherwise engaged when the display took place or not directly paying attention.

MEMORY RIFT

The ability to vanish from sight leaves your enemies with valuable information. Through Memory Rift, you may now disappear not only from their sight, but from their very memory, taking with you the knowledge of your presence during the encounter and leaving your enemies confused and unable to recollect your involvement.

Prerequisites
Obfuscate ●●●● and Dominate ●●●

After successfully using Vanish from the Mind's Eye, you can spend a simple action to immediately use Forgetful Mind on the same target. This is an exception to the rule requiring you to have your target's Gaze and Focus to use Dominate. If this challenge involves multiple targets, spending Willpower to retest against a single target allows you to also use a Willpower retest against any parties you have yet to test against.

This use of Forgetful Mind may only be used to erase or alter memories of your presence and actions from your target's mind that took place within the past 10 minutes; no other memory alterations may be performed. The use of Memory Rift does not break your Unseen Presence. This is an exception to the rule that states that if you interact with the environment, speak with another character, or draw attention to yourself, your Unseen Presence will break and you will become visible. Memory Rift cannot be used during Celerity rounds. Memory Rift cannot be combined with other powers or merits that augment Forgetful Mind or Vanish From the Mind's Eye.

SUCK IT UP

Vampires often draw parallels between feeding and fine dining. Sometimes, however, time is of the essence and drive-thru or takeout will have to suffice. With Suck It Up, you can ingest larger quantities of blood faster than ordinary vampires. If necessary, you can even intake blood osmotically through your hands, absorbing pools of blood with just a touch.

Prerequisites
Protean ●● and Animalism ●

Once purchased, when you drain Blood through a bite attack you drain 2 points of Blood per standard action instead of the standard 1 point. In addition, as a simple action you can touch a pool of blood to consume up to 3 Blood points and completely absorb it, adding it to your current Blood pool; however, doing so risks breaking the Masquerade. Blood consumed by touch has all of its normal properties; ingesting blood spilled from a vampire creates a blood bond, poisoned blood still sickens you, diseased blood passes on its infection, etc.

BLISS

Many Toreador claim their clan has escaped the curses that afflict the other clans, and that the trance they experience when observing artistic expression is the antithesis of the Beast's rage and fury. You can recall the beauty and happiness of artistic experience to bolster your defenses against the irrational influences of your Beast.

Prerequisites
Presence ●●● and Dominate ●●

Spend 5 standard actions and enter a trance-like state while observing, listening to, or otherwise experiencing, a work of art or performance of at least Crafts 3 or Performance 3. Provided you are not interrupted during your trance, upon its conclusion you gain a supernatural resistance to your next frenzy trigger. You gain a free retest when resisting the effects of any power that would cause you to immediately enter a frenzy or to stave off a frenzy brought about by non-supernatural stimuli such as fire. This retest can be used before or after the normal Willpower retest and is an exception to the rule limiting retests to one per challenge. You may also give this benefit to another visible target who's on the verge of frenzy. This does not cost an action and may be done outside of your initiative order. You may only have a single active instance of this power at a time. The effects of Bliss last until sunrise or until you spend the free retest.

UNLOCK THE HIDDEN TALENT

You cannot accomplish everything yourself; sometimes you have to rely on others. By projecting your charisma directly onto an ally's psyche, you can motivate her to success beyond her normal abilities. By doing so, your beneficiary unlocks potential she did not know she possessed yielding dramatic results over short periods of time.

Prerequisites
Presence ●●● and Auspex ●●●●

Once you have successfully engaged a willing target in a Telepathy challenge, you may spend 1 point of Blood and a standard action to utilize Unlock the Hidden Talent. While you or your target undertake a specified task, you communicate and receive telepathic hints, pieces of advice, and messages of encouragement. This allows you to both provide and receive aid in static challenges.

Whenever a character is involved in a static challenge for the purpose of utilizing a skill, that character is considered skilled so long as at least one party in the telepathic link has the appropriate skill. In addition, if a character who has the appropriate skill spends an equal number of actions as the task requires, she may offer telepathic assistance and grant a single target character a +3 wild card bonus to the static challenge. A character may only receive a single bonus in this way. Unlock the Hidden Talent can only be used to enhance mundane related tasks and cannot be used to increase discipline pools or other power related pools, nor can it be used in combat.

SANGUINARY EXPULSION

Rumored to have been created by ancillae Archons, this technique allows you to ingest small amounts of blood without absorbing them into your system, albeit for only a small period of time. After ingesting the blood, you must regurgitate it within a few minutes to prevent it from affecting you.

Prerequisites
Potence ● and Fortitude ●●

Immediately upon consuming 1 or more points of Blood (and before they are added to your existing Blood pool) you may spend 1 point of your Blood to keep the foreign blood from entering your system. You may hold this blood for up to 10 minutes. During this time, you are not affected by any supernatural properties, poisons, drugs, diseases, or effects of the blood. You will not gain vinculum from blood during a Vaulderie, you will not take damage from ingesting blood from a Tzimisce employing Acid Blood, nor will you become Blood Bound to the source of the blood. If you have not spent a standard action to regurgitate the blood before the 10-minute duration expires, the blood enters your system, and you suffer the normal effects as if you had ingested the blood normally. If you regurgitate the blood before the expiration of the 10-minutes, you may choose to preserve its effects. While using Sanguinary Expulsion, if you spend Blood for any reason, the effects of the technique end, causing you to immediately absorb any stored foreign blood and suffer any effects from consuming it.

DISTANT FRIEND

You have learned to delay the effects of your Presence on others. As a result, your enemies find themselves surprised to hear the scathing words they had planned to say about you come out as glowing declarations of support despite being far away from your entrancing personage.

Prerequisites
Presence ●●●● and Dominate ●●

After successfully using Entrancement on a target, you may spend an additional point of Blood within 1 turn to enact Distant Friend. For 1 month, whenever your target speaks of you or refers to a situation involving you, she is automatically affected by the Presence power Entrancement as if you had just successfully used it on her. Note this applies to all means of communication including email, text, or telepathic communication. This will make it very difficult for her to plot or scheme against you as she can only make favorable references about you.

INSTANTANEOUS TRANSFORMATION

Battlefields are inherently disorderly; shifting masses of blood and violence which transform at a moment's notice. You have adapted your metamorphic capabilities such that you can alter your form to accommodate the chaos of the battlefield as it shifts, thereby allowing for near spontaneous alterations.

Prerequisites
Celerity ●● and Fortitude ●

Once per hour when you spend Blood to activate Celerity or whenever you have Celerity active you may also spend a simple action to instantly activate this power. When you do, you may choose one of your major transformative powers, such as Shape of the Beast, Form of the Cobra, Horrid Form, or Tenebrous Form which you instantly assume. You may do this in lieu of paying the blood and action costs for the power.

POISONOUS THOUGHTS

Through your mastery of the workings of the mind, you have the ability to turn your victim's own thoughts against them, causing them pain and distress through nerve twinges, thoughtless scratching, or even a momentary compulsion to beat themselves bloody. Finding the will to purge this mental poison is emotionally draining and exhausting, not just for the victim, but also for those who witness it.

Prerequisites
Dementation ●●●● and Auspex ●●●●

Whenever you succeed in an opposed challenge to inflict Voice of Madness, you may also apply the effects of this power to your target. If applied, whenever your target gains one or more Derangement points, she also takes that many points as unsoakable aggravated damage. If the target has a psychotic break, she loses 3 Willpower points. Poisonous Thoughts lasts throughout the duration of Voice of Madness or until the target suffers a psychotic break.

CUNNING COUNSELOR

Prerequisites
Serpentis ●● and Presence ●●●

In Greek mythology, the healer Asclepius gained extraordinary abilities when serpents licked his ears clean and whispered secrets of healing, wisdom, and immortality. The serpents remained with him, coiled upon his rod, and continued to provide him guidance and counsel. Similarly, you have the power to help others realize their latent potential should they heed your advice.

After spending at least 5 minutes listening to your target's goals and aspirations, you may spend 1 point of Blood and 3 consecutive standard actions giving your target advice. If your target is willing, she feels inspired and may gain up to 3 attribute dots that she may apply to one or more categories in which she has fewer than 10 dots. You may not raise a category beyond 10 dots in this way. Using this power on a Stock NPC raises that NPC's level by 1, up to a maximum of level 5. Characters who have already purchased the maximum number of attribute dots or who are Stock 5 NPCs receive no bonus from this power.

The effects of this power last for up to 7 days, as decided by you at the time of the power's activation, after which the benefits fade. You may declare the duration of the power to the Storyteller so that your target will not know; however, your target will know once the power ends. When the power ends, the loss of the benefits feels natural to your target, albeit frustrating. Your target will intuitively feel as if she would benefit from your advice again, whether or not it actually helped her own goals, and is very likely to seek you out.

As you activate this power, you may make a "recommendation" to the target such as "make 10 sales calls next week," or "break up with your partner," and choose an additional duration of up to another 7 days. Subject to the Storyteller's approval, if your target performs your "recommendation" the duration of the power extends by the chosen number of days. A character may only benefit from a single application of this power, with recent applications replacing earlier ones. You may have a number of applications of this power active equal to your dots in the Subterfuge skill, with recent applications replacing older ones. You may not use this power on yourself.



PIRACY AND POLITICS

Gentle waves rolled against the hull of the yacht, and the mist of seawater carried by the wind felt better than air as Gabriella breathed it in. She didn't have to, of course; she hadn't needed air in centuries. But this water and the memories it carried — she needed those, thoroughly. With every breath of that salty wet air stirred a memory of what she was losing, and a new determination of what she would gain from the loss.

Quiet noises from the celebration in the cabin drifted out to the deck; the sounds of her allies inside discussing politics over drinks at varying volume levels. She couldn't though, not right now. Maybe it was being on the water or the discussion's constant underlying reminder that the "good old nights" were really over, but every one of them sent a sharp pain through her chest causing her to seek out solace.

She didn't want to let her smile falter. Not in front of anyone ever. She had her image to maintain, after all. Fortunately, these allies were more respectful of personal space than some of her former crewmates. They left her be and she had claimed the ship's prow like a figurehead. It wasn't really the right kind of ship, but she could pretend for a few fleeting seconds.

Those times felt so far away. Would this rush of memory and pain happen every time she was on a ship from now on? It certainly was not something she welcomed, but at the same time she could not forget. That life was a part of her as much as any clan.

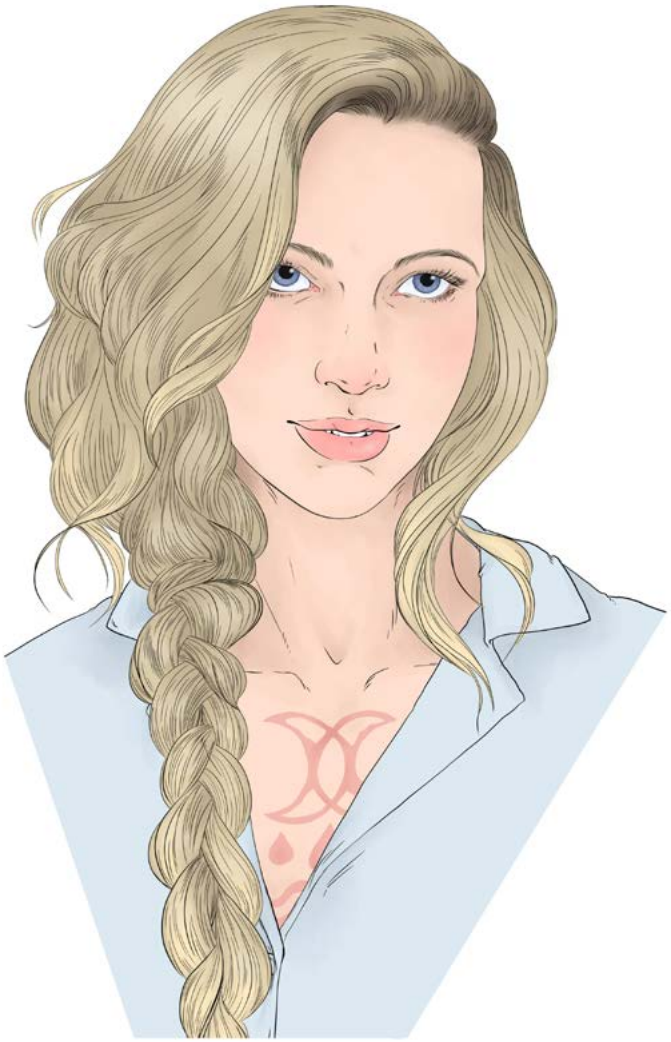
Strands of dark blonde hair blew freely in the wind as she leaned out over the gunwale, her eyes taking in the endless sea as if she owned it, because she did. She had never been merely a pirate Captain. That was never enough. She was a pirate Queen. The water had called to her since before she could remember, and it had been her kingdom since she had managed to wrangle enough independence to steal her own ships — although, she couldn't steal those anymore. *Legally* obtaining ships was just not the same.

She sighed, shaking her head with a bitter murmur. "Fucking submarines."

The world had chaged and no amount of clinging to the remnants of how things were before could change it back — modernization was not nearly as easy to control as the dead. She had always been more pirate than Giovanni she thought as she took another deep long breath of the sea.

When you were on the open water, clan politics meant nothing. What mattered was knowing who would stab you in the back versus in the front. The backstabbers were easy to handle. The front, though . . . that thought brought a fond smile to her face. Over the course of her long existence, she had found that the ones who would stab you from the front are the ones who have potential to make the best allies.

Almost every interaction she had with her Lamia partner-in-crime involved some sort of stabbing, but also adventure and excitement and romance and — oh but God, the Famiglia would disown her if they knew. She had so many flings over the years, but somehow, she kept coming back to this woman.



Gabriella tilted her head back to take in the open sky. *Somehow.*

The idea that she didn't know was almost laughable. She loved the danger, that sense of impending mortality that came with every insane scheme — the inherent sense of life in knowing that even an immortal could die and that any night may be her last as she threw caution to the wind and just existed. Of course, she studied death; she was a master over it. Wraiths bowed to her every command without hesitation . . . but there was something beautiful in studying it through her own experiences.

Not only did being with Teuta remind her of all of those things and tirelessly help provide new experiences, but the Lamia was also a constant source of curiosity. Teuta should hate her, but instead of killing her, she started teaching her — or at least something Teuta considered to be teaching.

Gabriella did not always recognize every lesson for what it was, especially at first. They were never easy, not like the studies she had done to master Necromancy and most definitely not like sitting at a desk to read a book. These lessons were of loss, death, and hardship. They are so much worse, but so much more fulfilling. She felt like a stronger person coming out of them.

Perhaps that was the real goal: do not kill the enemy but make them learn. Make them better and eventually, just maybe, they won't be an enemy but an ally. It was a strange thing to think about, but it had worked well enough out on the water. Could it work on land where there was more than just mystery and drama and adventure? A sigh escaped as she shook her head. Politics were so daunting, an entirely different world. More than five centuries of existence had not fully prepared her and she worried that she would never feel entirely ready.

But over many years and many lessons, she had learned that the world never waited for someone to be ready. When some twisted mind had invented submarines and destroyed her whole livelihood, no one had bothered to ask if she was on board. Of course, that answer would have been "no", but she had to carry on as the abominations took over her ocean.

A sudden droplet of water splashed on her upturned face and Gabriella shook her head as she was pulled out of her thoughts and back to reality. It was starting to rain and the soft waves from earlier had begun to churn. The storm seemed to be blowing in quickly, but the water was moving more than it should have been.

Odd . . . .

She glanced inside. The party was thriving, most of them oblivious to the ship's intensifying rocking. Of course, they were. After all, most of the allies at this table were by blood rather than by choice, and most did not have a fraction of her experience on the sea. Yet she trusted them and of course she would protect them. They were family, after all.

A bubbling noise from below quickly shifted her attention back out to the open sea. Cautiously, she peered out over the gunwale to get a better look at the water below. The churning of the waves had grown to become downright violent, crashing onto the deck in a rush of salty foam.

Gabriella ignored the steady increase of wind and rain, tying her hair out of the way in one fluid motion as she scanned the surface. Unbidden, a smile crept to her face; this wasn't terrifying, it was exciting.

This was her element.

That — she thought as she glimpsed something just below the surface — oh, that was not water. A tentacle? Yes . . . and another . . . . She squinted, leaning in for a closer look as she instinctively began to lower the Shroud between life and death. There was no doubt that this was something supernatural as the options flashed through her mind as to the source of the attack. Someone she had left heartbroken after a drunken night out? Maybe a Corsair or a Noiad, or maybe Simon?

As another tentacle lashed out to strike the water dangerously near the yacht, she cleared her head with a rough shake. Now was not the time to figure out who she had wronged or how, but rather the time to handle the problem. If she was lucky, she might even be able to clean up the mess before the other Giovanni even realized something was amiss.



Fortunately, countless encounters had taught her to stack the deck. Someone less attuned to ghosts may have been uncomfortable as she pulled aside the Shroud, but Gabriella's smile simply broadened as she watched the two worlds begin to overlap.

The thing in the water had flailed itself far enough to the surface to be recognizable as some sort of monstrous type of squid, oversized and frenzied. Beyond it, now that the Shroud had faded the rest of the way, the sails of a massive ghost ship billowed as it sailed forth on an ephemeral wind.

Her ship, *La Misteriosa Nave*, docked in the Shadowlands now, where no submarine could ruin its livelihood by being frustratingly underwater. But she could always find her allies, and while she could easily take one squid on her own, it never hurt to be prepared in the case that one turned into an army.

Or — as she realized as another of the monster's tentacles crashed down in a blow that could have cracked the yacht in half had it not missed — one squid that happened to have the strength of an army. Gabriella knew she would have to work fast.

A crackle of necrotic energy began to form around her outstretched palm like lightning. This storm was hers just as much as the sea was, and with a joyous laugh she shaped the ball of plasm into a harpoon that glows with death's own tempest.

She aimed.

Distracted by the appearance of the spectral ship and the ghostly crew attacks from its crew, the kraken thrashed its limbs in sweeping arcs across the otherworldly vessel, destroying one of the yardarms supporting the sails and flinging a handful of the wraiths into the depths below.

Gabriella narrowed her eyes as she took in the damage to her beloved craft, assessing the gravity of the repairs. Revenge made her aim true, though, as the Stygian Lance took its spectral flight straight to the monster's core. Where the beast had shrugged off the lesser attacks from the wraiths, this one struck deep and true.

Furious, the kraken shrieked and turned its attention back towards Gabriella and the yacht of Giovanni. Gabriella stood ready, vaulting another Stygian Lance in a perfectly precise arc.

For the second time the creature shrieked in agony.

Thrashing limbs slowly ceased their flailing to relax in the finality of death. As the body of the cephalopod began to sink into the dark waters below, Gabriella watched its soul begin to separate, preparing to move on to whatever afterlife awaits dead sea monsters. As she watched she knew not to let this one go. While one such creature was barely a challenge, its appearance had to be more than a coincidence. Afterall, normal squids are not so large, strong, or sturdy.

From her pocket she retrieved a small pendant of spherical glass, perfect for holding a stray soul. The newborn wraith came to her call with barely an effort, like it wasn't quite ready for the unknown next step and wanted to remain in some earthly prison. Since flesh was no longer an option, glass would do.

She heard the words just before it slipped into the confines of the Vessel, whispered so faintly that Gabriella could easily have written them off to her own imagination.

"I love you; I'll kill you last . . . ."

That was Teuta's voice but Teuta was not here. It had to be her imagination. Gabriella took another deep breath of ocean air as she let the rain pour over her already-soaked clothing. As placed the trapped soul back into her packet the realization hit her like a tsunami: this was never an attack, this was a warning.

This threat would not come to pass, not if she had anything to say about it.

And she did have something to say about it. Her jaw set in firm decision, and with her trademark smile plastered confidently on her face, Gabriella L. Teresa Giovanni di Espiare strode back inside to join her clanmates' discussion. She had a goal now — peace — and she finally felt ready.

— Chapter IV —

EXPANDED BLOOD MAGIC

"Blood magic only increases the percentage chance of success—no magic can make anything certain."

— Frieda Blattner, Tremere Regent

In this Chapter you will find the long awaited Abyss Mysticism mechanics. In addition, this Chapter expands on the unwholesome practice of Necromancy by providing three new paths and dozens of new rituals. Finally, you will find expanded Thaumaturgy with three new paths and expanded rituals, including some that are clan specific.

Abyss Mysticism

"Infinite in depth and power is the sightless sea of the Abyss . . . and infinite too are the nightmares it holds for the unwary."

— Astraea, Luminary Elder Lasombra

Abyss Mysticism is a series of rituals that create powerful magical effects. They make use of unusual and rare ingredients and take significantly more time to cast than the manifestations of Obtenebration. Under most circumstances, to be an Abyss Mystic and practice Abyss Mysticism a character must have the Lasombra merit Walk the Abyss. Contrary to **MET VTM, Chapter Five: Merits and Flaws, page 241**, Abyss Mysticism is considered blood magic and effects which affect blood magic in general also affect Abyss Mysticism; however, it is considered separate from both Necromancy and Thaumaturgy, and is not affected by powers which specifically affect those individual paradigms, such as Countermagic.

Abyss Mysticism rituals must be learned and purchased separately and cost the same as Thaumaturgy or Necromancy rituals. They are rated from levels 1 through 5, and a caster can have several rituals corresponding to each level of the progression. An Abyss Mystic must purchase one ritual of each level before she is able to purchase a ritual at the next-higher level.

For example, in order to purchase a level 2 ritual, an Abyss Mystic must already possess at least one level 1 ritual; or in order to purchase a level 3 ritual, she must already possess at least one level 1 ritual and 1 level 2 ritual, and so forth. An Abyss Mystic may not have a ritual whose level is higher than her dots in the Obtenebration discipline. Unlike Thaumaturgy and Necromancy, an Abyss Mystic is not limited in the number of rituals she may purchase.

Unless otherwise stated, all rituals cost 1 point of Blood to activate. In addition, each ritual requires five minutes of casting time per level of the ritual.



Ritual Ingredients and Targeting

If a ritual requires a focus and you possess that focus, the ritual can be used at range beyond line of sight. Otherwise, unless specifically stated, the ritual requires line of sight. Ingredients that are specifically listed in the ritual's description must be used to cast the ritual, or the ritual fails. Unless otherwise specified in the description, a ritual's ingredients are consumed during the ritual.

Test Pool

Abyss Mysticism rituals use the caster's Social attribute + Occult skill versus the target's Social attribute + Willpower.

Level 1 Rituals

ABYSSAL ICHOR

Cephalopods are one of the few creatures in the animal kingdom that produce ink. They are revered by Lasombra as capable predators, utilizing camouflage and ambush to their advantage. With this ritual, you are able to enhance a quantity of cephalopod ink to suit your purposes.

To create an Abyssal Ichor, you must harvest the ink of a cephalopod with a ceramic blade made from jet or obsidian. The blade is not consumed by the ritual. The ink is then combined with one point of your Blood and stored in crystal vials away from any sunlight. This ritual allows you to create a single vial of Abyssal Ichor, that can be used as follows:

- **As an ink:** If used as ink for a pen, a calligrapher will find it remarkably suitable. However, once the ink dries any writing produced with it cannot be seen by non-supernatural creatures. This makes it a coveted substance for archaic harpies who prefer written records. If used for regular writing, a vial contains enough ink to last for 1 month. Any writing produced is permanent, as is the ink's magical effects.
- **As an oil:** If the ichor is applied as an oil to an item, the item becomes less noticeable and gains the Nondescript quality (see **MET VTM Chapter 13: Influences and Equipment, page 520**). A single vial has enough substance to coat a single automobile or numerous smaller objects as determined by the Storyteller. The effects are not permanent and with concerted effort it can be washed or worn off.
- **As poison:** The ichor itself is also a potent poison that has no taste or odor. Treat it as a virility 20 toxin (see **Chapter 6: Core Systems, Drug and Poison Types**). A single vial contains enough for 3 doses. It dissolves into any liquid it is added to without altering that liquid's taste and color.

You may only create 5 vials per downtime action spent but may have any number of these vials in existence as you like as they are often traded for trivial boons or favors. The transmutation process of the ritual removes any trace of your vitae from the ink. It cannot create ghouls or blood bonds, does not create familiarity with you, and it does not enable any magic to be directed against you simply because the caster has possession of it.

CLASP OF SHADOW

As the saying goes, nothing sticks like a shadow. As an Abyss Mystic, your grasp is even more tenacious. At your command, a powerful shade springs to life, keeping your foes bound as you maneuver to your advantage.

To cast this ritual, you must summon up to 3 Arms of the Abyss which you ceremonially sever and consume. Each Arm of the Abyss you consume in this way lowers your maximum number of Arms of the Abyss by one. For the remainder of the night, you may activate this ritual once per each Arm of the Abyss previously consumed.

Thereafter, whenever you are Grappling another character, you may spend a simple action to activate this ritual. If you do, you may disengage from the Grapple and take up to one step, leaving behind a shadow copy of yourself which will continue to restrain the target. The shadow has 3 health levels, and it can only maintain the Grapple; it cannot attack, and if the target gets free the shadow disappears. Its pools are identical to your own current test pools, including any modifiers or bonuses. Whenever a shadow used for Clap of Shadow is destroyed or its Grapple ends, your maximum number of Arms of the Abyss increases by one.



COAGULATED DARKNESS

Those who face masters of Obtenebration quickly learn that the Abyss is a tangible and powerful force. Novice mystics learn to explore this property through this simple ritual which allows her to absorb a small connection to the Abyss and, through it, channel strength into her own form.

To cast Coagulated Darkness, you must spend 1 downtime and a number of Blood points up to a maximum equal to the number of Obtenebration powers you possess, including elder powers and techniques. After resting undisturbed in a lightless room for a minimum of three nights, the Blood points congeal into a number of small, black, gelatinous blood clots equal to the number of Blood points expended. Then, on the third night, you must consume the clots, or they will lose their power. Once consumed, your blood will visibly darken, causing your veins to be visible through your skin, appearing gray or black in color. For each point of Blood left out to coagulate and then ingested, your Blood Pool temporarily rises by that same amount for one game session. This blood does not count toward your maximum blood pool.

These temporary Blood points can only be spent in two ways: to boost your Physical attribute for the duration of one challenge as per the rules for spending Blood (see **MET VTM, Chapter Seven: Dramatic Systems, page 294**), or to heal damage while in damage-induced torpor (see **MET VTM, Chapter Seven: Dramatic Systems, page 287**). Blood points from this ritual are exempt from the maximum amount of Blood points you may spend per turn; however, you cannot spend more points of Blood using this ritual than the number of points initially ingested when the ritual was cast.

You may only have Blood from a single application of Coagulated Darkness ingested at a time, and you may only have a single casting active at a given time. If partway through the night you wish to cast this ritual again, you must first vomit any ingested yet unspent Blood from this ritual's previous casting. At the start of each night, all characters will regurgitate any unspent Blood from the night before.

DARK HAND THAT FEEDS

This ritual lures out the smallest creatures and abominations that exist within the catacombs of the Abyss through the searing of flesh and the offering of the quintessence of fresh blood. Abyss Mystics have attempted to catalog the differing appearances and characteristics of these disfigured and horrid figures that are lured by this ritual; however, each one has been unique. The only thread that remains common between these creatures is the absence of light, the primality of the Oblivion and its fusion with a bestial nature, and a fierce loyalty to the ritualist who summons them.

Spend 5 minutes to heat a sigil of metal over a fire and then squelch its flames by dousing it with a point of your Blood. As the blood collects on the floor, it creates a momentary gateway to the Abyss. You can then reach through the gateway, and the lure of your essence will call a creature from the Abyss. After allowing the creature to latch on to you, you then feed it one point of your Blood and pull the Shadow Fiend into your realm. This Shadow Fiend is bound to you and obeys all of your commands, even to the detriment of its own well-being.

A Shadow Fiend is considered a level 3 Stock NPC. It may choose from the following specializations (only one of which may be a discipline specialization): Obtenebration, Potence, Dominate, Brawl, Dodge, Stealth, and Intimidation. This fiend will be your ally and attempt to fulfill your verbal requests for the rest of the night. The fiend has the equivalent of a 5-point Blood pool, but it cannot feed. The Shadow Fiend can spy for you, ferry small objects, and send telepathic reports consisting of images and brief descriptions of events; it will even fight for you. You may only control one Shadow Fiend at a time. If you summon an additional one while another is already under your control, the first one is destroyed.

FILAMENTS OF CATHARSIS

Navigating through the Abyss is a harrowing experience that can shake even the most dedicated Abyss Mystic to the core. The Abyss is seldom willingly traversed and navigating between realms is difficult. With skilled intuition and dedication, the ritualist can dissect the filaments connecting the Abyss to the mortal realm and bind those together through use of shadows and energy, speeding her arrival.

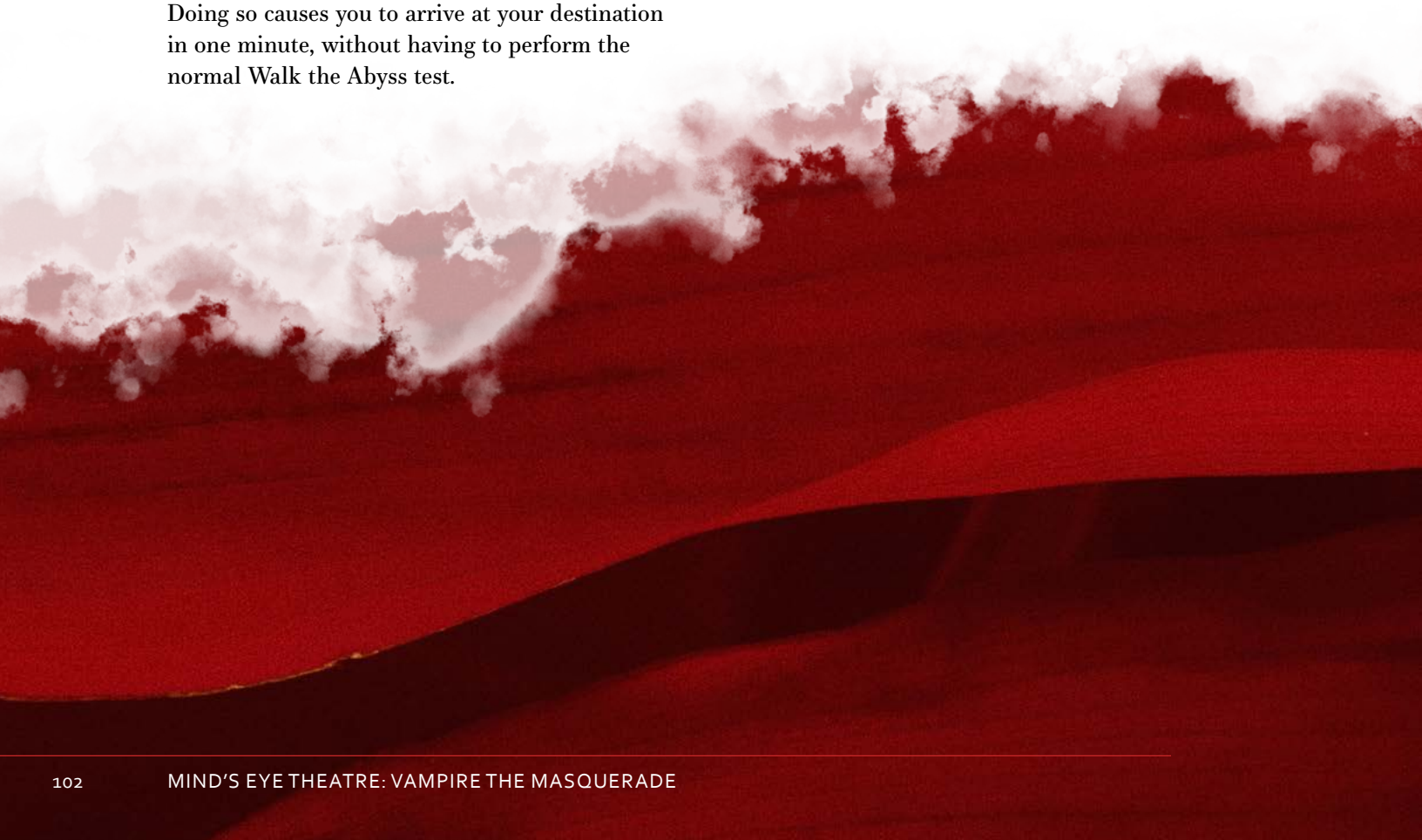
With proper preparation, the time spent navigating the Abyss can be somewhat mitigated. When employing Walk the Abyss you may choose to perform this ritual instead of chanting for 5 full turns. In addition, if you win the test for Walk the Abyss you spend 15 minutes in the Abyss before arriving at your destination. If you tie you spend 30 minutes in the Abyss, and if you lose you spend one hour in the Abyss.

Finally, if your intended destination is within a 5-mile radius of your current location in the physical world, and if you are travelling alone, you may force yourself through the Abyss with reckless abandon taking 2 levels of aggravated damage that cannot be reduced or negated. Doing so causes you to arrive at your destination in one minute, without having to perform the normal Walk the Abyss test.

MAPPING THE ABYSSAL PATHWAY

The treacherous plane of the Abyss is home to an untold number of deadly threats, and any journey within is fraught with peril. For centuries, Mystics have studied ways to make their travels even the slightest bit safer. With this ritual, you can ward yourself against some of the many hazards associated with Abyssal travel, allowing you to journey safely in large groups.

Before stepping into the Abyss using Walk the Abyss, spend one point of Blood to paint a sigil on yourself and each of your intended companions. Warding yourselves in such a way will reduce any damage you or your companions take from spending time in the Abyss by half rounded down. In addition, your warding increases the number of companions you can safely take with you to six instead of three.



SHADOW TEMPERING

Abyss Mystics find it curious that "light" is the word ascribed to denote a lack of weight, yet darkness and shadow are equally weightless. Rather than reducing a weapon's weight by altering its physical form, you can achieve the desired effect by tinkering with its shadow.

Cast this ritual by spending one point of Blood to heat, cool, and reforge the shadow of a weapon that you possess by using a hammer made of silver. Thereafter, the weapon itself becomes considerably lighter and easier to wield. If the weapon has a quality that requires two hands to use, such as Brutal or Long Range, it no longer requires two hands to wield. If the weapon did not require two hands to use, it gains the Balanced quality. This does not count against the object's maximum number of qualities. Once completed, this ritual lasts for a year. Casting this ritual does not consume the silver hammer used to forge the shadow.

SMOTHERING DARKNESS

Light is both a friend and an enemy of natural shadow; without it a shadow would not exist, but too much of it and the shadow is banished. The Abyss, however, is not a natural shadow and does not need light to exist. Using this ritual, you are able to extinguish sources of light in your presence, making a room far more hospitable to an Abyssal shadow.

Begin this ritual by lighting a ring of candles in an otherwise dark room. Coat your hand in shadow, spend one point of Blood, and pinch each flame out to complete the preparation. For the rest of the night, whenever you spend a simple action to activate Shadow Play, you may use it to snuff out light sources within your line of sight, including those that are electronic. The light source may be no larger than a campfire. If these lights are entirely mundane, there is no challenge. If the light source is supernatural in nature, you must succeed in an opposed challenge using your Social attribute + Occult skill versus the test pool of the power the target used to create the effect. This ritual cannot be used to snuff out the glow caused by the third eye of a Salubri.





Level 2 Rituals

ECHOES IN DARKNESS

The sounds of the Abyss are always nearby, deafening and silent at the same time. Maddening whispers dwell at the edge of consciousness, lurking within a dark room. With this ritual, you control those whispers, and you may both speak and hear through them. This often serves as a useful method for spies and infiltrators to relay information.

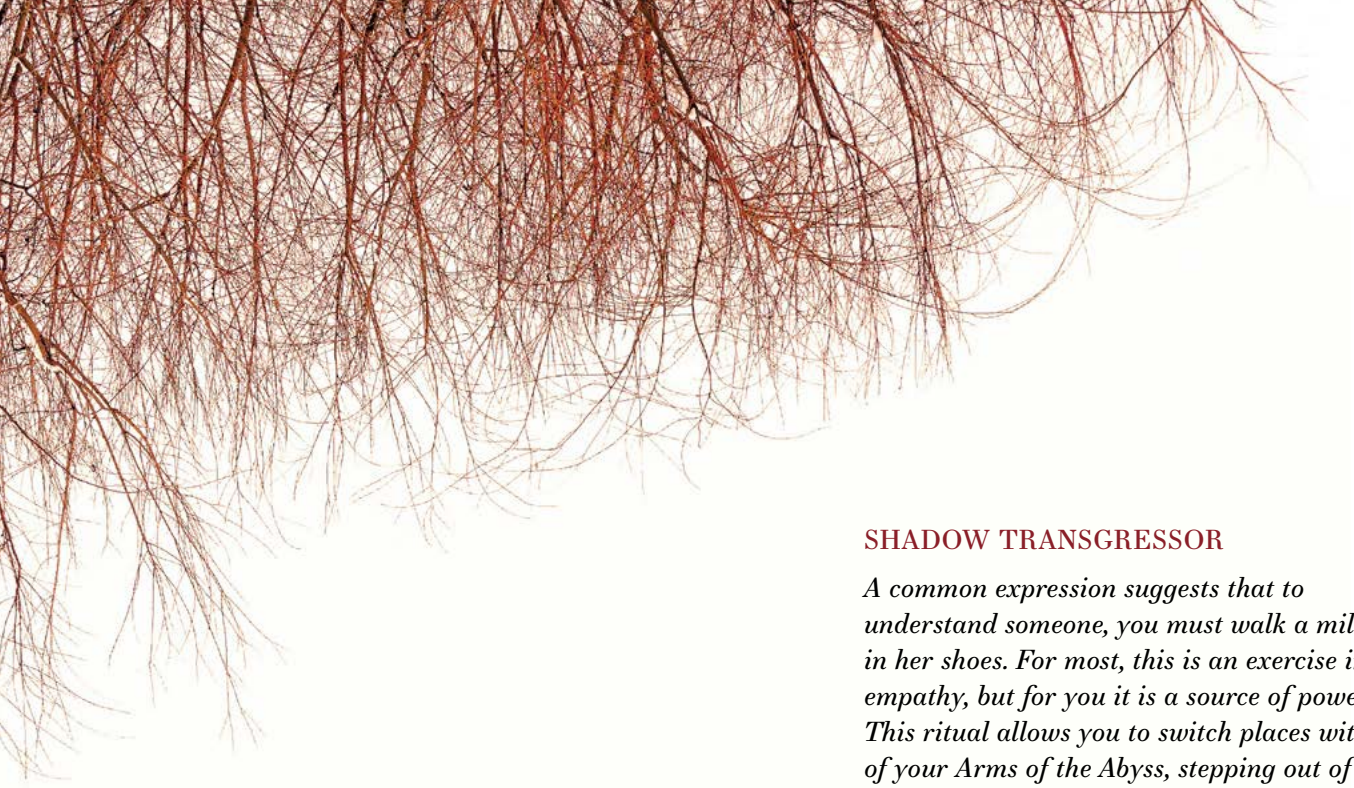
This ritual may only be used on willing targets. To cast it, you must conjure a tiny shadow by using Shadow Play. That tiny shadow then seeps into one of the ears of your target making her capable of hearing the strange noises in the dark in addition to your voice. Whenever your target is alone in a completely dark room and speaks your name, she may establish a brief two-way communication in which to relay information. During this time, you may hear her clearly and speak in a whisper back to her. You may break off communication as desired, or your target may end it by leaving the dark room or turning on the lights.

The ritual lasts up to 30 days, though you may choose to end it at any point in time. You may have as many applications of this power active as you have dots in the Occult skill. Should you have a number of applications active as you have dots in the Occult skill and then attempt to activate the ritual on another target, the oldest instance of the ritual immediately ends.

FEASTS OF FAMINE

Although the entities that reside in the Abyss take a myriad of forms, very little is known about the Abyss itself. Some believe that the entire place is conscious, while others believe that it is host to a primary consciousness but can discern little beyond that. All parties base their suppositions off of one common factor: the unceasing hunger that emanates from the Abyss's furthest reaches. With this power, your Arms of the Abyss serve as conduits for that hunger, allowing you to feed through them.

Cast this ritual by spending 10 minutes in concentration, superficially slitting each of your fingertips with a ritual dagger, staining your wounds with the ash of black locust wood, and spending one point of Blood. For the remainder of the night, the ends of your Arms of the Abyss gain vicious mouths with shadowy canines and incisors. By successfully Grappling a target with your Arms of the Abyss, you gain the ability to feed through them. See **MET VTM, Chapter Seven: Dramatic Systems, pg. 294**. Consuming blood through the arms is treated as if you had directly consumed the blood, potentially exposing you to the effects of blood bonds, poisoning, disease, or other effects.



PALACE OF TENEBRAE

The halls in which a master of the Abyss practices their rituals is sacrosanct. Such a chamber and space that holds the tools of an adept ritualist always carries a lingering connection to the power it channels. In order to further protect one's own study and hallowed haven from the depths and darkness of what can be conjured from the Abyss, the ritualist channels the dark energy to merge the planes as one.

Spend 10 minutes and a point of Blood as you smear ancient runes on the floor, causing the flora and fauna of the Abyss to grow throughout your haven. As a result, for one night your haven becomes a refuge for the Abyss, concealing it from anyone who is not an Abyss Mystic. Onlookers will simply disregard the building, similar to the effects of the Obfuscate discipline. This ritual will only function on non-unique buildings and locations. A building that is also a public space, such as a landmark or an Elysium, will not be affected.

In addition, whenever you use Walk the Abyss you may choose to travel to the location where your Palace of Tenebrae is active and can travel to and arrive there in half the required time. You may only have a single active instance of this ritual active at a time.

SHADOW TRANSGRESSOR

A common expression suggests that to understand someone, you must walk a mile in her shoes. For most, this is an exercise in empathy, but for you it is a source of power. This ritual allows you to switch places with one of your Arms of the Abyss, stepping out of your current circumstances and forcing it to assume your role.

To cast this ritual, you must obtain a pair of stolen shoes and spend a point of Blood as you symbolically place a drop on the inside of each. You must have stolen the shoes yourself within the past week; the ritual will fail if they were stolen by another. Obtaining the shoes through coercion or duress works equally as well as simple theft.

Once cast, while wearing the shoes you may spend a simple action to click your heels together thereby spending the magic and causing you to immediately switch physical places with one of your visible Arms of the Abyss. You may not activate this ritual if you or the arm you seek to switch places with are Grappled. If activated while the arm you want to switch places with is Grappling another character, you will assume the Grapple upon changing places. Similarly, if you cause the switch while you are Grappling a target, the arm will assume the Grapple. You may not bring other characters with you when you make this switch. You may only have a single active casting of this ritual at a time; additional casting will invalidate the previous instance.

Each pair of stolen shoes will only function a single time. Once you have expended the ritual, you must steal a new pair.

SIN COLLECTOR

There are those that argue that sin is necessary in this world, for without the capacity to sin all acts of virtue are meaningless. Sinners, therefore, do the world a service as they allow the virtuous to shine. Whether or not you believe that to be true, sinners serve you in a different capacity. So long as they act freely, you can draw power from their ignoble actions, turning it into useful sustenance.

To cast this ritual, you must recite a prayer to an icon of a virtuous figure, then smash and discard it in a body of water as you spend one Blood point. For the remainder of the night, whenever you are in the presence of someone who commits a sin that requires them to willingly gain a Beast trait based on their morality (i.e., Humanity or their chosen path), this ritual transmutes their energies and fills you with sustenance. In the case of non-vampires, you may benefit when they commit an action which would incur a Beast trait in an ordinary vampire (one not on a Path; see **MET VTM, Chapter Seven: Dramatic Systems, page 300**). If this condition is met, you may choose to instantly regain up to 1 point of spent Blood and recover up to 1 point of spent Willpower. You may gain this benefit even if the Beast traits would be applied later, such as during combat. After you have regained 5 points of Blood and Willpower in this way, this ritual ends. You cannot gain more Blood or Willpower than that allowed by your maximum pool.

Alternatively, whenever a vampire in your line of sight loses a point of their morality or a mortal in your line of sight commits an action that would cause an ordinary human to lose a point of Humanity, you may instantly gain 5 points of spent Blood and fully replenish your spent Willpower. If this occurs, the ritual immediately ends.

Individuals must be acting of their own free will to trigger this power. They cannot be supernaturally coerced, though they may be coerced through threats or intimidation. Any instances must also be legitimate and deliberate acts of sin; your allies cannot kick a puppy or scandalize a nun to knowingly grant you power. The Storyteller shall be the final arbiter of what is acceptable.

VOID'S VESICLE

Creatures who dwell in the light often evolve camouflage, seeking to develop the right coloration and pattern to confuse the eye. This concealment pales in comparison to darkness, which hides horrors far more terrifying. This ritual allows you to draw upon the power of the Abyss to augment your powers of stealth.

This power requires you to spend one point of Blood as you sacrifice a small creature which has never seen the light, such as blind species of fish, salamander, or a creature that was raised in total darkness. For the remainder of the night, the Abyss grants you the power to use the total of your Obtenebration dots (including techniques and elder powers) in place of your Stealth skill. Using this ritual is a breach of the Masquerade as your body becomes incredibly pale and your eyes flash stark white when exposed to light. Because of this, you gain the Eerie Presence flaw for the duration of the ritual's effects. (See **MET VTM, Chapter Five: Merits and Flaws, page 262.**)

WHAT ONCE WAS LOST

The Abyss is often rumored to be a place where items go to never be found again. Mystics who have studied this aspect understand some of the truth in that rumor, and more importantly learn how to use it to their advantage. Using this ritual, you are able to search for something specific within the Abyss. If it is lost, you will likely find it.

Cast this ritual from within the Abyss while you are standing completely still. Focus on a specific lost item, envisioning it clearly as you spend one point of Blood to form a replica from the nearby shadows. Although you do not have to be currently familiar with it, either you or someone with you must have had familiarity with it

sometime in the past, and have been in direct possession of this object for at least 30 days sometime prior to the activation of this ritual and the item must still be lost.

Once your shadow replica is formed, you must chant over the replica as your mind searches the Abyss to find the object. If it is determined that an item has been destroyed or is in another's possession, you cannot find the item. However, items which have been forgotten or lost to history can be recovered, such as an old painting sitting in an attic or an arrowhead from a centuries-old battle now buried beneath the dirt.

In those cases where you cannot find the item, you may still find a similar item. For example, if your Masterwork sabre with Accurate and Deadly qualities was stolen rather than lost, you may instead recover a regular sabre with Accurate and Deadly qualities; the replacement will never be quite as good as the original. You may not arrange for the theft of an item in order to use this ritual to get a second version of it – the Abyss somehow senses such trickery causing the ritual to fail.

Your Storyteller makes the ultimate decision as to whether an item is recoverable via this ritual, as well as the details of any replacement. Objects which have been lost to fires or at sea are often candidates for recovery; an object that at least one person knows of the object's location is not. Should the item or a similar item be deemed recoverable, you must complete a quest to retrieve it. The difficulty is based on the length of time the item has been lost, beginning at 1 and increasing by 1 level for every 20 years (to a maximum of 5), and the quest category is based on the type of item:

- **Simple Quest:** Mundane item or keepsake (0 to 1 item qualities).
- **Complex Quest:** Unique or complex item (2 or more item qualities).
- **Epic Quest:** Legendary items or magical artifacts, truly one-of-a-kind objects.

When undertaking a quest to recover an object, you will not know what you will find until you reach the end of the quest. Therefore, most Abyss Mystics will research any possible locations for the item and, if working on behalf of others, get paid in advance.



Level 3 Rituals

ADORNMENT OF ASHES

Shroud of Night calls on a small portion of the Abyss to manifest in the physical world. Using the properties of smoke and ash, practitioners of Abyss Mysticism can draw on their deep connection to the Abyss to bolster a Shroud's power causing it to turn back even the fiercest of opponents with its impenetrable defense.

In order to cast Adornment of Ashes, you must first burn a small quantity of black hardwood, such as ebony or African blackwood, to ash. Thereafter, you may spend 1 point of Blood to infuse the ash with supernatural power, and use the ash to draw a visible rune, openly displayed somewhere on your body. Lasombra familiar with Catholicism often choose the forehead for this sigil, displaying their strength to all who view them.

After casting this ritual, and for the remainder of the night, whenever you use Shroud of Night and remain in its area of effect you cannot be targeted by powers that require Gaze and Focus, even if your opponents' attempt to use the Blind Fighting combat maneuver or employ supernaturally enhanced vision, such as that provided by Heightened Senses or Eyes of the Beast. You, however, can still target others with your own powers that require Gaze and Focus.

If the ashen rune drawn is significantly marred, the effects of Adornment of Ashes immediately end. An opponent in combat may attempt to disrupt the rune by successfully using the Disarm combat maneuver to target it.

ENSNARED MIND

Manipulating external shadows is a simple trick, but a true master of the Abyss can find and manipulate even the inside of the mind. Using this ritual, you are able to create an effective barrier within your target's head, choosing what they see, and affecting what they believe. Friend and foe merge into one, creating a haze of confusion.

To enact this ritual, focus on your target while spending a point of Blood and burning a piece of paper with her name written on it, storing the embers in a container that does not allow light inside. Initiate an opposed challenge against your target. If you succeed, you create an object imbued with the power of Ensnared Mind. Later, you may open the container and scatter the embers to the winds by spending a simple action. If your target is within 1 mile, she becomes disoriented and fleetingly trapped within her darkest memories causing her to overlay her past with her present and making it difficult for her to determine which is which. For the next hour, your target is unable to determine friend versus foe and she cannot relent to the powers of others and others cannot relent to the power that she employs. In addition, if a power requires her to designate allies, she may not do. She may still benefit from the Assist Defender combat maneuver, but she cannot benefit from Assist Attacker, and is unable to use either Assist Attacker or Defender combat maneuvers herself.

The embers will last for one night. You may only have a single active instance of this ritual at a time.

GLOOM SENTINEL

The manipulation of shadow is a cornerstone ability of the Magisters, passed down from sire to childer for millennia. By meditating on the nature of the Abyss, Abyss Mystics have unlocked the intersection between the energy of life and the absence of it in darkness. By doing so, they have gained the power to awaken that spark and manifest the living shadow in the physical realm. Through this power, the Mystic taps into the intrinsic bond creating a shadow to aid and protect her as if its existence depends on the life that it clings to.

To cast this ritual, you must spend a point of Blood to ritually cut away a small portion of a large shadow and mold it like clay into a semblance of life. Once done, this Sentinel will disappear back into the darkness but remain ready to serve you should you require its protection. For the remainder of the night, you may spend a simple action to pull this Sentinel from any nearby shadow.

Once summoned to action, the Gloom Sentinel can utilize the Assist Defender combat maneuver and carries traits equal to twice your dots of Obtenebration (including elder powers and techniques). In addition, the Gloom Sentinel has 3 health levels. The being will use the Assist Defender until its health levels expire. Once it loses its health levels, the sentinel perishes and cannot be summoned again. You may only use this ritual once per night.

MEMORIES LOST

Friedrich Nietzsche once said, "If you gaze long enough into an abyss, the abyss will gaze back into you." To those who dabble in Abyss Mysticism, the truth of this statement is often painfully obvious as they realize that the Abyss is a dark reflection of the best and worst parts of the world. As a Mystic of Abyssal magics, you must often tap into that darkness, fueling the Abyss with the very thing that Nietzsche claimed to separate humanity from animals: memories.

By spending 15 minutes staring into a darkened reflective surface (such as a pool of water or a mirror) and coating the edge of the surface with a point of your Blood, you are able to cast one of your memories into the Abyss. The memory can be up to 15 minutes in length and is completely lost and may not be retrieved even with Telepathy. In exchange, the Abyss may give you a random memory which bears some meaning. Often these are memories that involve pain and suffering; the sort that people wish they could forget. The Storyteller will determine what memory, if any, you receive. Frequent use of this ritual may leave you with the Nightmares flaw (See **VTM page 264**).

You may also use this ritual to attempt to uncover memories lost to the Abyss. The retrieval of your own lost memories requires a Complex quest into the Abyss while the memories of others require an Epic quest and Storyteller approval. This ritual only removes the memory; it does not remove any effects such as Diablerie, Soul Shards, Vinculums, or the implanted memories of others.

SHADOWY SANCTUM

Most ritualists have a favored place where their magic just feels right. For some, it may be a simple altar. For you, it is a chamber so deeply blended with darkness that it can touch even the most forgotten spaces within. From inside your own Shadowy Sanctum, your link to the Abyss knows no bounds.

This ritual can be cast on a single room within your haven by spending one point of Blood to coat the walls with thick layers of shadow resulting in a chamber specifically attuned to the Abyss and devoid of all light. This Abyss insulated and comforting room allows you to recover up to 1 point of spent Willpower for every 5 minutes that you spend within it while meditating. In addition, whenever you use Walk the Abyss to travel to your Shadowy Sanctum, the journey takes only 10 minutes and causes no damage to the party.

You may only have one Shadowy Sanctum in existence at any point in time; should you create a new one, the connection to the previous chamber fades.

WHISPERS IN THE DARK

The Abyss is a source of knowledge that can only be gained through the understanding that stems from suffering. You have learned how to pull answers from the darkness through your own pain.

Spend an hour in total darkness while flogging yourself enough to make your back bleed one point of Blood and causing 1 point of unsoakable normal damage. Afterwards, use this blood to write a question for the Abyss. The Abyss will use the remaining blood to write an answer to your question. The question you pose must be about a general subject as the Abyss does not possess the knowledge to reveal personal secrets or specific details about another player character. For example, you could ask "is there a True Brujah in Fresno County?", but you cannot ask "who is a True Brujah in Fresno County?' The Storyteller will determine the limits of the Abyss's knowledge, if any.



Level 4 Rituals

AFFLICTION OF THE VOID

It is established knowledge amongst the Abyss Mystics that the heart of Oblivion, known as the Void, craves the essence of light and life. It seeks to feast on all of the energy that life and light brings, consuming it until only darkness remains. With this ritual, the Abyss Mystics who have a taste for power and darkness lend themselves as a carrier to do the will of the Abyss, and to make its presence known amongst vampire society. Only the most skilled Mystics dare to cast this ritual, as the inept often find their humanity and morality consumed by their Abyssal beast.

To cast this ritual, you must forcibly remove one of your own teeth and spend a point of Blood as you cast it into the Abyss as an offering. As the tooth is consumed, the power of the Abyss fills you with an Abyssal hunger for the life energies of others, as it bends and distorts your jaw into a horrific maw allowing you to bite without a Grapple; however, this fearsome transformation makes you a walking breach of the Masquerade. For the remainder of the night, whenever you would drink a point of Blood, the Abyss claims it as its own. This eliminates any possibility of a blood bond. If the blood consumed is vampire blood, the Abyss will heal you up to 1 point of normal damage. You may not end this ritual normally. Instead, spend a simple action to pull out one of your maw teeth while spending a point of Willpower to end its effects.

BIND THE SHADOW

Most consider their shadow a superfluous accompaniment, the byproduct of a strong light source against a canvas of shade. Few understand what it truly represents – repressed impulses, rage, and desires. While it may seem a repository for the undesired aspects of the psyche, it remains a necessary component of the soul. You have the power to sever a victim's shadow, gaining a measure of power over your target.

You may only perform this ritual on an incapacitated, restrained, or willing target. To cast it, you must prepare a set of silver instruments by ritually cleaning and polishing them before spending 1 point of your Blood to coat them. Once done, you may begin to cut away the target's shadow. At the will of the ritualist, this process can be painful to the target. Abyss Mystics who revel in cruelty will prolong this shadowy surgery or use dull instruments. At the ritual's conclusion, the target's shadow is detached and materializes in the form of a translucent fabric.

As long as you have this item in your possession, you gain a +3 bonus to use any Dominate and Abyss Mysticism powers against your target. In addition, she cannot use or be affected by any power which requires her to have a shadow, such as Shadow Twin or Shadowy Betrayal.

After a year-and-a-day have passed, the translucent shadow fabric unravels, and the victim grows a new normal shadow. A victim of this power may prematurely end this ritual and reattach her shadow by wrapping herself in her shadow as she goes to sleep.

CASSANDRA'S FOLLY

In Greek mythology, Cassandra seduced the god Apollo for prophetic powers, and when she scorned his advances, he cursed her such that her prophecies would never be believed. In a permutation of that curse, this ritual has the power to temporarily steal prophetic powers from the god of light, gaining the light of prophecy while snuffing out the light of truth. The subject is thereafter only able to tell believable falsehoods.

To perform this ritual, you must cast a musical instrument into a flame produced from ethylene gas while reciting a story of the sun-god's folly. At its conclusion, you must spend 1 point of Blood as you or your target deeply inhale fumes to be seized by prophetic visions. You may use this ritual on yourself or on one other willing participant. However, you may only perform

Cassandra's Folly once per month. For the remainder of the night, the beneficiary of this ritual gains the merit Oracular Ability, which does not count toward her limitations on merit points. If she already has this merit, she may use the merit's effects one additional time that evening. However, for the reminder of the night the beneficiary of this ritual is robbed of the ability to speak the truth. They cannot say or communicate anything truthful, whether willingly or through supernatural means; any attempt at the latter will only produce silence. This limitation includes all forms of communication including, but not limited to, sign language, pointing, writing, Telepathy, and texting.

HELPING HANDS

The secrets contained in the deepest reaches of the ocean are nearly as great a mystery as the Abyss itself. Perhaps this is why the Lasombra have often gravitated toward the sea? Indeed, both are populated by shadowy hunters who seize upon their prey and drag it into darkness. This ritual allows you to employ your Arms of the Abyss with the deftness of a cephalopod, working in tandem to ensnare your victim.

Spending 1 point of Blood as you simultaneously submerge your entire body in water and shadow while you strangle a living creature in offering to the Abyss. The next time you summon your Arms of the Abyss, they appear huge and dense, like the arms of some ancient cryptid from the depths soaked in glistening, liquid shadow.

Whenever your Arms of the Abyss use the Assist Attacker mass combat tactic, these arms grant a +3 bonus instead of the standard +1. An individual attacker may only be assisted by a single Arm of the Abyss at once.

PSYCHIC VOID

Psychologists dating back to Freud believed that the greater part of the mind is shrouded in darkness. This darker region, often likened to the hidden portion of an iceberg, is home to the impulses and directives that guide the psyche in its motives. Through this ritual, you gain the power to immerse your own psyche in darkness.

To cast this ritual, you must spend 1 point of Blood and 20 minutes completely submerged in a body of saltwater (a tub will do) as you meditate upon the darkness within. When you emerge, your psychic aura is flooded with darkness that has the power to confound psychic phenomena. Until the end of the night, you do not leave a psychic impression that can be detected through Spirit's Touch or similar powers. In addition, any spirit that might reside in the object will be unable to recall or identify you, thwarting powers such as Wooden Tongues; however, objects brought to life by Animate the Unmoving will still be able to perceive and interact with you.

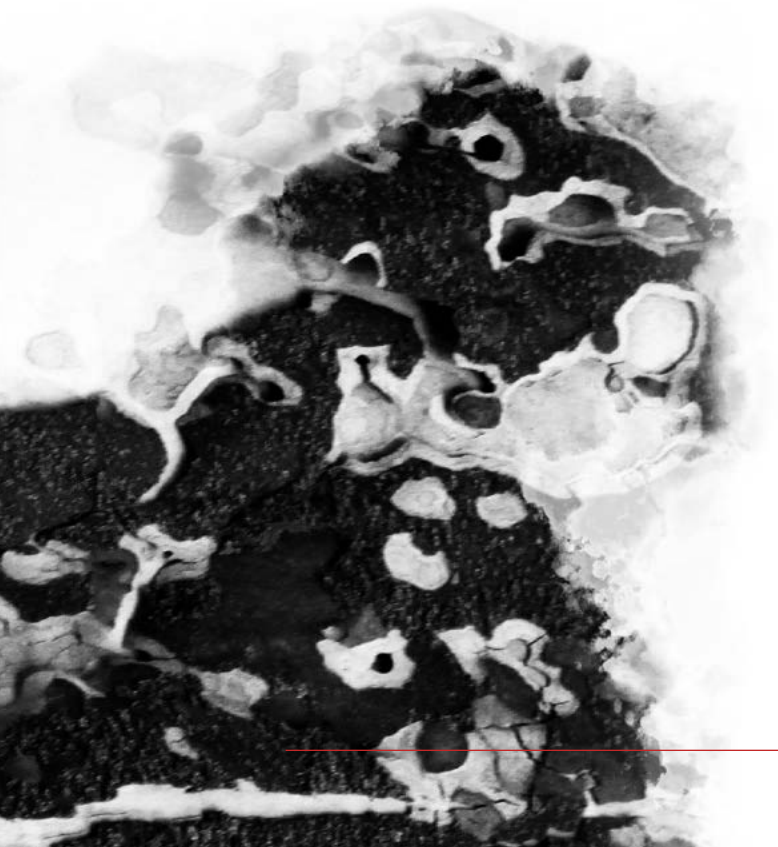
In addition, your darkened aura offers you some defense against intrusive psychic powers. You receive a +3 wild card bonus against Auspex powers or similar mental powers that require psychic contact. You may still relent to Auspex powers targeted at you.

Level 5 Rituals

AVATAR OF SCREAMS

The Abyss is an endless expanse which serves as the final destination for all that is truly gone, whether it is forgotten treasures, buried memories, or lost sanity. Those who scream into the void do so out of immense agony, irate over being ignored or tortured in hopes of release. You can wield this power, inflicting madness and pain upon those who resist your will.

To cast this ritual, you must spend 1 point of Blood as you sever your own tongue which you replace with a tiny Arm of the Abyss. This change will be imperceptible to onlookers, but when using the Dominate discipline your words carry the maddening power of the void. Whenever you succeed in an opposed challenge using a Dominate power, you may choose to also inflict 1 point of unsoakable aggravated damage as madness and headaches assail your target. If this benefit is used with Forgetful Mind, it does not break the target's trance. If you achieved an exceptional success on the challenge, she takes 2 points of unsoakable aggravated damage instead of 1. Note that your target can avoid this damage by relenting to the challenge.



INCARNATION OF MADNESS

While the landscape of the Abyss is vast and empty, it remains full of despair, peril, and madness. It is home to many things that have been misplaced, including sunken hopes, abandoned dreams, and lost minds. Through your extensive travels, you have entered into a state of communion with the Abyss that allows you to wield its madness against your foes. By making an offering of supplication, you can receive its blessing.

To cast this ritual, you must spend 1 point of Blood and journey to a dark and secret portion of the Abyss where you must present an offering to an ancient and unspeakable horror. This journey does not come without cost – you gain the Nightmares Flaw for the next 30 days.

Once the ritual is complete, for the next 30 days, whenever someone initiates combat by attacking you, she is assailed by premonitions of foreboding madness and dread. She does not gain the benefit of a surprise action and instead must begin combat and attack normally on her initiative.

In addition, for 30 days following the casting of this ritual, when you activate Black Metamorphosis or Tenebrous Form your appearance is a nightmarish amalgam of forgotten creatures, indescribable and madness-inducing. Whenever someone targets you with a power that requires your Gaze and Focus, resolve the power normally; however, once the challenge is resolved your attacker is struck blind as if she was affected by the Blinding Attack combat maneuver (**MET VTM, Chapter: Six, Core Systems, page 280**). This blindness grants her no escape as your horrifying image will remain seared in her mind. In addition, as long as she remains in your line-of-sight you gain and retain her Gaze and Focus even though she cannot see you.

MAELJIN URGE

Stories tell of the Abyss as a gateway, bridging the gap between different realms. Many Mystics spend decades searching for these secret passageways, while others simply make the ones they need. This ritual allows you to create a tiny crack into the Malfean realm, pulling out and trapping an Urge from one of the Maeljin Incarna within. You may use these embodiments of raw corruption for your own purposes, though such powers come with a price.

This ritual allows you to summon, trap, and unleash an otherworldly entity, spreading chaos and division. While staring into a mirror, focus your emotions around one of the Urges listed below while repeating its name. Once you truly feel the manifestation of your desired emotion, shatter the mirror with your bare hand. As your blood mixes into the cracks of the mirror, spend 1 point of Blood to trap the Urge within yourself.

You may only hold a single Urge at a time. Should you choose, you may hold it throughout the night but if unused the Urge dissipates at sunrise. While holding it trapped within yourself, you suffer from a mild derangement attached to your chosen Urge. Create an item card using the chart below as a representation of the effects of this ritual.

At any time, you may choose to spend 1 point of Blood to release the Urge. The next time you successfully touch a character, pass the item card to their player as the Urge and the derangement passes to their character. You may pass the Urge through casual or incidental touch, such as a handshake, or it may require

Compulsion/Urge Table

COMPULSION/ URGE	DERANGEMENT TRIGGER	RESPONSE	ROLEPLAYING AID
Greed (Kleptomania)	An unattended item that is not yours.	Steal the item	That is not mine. But it should be. I need to fix this.
Violence (Destruction)	Any minor/perceived act of rudeness	Break the offending object or person	Was that an insult? Yes. You cannot stand for that!
Despair	If someone familiar leaves your presence	Emotional Breakdown	Nothing is right, and nothing will ever be again.
Apathy	Someone tries to involve you in conversation	Disengage and avoid	Everything is just dreadfully pointless . . . . What even matters?
Paranoia	Any audible sound without a visual source	Get away from whoever is watching you	You may not know how, but you are definitely being followed
Consumption (Hunger)	The scent of food, blood or flesh	Devour anything that could possibly be edible	You are starving; you could eat for days and not feel full . . . .
Lies	Someone asks you a question	You may not communicate a full truth	They will use the truth against you. Bury it in lies.

an opposed challenge if your target is clearly avoiding touch. Gloves or ordinary clothing do not stop the transfer (note: while a character can touch other characters without consent, do not touch other players without their permission). Once transferred, your target's player must take the item card and her character suffers the full effects of the derangement for the next 10 minutes, after which she gains 1 Derangement trait. After this time, the Urge (and the item card) must pass to the next person touched by the character of the card holding player. If she does not pass the Urge, she continues to gain 1 Derangement trait for every 5 minutes she retains it.

When the Urge is passed to the next character, the prior character loses the Derangement caused by the Urge. When a player has the item card, her character is fully aware of when she can pass the Urge to another as it whispers encouragingly to her, wanting to spread. A character may only be the host of a single Urge at a time, and she cannot pass the Urge back to the same character who gave it to her. In these cases, the character hosting the Urge will understand that the transmission has failed.

If you (the player of the ritualist) are handed the item card, your character is immune to its effects and may pass it along at any time. This cycle continues for the remainder of the night, at which point the Urge returns to Malfeas.

At any point in the chain, someone may attempt to kill the Urge by spending 3 points of Willpower and immediately suffering a psychotic break. As the ritualist who unleashed it, you are immune to this effect.

When selecting an Urge, you may choose from the Compulsion/Urge Table.

OUBLIETTE

Rarely does a Mystic wish to sour her haven with prisoners, but sometimes confinement is necessary. This ritual allows you to create a far more efficient shell for any torpid victim you may come across. Some Mystics even go so far as to use this ritual to transport allies to safety.

To prepare this ritual, soak a crystal that is at least 6 inches in diameter in shadow and a point of your Blood for at least a full day. When someone is unconscious or in torpor within your Shroud of Night, you may activate this ritual by using your simple and standard action to etch a sigil onto the glass of the crystal and touch her with it. The torpid body is instantly transported to an Abyssal realm within the crystal. Inside, the victim will remain unconscious and stable even if she is wounded; she will be unaware of the passage of time. Characters within an Oubliette cannot be contacted through Telepathy or similar powers.

This crystal has only 2 health levels, and if it shatters the body within is instantly freed. You may choose to release the body voluntarily at any point in time, so long as the Oubliette is within a Shroud of Night.

After 30 days, the victim's allies may attempt an Epic Quest (difficulty 3 or higher) to find the victim within the Abyss, so long as they have another Abyss Mystic or another individual capable of traversing the Abyss with them. As a person is not an object, What Once Was Lost may not be used to assist your search and the quest is entirely up to the overseeing Storyteller.

You may have a number of crystals prepared up to your dots in Occult. Once used, a crystal may not be reused for another body; you must prepare a new one.

Expanded Necromancy

"I've witnessed the reaper's passing. I know where I will go when I die, and I am ready; are you?"
— Charlotte, Harbinger of Skulls, pack Priest of Noctis Aeternae

The unwholesome practice of Necromancy continues to foster suspicion and fear. Nonetheless, the vampires who study its repugnant practices know the power that necromantic magic can yield. In this section you will find three new paths of Necronmany: The Path of the Graveborn, the Path of Grief, and the Path of Soul Binding. In addition, you will find numerous new Necromancy rituals to add to your repertoire. As with all Necromancy, to purchase a path or rituals a character must have access to Necromancy as an in clan discipline or must possess a specific merit that allows her to do so, such as the Necromantic Training merit, or a similar clan-specific merit. For more about Necromancy, see **MET VTM, Chapter Four: Disciplines, page 172.**

The Path of the Graveborn

"You think you can cheat death? You think it wouldn't seek its due?
Guess again, for I am it's reaper."
— Josephine "Joey the Butcher" Torchelli, Ancilla Giovanni

The Path of the Graveborn taps into the necromantic energies surrounding the processes of death and decay. Unlike the Bone Path which focuses merely on creating and controlling zombies, practitioners of the Path of the Graveborn recognize that the vampiric form is that of a walking corpse and they have thus learned to draw from the power of Necromancy to augment the user in a variety of ways and provide a greater state of synthesis with death itself.

Masters of the Path of the Graveborn are scholars of death, entropy, and decay, often living or studying near cemeteries, crypts, and mausoleums. They care little for Noddist theories as to why Caine rejected God's grace, instead fixating on how the vampiric condition holds power over death. While the Tzimisce clan seeks to perfect their bodies through the mastery of flesh, practitioners of this Path view that as a flawed approach. To a student of the Path of the Graveborn, only by studying the process of death and spark of unlife can perfection be unlocked. They believe that the flesh is merely the vessel for a stronger source of power. Unsurprisingly, more than a few practitioners of this Path also follow the Path of Metamorphosis.



• LORD OF THE FLIES STUDIOS

From the moment of death, vermin are attracted to a corpse. By expelling necromantic energies from your body, you beckon a thick black swarm of blowflies. These are quickly followed by flesh flies, dung beetles, and moths that surround you in a thick cloud of carrion insects hungry for dead flesh.

Spend 1 point of Blood and a simple action to summon a swarm of carrion insects that envelop you until the end of the next turn, obscuring you from your enemies and making it impossible for you to be targeted by a Firearms, Throwing Attacks, or power that requires Gaze and Focus. However, you may make ranged attacks and use Gaze and Focus powers normally. You may choose which types of insects you summon; practitioners with Egyptian ties are known to favor scarabs while South American practitioners often employ bot flies. When this power expires, the insects withdraw inside you and are consumed, healing you for 1 point of normal damage.

FOCUS [CHARISMA]: When you activate this power, you may extend its effects to a number of zombies under your control up to your dots in the Occult skill.

●● DEATH'S SCYTHE

The iconography of Death carrying a scythe is derived from the Greek god Chronos and Cronus, a lesser god of the harvest who carried a sickle used to cut grain. In mythology, Chronos eating his children was an allegory for time devouring all things. The scythe becomes an image that reminds us that death reaps the souls of the living like a farmer who harvests crops from the field. Manifesting your power over death, you call forth terrible necromantic energies and shape them into the visage of Death's most terrifying weapon.

Spend a Blood and a simple action to summon an ethereal scythe bathed in a cold blue flame. If you have access to it, you may use the Quick Draw combat maneuver to quickly produce the weapon instead of spending a simple action, but you must pay the cost to activate the maneuver. This weapon is an extension of your necromantic powers and cannot be given to another character nor enhanced by other powers such as Quietus. You may make a successful Melee attack with the weapon it does 1 point of aggravated damage. The weapon possesses the traits Deadly and Brutal. The scythe functions with any Potence powers you have.

Once created, this weapon cannot be broken even with elder levels of potence, nor removed from your hands with the Disarm combat maneuver, nor can it be handed to another character, picked up or used by anyone else. Once conjured, the scythe remains material for 1 hour.

> FOCUS [APPEARANCE]: The energy of your Scythe grows to a truly terrifying countenance, gaining the Reach weapon quality. In addition, as an icon of death it imbues a number of zombies under your control up to your dots in the Occult skill with necrotic energies allowing them to do aggravated damage with their unarmed Brawl attacks.

●●● REAPER'S DUE

Archetypal concepts of death and money are often intertwined, with deities such as Hades and Baron Samedi having jurisdiction over wealth in addition to the afterlife. To these figures, the souls of the departed are theirs to claim, pledged either through willful agreement or ancient laws. By leveraging these debts, you exert power over those who drift closer to death, assailing them with necrotic energies.

Spend a simple action to visibly point to your target as you make her mortality the subject of your attention. Thereafter, whenever she spends or loses a point of Willpower in your presence you gain a +1 wild card bonus in offensive challenges against her for each point of Willpower she has spent or lost over the next 10 minutes, up to a maximum of 5 points. In addition, she retains your Gaze and Focus throughout this period of time.

You may only have one designated target at a time. If you choose an additional target, any effects against your previous target fade and the count of how many times she spent Willpower in your presence resets.

> FOCUS [APPEARANCE]: In addition to the above benefit, if your target spends a point of Willpower for a retest in a challenge where you are the attacker or the defender, you may regain a single point of spent Willpower. You may only benefit from this effect once per turn.

●●●● CORPULENT DISCHARGE

There are five stages to the process of decomposition. The second stage, bloat, causes a corpse to fill with an accumulation of gases as the body continues to decay. By wielding dominion over death, you fill your body with necrotic gases causing you to bloat and swell. When struck by enemies, the wounds burst releasing the draining energies of decay in a disgusting eruption of foul-smelling air and ectoplasmic carnage.

Spend 1 Blood and a simple action to assume a bloated and decaying form, imbuing your innards with a pustulant mixture of blood and ash. Anyone within 2 steps of you who succeeds in a Brawl or Melee attack against you takes 2 points of normal damage as pus and gore sprays out of the resultant wound, showering them in viscera. The necrotic magics present in this secretion prevent the target from benefiting from supernatural concealment, such as Unseen Presence, until they have removed the viscera. Victims may spend a standard action hastily wiping off the ectoplasm to relieve themselves of its negative effects.

In addition, you may imbue a number of nearby zombies equal to your dots in the Occult skill that you control with a lesser effect that causes them to explode when they have lost all health levels. An exploding Zombie dealings 2 normal damage to all characters within 2 steps. This utterly destroys the zombie's form, leaving rotted parts and scattered gore throughout the immediate area. Both you and any zombies you control are immune to the damage from this explosion. Treat any exploding zombies as individual sources of damage, such as when triggered by a bomb explosion or Firestorm.

Corpulent Discharge lasts for 15 minutes. You may only have a single application of this power active at a given time. This power counts as a minor transformation.

FOCUS [CHARISMA]: Anyone who hits you with a Brawl or Melee attack takes an additional point of normal damage for a total of 3 and your affected zombie allies explode for 3 points normal damage when destroyed.

●●●●● DEATH PERFECTED

To live as a vampire is to deny one's mortality, holding onto life by drinking the blood of the living. By wrapping yourself in energies from the Shadowlands, you transcend the vampiric state and fully embrace the inevitability of death and the power it brings. To confront you is to oppose mortality itself, a terrifying ordeal even for the so-called Undead. This transformation is a dramatic one as you emerge as an unrelenting force of entropy that is devoid of life.

Spend 1 Blood and a simple action to channel necromantic energies throughout your body, flooding you with the power of entropy and transforming you into an unmistakable yet undeniably powerful figure of perfect death.

In this form, the finality and single-mindedness of death drives your actions and purpose making you much harder to control or influence. You may substitute your Physical attribute for your Mental or Social attribute when defending against Mental or Social challenges. You also have the ability to stoke the necrotic energies to restore your form. Whenever you spend a point of Willpower to retest a challenge, you may immediately heal up to 3 health levels, normal or aggravated. This ability does not require an action to activate and can be activated during Celerity rounds and outside of your turn in the initiative order. You must spend Willpower to gain this benefit; abilities that allow you to forego the actual spending of Willpower such as Clear Sighted or Iron Will cannot be used in conjunction with this ability.

This power is a major transformative power and cannot be combined with other major transformations.

FOCUS [APPEARANCE]: Whenever you spend a point of Willpower to retest a challenge, you gain a +2 bonus to your trait pool for that retest attempt.



The Path of Grief

"Grief is a weapon and a tool. With this act, I am allowing you to decide."
— Judson Morton, clan Giovanni



Having taken note of the advances over the past decades in the Thaumaturgical arts, the Giovanni have likewise spent years seeking to expand the powers of Necromancy to embrace modern science and technology. Based on the model of grief studies pioneered by Elisabeth Kübler-Ross, The Path of Grief draws on the psyche's connection to death and uses necromantic energies to bring those emotions to the surface. Just as the departure of a family member can elicit a variety of reactions from sadness to relief to anger, so too can grief serve as a gateway to a variety of complex responses.

Immensely popular with Giovanni advisors and negotiators who use The Path of Grief to their advantage in business and social settings, this path invokes the fear of death in a variety of ways, from mild distress to crushing depression. A person affected by this power finds these feelings to be overwhelming to such an extent that they cannot help but exhibit outward signs. While the character retains their agency with regard to the specifics of their behavior, their motivations become greatly skewed and their resulting actions should adhere to the templates described below.

Path of Grief Test Pool

Social attribute + Occult skill versus target's Social attribute + Willpower.

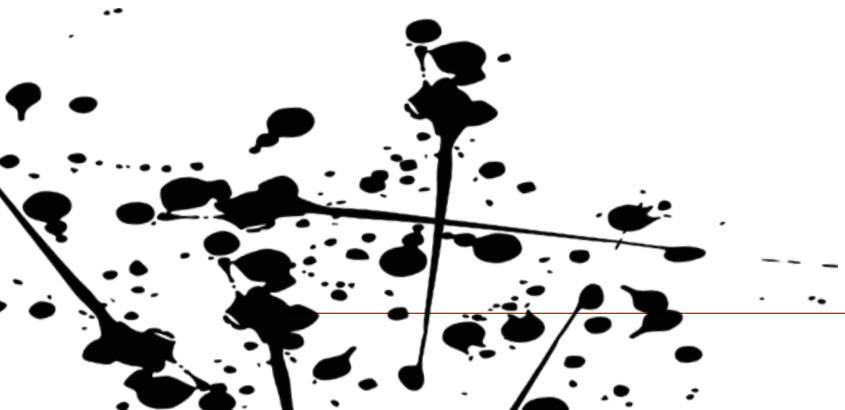
• DENY DEATH'S IMMINENCE

Denial is a common first-stage response to grief, where the terminal or bereaved actively rejects the reality of her circumstances. This early coping mechanism is theorized to exist, in part, to allow the psyche to accumulate the emotional energy needed to face the crisis. You have the power to induce this state, bewildering your victims.

Spend a point of Blood and your simple action to project necrotic energies, extending 15 steps from you in every direction. Those within this area lose the ability to comprehend and process mortal threats and instead resort to denial. Supernatural creatures can sense this effect and are immune; however, most ordinary humans cannot resist this power. As a result, Stock NPCs of rating 3 or lower will ignore any threats to their well being provided they and others are not directly harmed, continuing to act as if nothing is happening. If they are attacked, they will react fearfully. For example, if a Tzimisce in Horrid Form lumbers past an affected Stock 3 NPC while this power is active, the NPC will be unable to process the imminent threat and will ignore it entirely. This power has no effect on Stock NPCs rated 4 or higher.

The use of this power can effectively preserve the Masquerade as bystanders will ignore acts of violence and other Masquerade breeching effects carried out in their presence. These observers will mentally classify the events as non-remarkable, even if they might otherwise regard them as extraordinary. They will not act on these events and will quickly forget any details over the span of 24 hours as their recollection blurs.

FOCUS [MANIPULATION]: This power affects Stock NPCs of rating 5 or lower.



•• LASH OUT

The second stage of grief is anger; the most primordial response to the danger of external threats. The surge of adrenaline it provides helps the body defend itself from attackers and bends the psyche toward aggression. In other circumstances, rage is a hindrance, causing one to lash out in the absence of an actual threat and alienating oneself from others. With respect to grief, anger has a masking effect, used to protect the psyche from feelings of vulnerability and sadness that it lacks the strength to process.

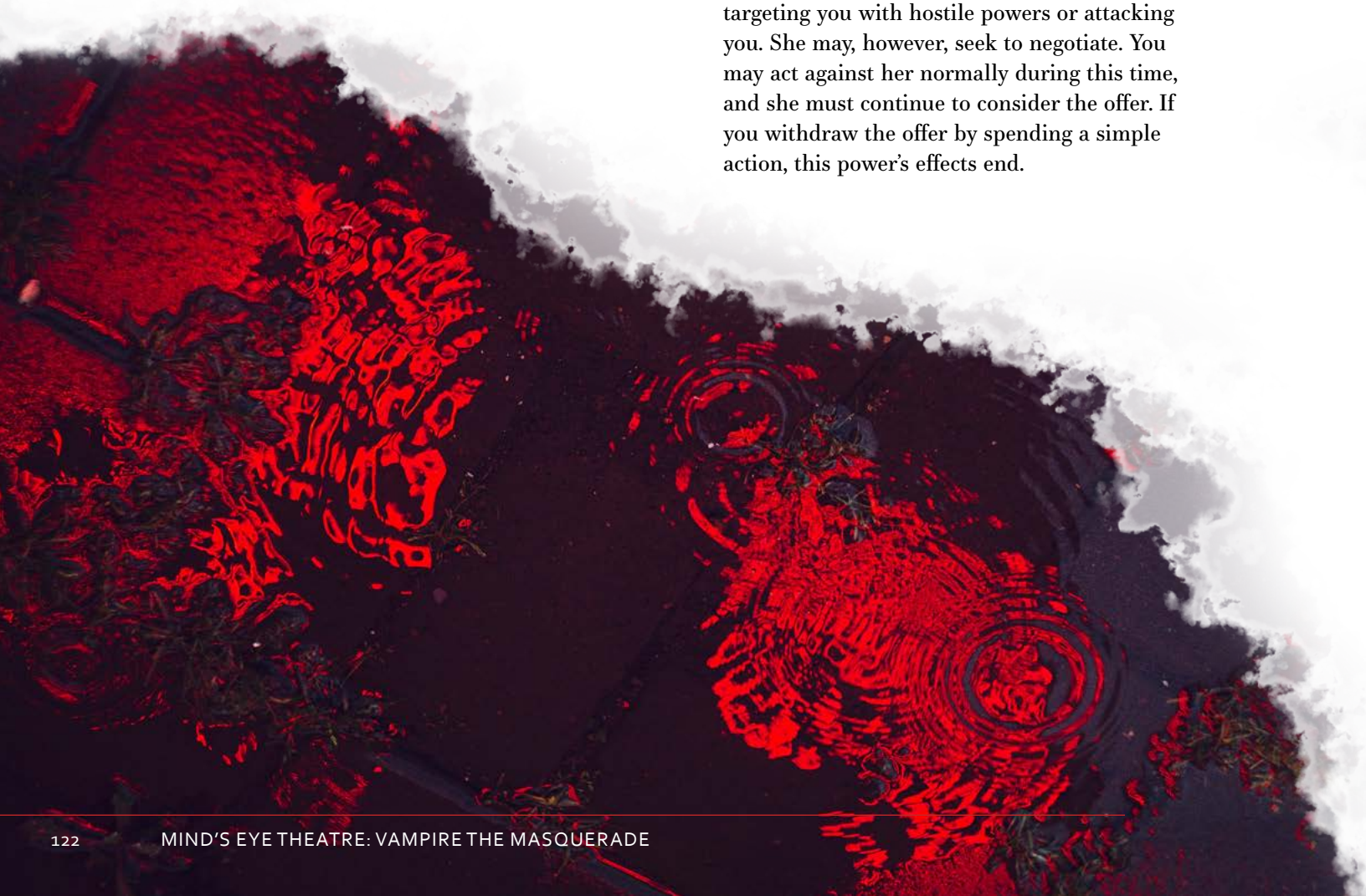
Spend 1 point of Blood, your standard action, and make a contested challenge as you make a remark to your target about her mortality. For example, you may say "Your temper's going to get you into trouble someday," "Your rashness will be the death of you," or simply "Memento Mori" if you have a flare for the dramatic. You must have your target's gaze and focus to use this power. If successful, for the next hour, your target is susceptible to rage frenzy as if she had 3 Beast traits more than her current total. Therefore, even if she has zero Beast Traits, she is susceptible to additional triggers for frenzy, including the need to test for frenzy if she takes 2 points of damage from a single source (see **MET VTM, Chapter Seven: Dramatic Systems, page 301**). This penalty only applies to determining frenzy; it is not applied to determine if degeneration occurs. This penalty is cumulative with other modifiers that give a penalty to Beast traits, such as the Brujah clan weakness and the Short Fuse flaw.

In addition, if your target is on the receiving end of any action which could be construed as moderately disrespectful, she must spend a point of Willpower or immediately act out in a noticeable fashion. Appropriate actions include attacking, yelling, breaking something, or storming out. If she spends a point of Willpower, she may ignore the source of disrespect and all other similar affronts for 5 minutes.

This power affects supernatural creatures and non-vampires equally. Werewolves are considered to have 3 additional levels of rage for determining frenzy. Even if your target does not have a Beast, she will enter a mental state identical in all ways to a vampire's rage frenzy, attacking the source of her rage.

Exceptional Success
Your target must test for rage frenzy as if she had 4 additional Beast traits; therefore, she must test whenever she takes a single point of damage.

> FOCUS [CHARISMA]: You may target up to 3 individuals with this power if you have their Gaze and Focus. Should you expend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you lost to apply that Willpower retest retroactively.

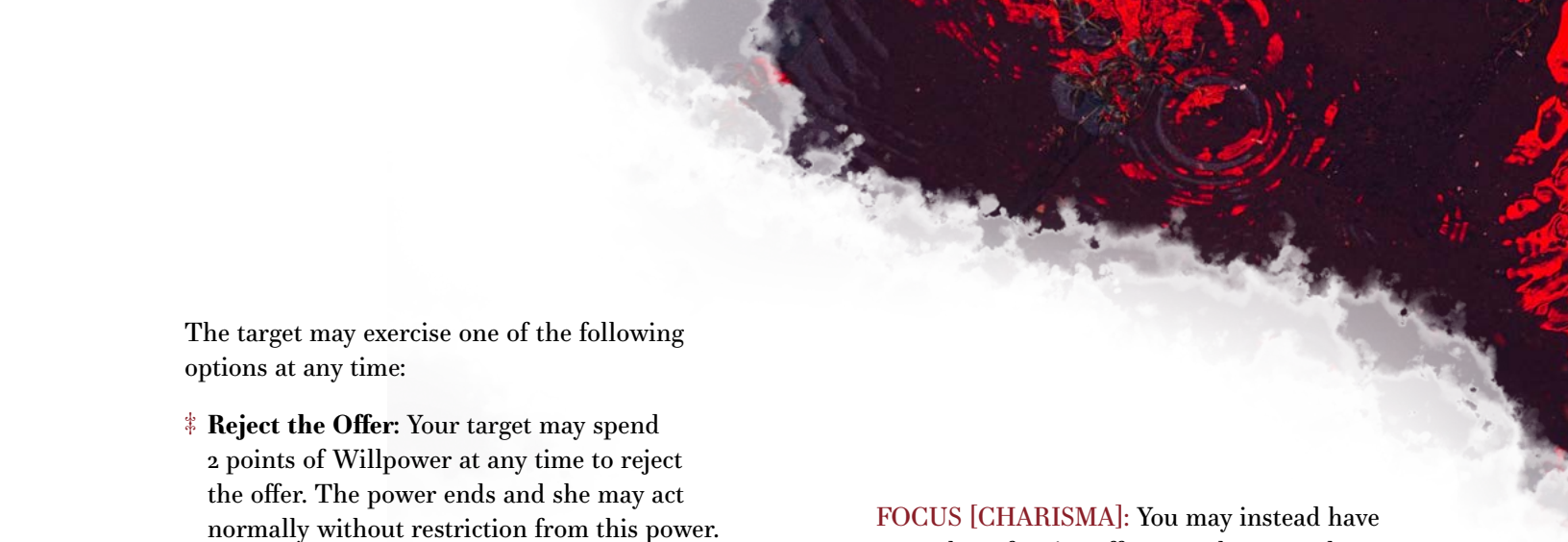


●●● COMPELLING OFFER

The bargaining stage is the psyche's attempt to cope with mortality and grief – the product of realization giving way to desperation. Individuals in this state are immensely pliable, eager to explore any option to avert catastrophe. With this power, your target gains a sense of mortal anxiety that becomes a state of mind that you can exploit to your advantage.

This power allows you to make an offer which weighs on your target's mind until she makes a decision. Spend 1 point of Blood and three or more standard actions as you make an offer to your target. You must have your target's Gaze and Focus to use this power, and you must be able to communicate with her (telepathically is fine). Thereafter, the choice presented lingers in the target's mind, always at the edge of her thinking.

Once the offer is made and until your target makes her choice, she may not take any antagonistic action toward you, which includes targeting you with hostile powers or attacking you. She may, however, seek to negotiate. You may act against her normally during this time, and she must continue to consider the offer. If you withdraw the offer by spending a simple action, this power's effects end.



The target may exercise one of the following options at any time:

- **Reject the Offer:** Your target may spend 2 points of Willpower at any time to reject the offer. The power ends and she may act normally without restriction from this power.
- **Accept the Offer:** Your target can accept either the initial offer or the negotiated terms of one mutually agreed upon. Once accepted, she remains unable to take hostile action toward you until the end of the night or until the terms are fulfilled, whichever comes first. If you take hostile action against the target or if you fail to uphold the arrangement, the effects of the power end. The target cannot violate the agreement without spending 2 points of Willpower. If she does, the effects of the power end.

Offers may not be designed to be life threatening to your target. You are free to describe an offer in shorter or longer terms, making an offer that either ends sooner than the end of the night, or a more open offer that would seemingly last beyond the current night. However, when the offer expires or the night ends (whichever is first), the effects of this power fade.

A target may only be affected by a single use of this power per night. Any additional use of this power from you or from anyone else upon the same target will fail. You may not use this power on friendly targets purely with the intent of triggering this limitation; the Storyteller may intervene in instances where she believes this is the case.

You may only have a single active offer at a given time. Any additional offers end the effects of the current one. This power does not work if the offer is farcical or clearly intended to insult or ridicule, the determination of which is subject to the Storyteller's discretion. This includes offers involving vulgarity or demeaning acts.

FOCUS [CHARISMA]: You may instead have a number of active offers equal to your dots in Occult plus one. Any additional offers require you to choose an active offer to end. When using Compelling Offer, you may make the same offer to multiple parties at once, provided you have each target's Gaze and Focus and can communicate with them. These targets count individually toward your maximum number of active offers.

Example: In the early evening, Mariella arrives in a small town that a roving group of Anarchs is occupying. Their presence is making work difficult at the local quarry that provides materials to a variety of her construction projects. She wants to convince them to leave.

She finds the bar where the Baron spends her time. Outside, she sees a pair of rough looking thugs. She chats them up and decides to offer them a deal: they should leave the gang and come and work for her. She uses Compelling Offer and has the Charisma focus, allowing her to affect both thugs. The two say they will think it over. She enters the bar and engages in negotiations with the Baron. Mariella offers her $50,000 if she and her gang will leave town that night and uses Compelling Offer once again. She tells the Baron if she does not accept, her next offer won't be so nice. The Baron is angered and spends 2 points of Willpower to reject the offer. She stands and yells for her thugs to grab Mariella. The thugs enter; however, they cannot attack Mariella as her earlier offer lingers in their minds. The Baron is incensed but does not want to fight Mariella one on one. Mariella smiles and tells the thugs to leave. To the Baron's surprise, they oblige.

●●●● HARVEST DESPAIR

The depression that follows grief brings with it a sense of futility and despair. In this state, the mind expends energy yet accomplishes nothing, sabotaged by its own efforts. With this power, you can harvest this energy, turning it into useful sustenance. A number of Giovanni have come to appreciate the vitae created through this magic, noting its flavorful salty notes.

Spend 1 point of Blood and a simple action to activate this power. For the next 10 minutes, whenever you are involved in an opposed challenge against a visible target, you may announce the use of Harvest Despair before any tests are thrown. If you do, you receive a -5 penalty to your test pool for the challenge. However, if you win despite the penalty your opponent feels a sense of futility and despair as she is assailed by entropic forces. She loses a point of Willpower and up to 2 points of Blood, both of which you may absorb to restore any of your own spent points. If your target is not a vampire, she instead loses the type of fuel appropriate to her creature type (such as Gnosis for werewolves or Glamour for changelings), which you absorb as blood. If instead your target has no Willpower to lose or if she's a Stock NPC without Willpower, she must immediately cease attacking you, and cannot do so again until this power's duration is over. You may only benefit from this power once per turn, but you may announce its use during Celerity rounds if you have already activated it. If you use this power but fail in the challenge, you may still use it again on subsequent challenges in the same turn until you succeed.

You may only benefit from this power when used against a target who wishes you genuine harm. It will not work if you activate it and then invite allies or otherwise friendly people to hit you, nor will the power function in contrived scenarios. The blood generated from this power is considered inert and does not create a blood bond. This power is not considered hostile for the purposes of powers such as Entrancement or Majesty.

FOCUS [MANIPULATION]: By activating this power you take a -3 penalty instead of a -5 penalty.

●●●●● ACCEPT DEATH'S EMBRACE

For every living and unliving being, death is an inevitable truth. As the final stage of grief, acceptance is the realization of that truth – a state of release where the psyche is freed from the ego and prepares itself for what lies beyond. Some have described this state of mind as immensely liberating; a blissful window of clarity wherein they were finally able to find themselves.

Spend a point of Blood and your standard action as you inform your target of her imminent demise. You must have your target's Gaze and Focus to use this power. If you succeed in an opposed challenge, for the next 10 minutes your target's psyche is overcome with the certainty that her life is about to end and must choose the circumstances as to how she will perish. She must select from one of the following restrictions and inform the Storyteller privately of her choice (inform her she should not tell you which restriction she has chosen). Should she be attacked or become threatened, the chosen restriction will apply.

- **Desperate Escape:** The target will seek to escape as a means of prolonging her life. Until she either dies or escapes all pursuers, she must devote every action to fleeing the scene or taking actions in support of that effort, including evading her pursuers. She may only initiate opposed challenges to facilitate her escape, such as the use of Mesmerism to order a guard out of her way. In the event escape is physically impossible, she may choose to fight until another option presents itself.
- **Last Stand:** The target seeks a valiant demise, choosing to confront death head on. Until her attackers are either all dead or have fled, she may not attempt to withdraw or flee. She must spend every action attempting to incapacitate her attackers and, if they are within sight but not within her range to attack, she must move

toward them. She may still maneuver to obtain a more advantageous position, making use of cover or choke points, activate combat powers, or calling for help. Should her attackers surrender or flee, she is not obliged to pursue them. Once all attackers are incapacitated, have surrendered, or are no longer visible, she may act normally.

- **Stoic Resolve:** The target embraces her end with dignity, choosing to offer a token resistance. She may fight or flee as she prefers, but she may not spend Blood to heal, will not accept the Assist Defender combat maneuver or call for help, and cannot consent to the use of powers by allies to aid her.

While the player may choose freely, this is not a conscious choice for her character. Therefore, she cannot be coerced into a specific option through the use of Dominate or other powers. However, once she has chosen, she will immediately suspect her life is at risk. She will know what her restriction is, and may act in advance of being directly threatened to preserve her life.

A character under the effects of this power may not relent to powers which might compel her to act against her restriction, such as Dominate or Dread Gaze, but she is affected by them normally. In the event of a stalemate, such as if the target wishes to fight but her opponents remain out of reach and visible, she is not obliged to take any action and can act freely until circumstances change.

Exceptional Success
You may eliminate one of the three options as a choice for your target. She may only choose from the remaining two options.

> FOCUS [MANIPULATION]: The Storyteller will inform you which of the options your target has chosen. You may inquire discreetly through the Storyteller so that your target does not know that you are aware of her choice.



The Path of Soul Bonding

"What separates us from the Ventrue and Lasombra? I'd be happy to explain. While the Ventrue were born to rule and the Lasombra rule the born, we Giovanni lord over the dead and there are far more dead than either could ever rule combined."

— Enzo Giovanni

For centuries, improving their skills and mastering the arts of the dead drove the more magically minded of the Giovanni family. Over time, they came to understand that, if manipulated properly, wraiths are more than just tortured souls; they are sources of nearly unlimited knowledge and power. Of course, this knowledge was fiercely guarded and taught only to the most talented of necromancers. With the knowledge found in the Path of Soul Bonding, you have learned how to manipulate and utilize wraiths, drawing on them to power Necromantic rituals, to gain knowledge, and even to alter weapons and other objects.

Dark Vessels and Deathly Devices: The Path of Soul Bonding allows a Necromancer to create Dark Vessels and Deathly Devices. Dark Vessels are small, fist-sized trinkets or jewelry (non-equipment items) that contain the trapped soul of a wraith. With a simple action a Dark Vessel can be broken to release a variety of effects as described below. Deathly Devices are pieces of equipment, armor, or weapons that are augmented by the trapped soul of a wraith. The augmentations a necromancer can utilize are described below. In addition, and as explained below, there are a number of base characteristics that are always true of Dark Vessels and Deathly Devices.

Although the wraith is trapped when placed in a Dark Vessel or Deathly Device, her presence still permeates the area 1 step around the item. Characters unfamiliar with Necromancy often feel unease and dread when within 1 step of the Dark Vessel or Deadly Device or when touching it. Characters who possess the Medium merit can hear the wraith in her captivity, often wailing, asking for mercy, or trying to negotiate freedom.

Most necromancers elect to store their Dark Vessels in a safe location until they are needed, although more than one has surreptitiously given a Dark Vessel to an unwitting victim in hopes that it will drive them mad.

Bound wraiths can sense the immediate surroundings of the object they occupy but cannot communicate with the mundane world. They may not use any skills or powers unless freed. These bindings persist for 6 months, minus the Stock NPC or Retainer level of the wraith. You may elect to renew the binding by spending the Blood cost once more. Renewing the effect in this manner does not require possession of the item. If the binding is allowed to naturally fade, you must begin the process anew by gaining control of a wraith and having the item in question in your possession. Necromancers who possess at least 1 dot in this Path can safely release a bound wraith by spending a simple action. While bound to a Dark Vessel or Deathly Device the wraith is considered a controlled wraith for the purposes of the Sepulchre Path power Summon Soul. Because the wraith is already bound to a Dark Vessel or Deathly Device, the wraith cannot be bound to a different location with the Sepulchre Path power Bind Soul. Unless explicitly stated, other powers or rituals such as Spirit Beacon that affect wraiths do not affect wraiths bound to Dark Vessels or Deathly devices.

When a wraith is released, it is immediately returned to the Shadowlands. Wraiths who are not generously compensated for their time and emotional energy tend to hold a grudge against the necromancer who bound them. If the object housing the wraith is destroyed, the wraith immediately enters a Harrowing.

— THE HARROWING —

A wraith finds herself sucked into a Harrowing whenever she loses all her corpus (health levels), has a fetter destroyed, or is sacrificed to fuel a Necromantic ritual. A Harrowing is an intense battle deep within the psyche of the wraith that forces her to relive important moments of her time among the breathing. This might be an act of defiance or forgiveness in the face of cruelty, an act of heroism to prevent a devastating loss, or anything else of significant emotional impact to the wraith in her mortal days. The exact details of the Harrowing differ from wraith to wraith, but it is always an emotionally excruciating and exhausting experience.

Each Harrowing has a task that the wraith must first discover and then attempt to complete, though this path is typically obscured. For example, a Harrowing may show a scene with a robber poised to harm a parent while the wraith looks on in fear as a reflection of her mortal child self. A firearm in the wraith's hand gives her an easy solution to the problem — kill the robber before they can harm the parent; or she can attempt to stop the robber without violence and end the cycle of loss and pain. Success or failure is based entirely on the individual wraith's history and the lesson found within the Harrowing.

Once the wraith has completed the task set out in her Harrowing — be that to succeed or not — she is ejected near one of her fetters with 1 Pathos and 1 Corpus. A wraith's Harrowing lasts at least one month; however, they can be much longer than that based on the severity of the situation. Should a wraith fail too many Harrowings, she will find herself sucked into Oblivion and transformed into a Spectre.



• DARK VESSEL

Wraiths are creatures of pure entropic energy; entities that exist trapped in the Shadowlands. A talented necromancer can harness this energy to power blood magic and wreak havoc in the living world. With this power, you manipulate the energy of wraiths, binding them into objects to store for future use.

Once you have learned this power you may create Dark Vessels by imprisoning the soul of a wraith into a small trinket or object approximately the size of a fist. Spend 1 point of Blood and your standard action as you target a nearby wraith of Stock NPC level 4 or lower. If you succeed in an opposed challenge, the wraith becomes bound to the object as its corpus is absorbed. Only Stock NPCs level 4 or lower can be bound within a Dark Vessel. If a wraith's Stock NPC level somehow increases beyond level 4 while the wraith is bound within a Dark Vessel, the wraith is immediately released and the Dark Vessel is rendered inert. The Storyteller may also rule that this power does not work on specific wraiths of her choosing.

For the power to function normally, the object must be breakable. If it cannot be broken with a simple action, the wraith will remain bound, but other functions of this power cannot be used.

By spending a simple action, you may break a single Dark Vessel and send the Wraith inside to a Harrowing while gaining one of the following effects:

- **Dark Offering:** By consuming a vessel, you can use the last of its life force to settle the ravages of your Beast before sending its inhabitant to the beyond, removing one of your Beast traits.
- **Mnemosyne's Grasp:** You can access a wraith's memories, briefly gaining the ability to speak, read, and understand a single language she once spoke. This must be a language commonly spoken in the time and place where she lived or the place of her birth. This effect lasts for 1 hour.
- **Soul Food:** You can destroy a vessel to extract the spiritual essence from a captive wraith, mystically transforming it into vitae. You gain 2 points of Blood which cannot exceed your maximum.
- **Wisdom of Death:** A wraith's spirit contains a lifetime of carefully cultivated skills and talents. You can take a portion of these energies to gain a +1 wild card bonus to a single skill of your choice for the next 10 minutes. You may only benefit from a single instance of this application at a time.

Unless you have the focus, you may only create a total number of Dark Vessels equal to your rating in this Path, (so a maximum of 5). Creating new vessels beyond your rating in this Path will free the wraith contained in the

— GATHERING WRAITHS —

Players will undeniably want to have steady access to wraiths to maximize their use of this power. To spare Storytellers the difficulty of running scenes where characters go hunting to replenish their supplies of Dark Vessels and Deathly Devices, practitioners of this Path may obtain a single wraith by spending a downtime action. These wraiths are 2-point Stock NPCs of no special significance and with no discipline specializations. When the player arrives at the game, the Storyteller will make her an item card.

If the PC wants to find a wraith with somewhat uncommon characteristics, such as one who speaks Romanian or who has a certain non-discipline specialization, when the player arrives at the game she may engage in a simple test with the Storyteller. If the player wins or ties, she can find the desired quality in a wraith. If not, she obtains a standard 2-point Stock NPC wraith.

If the PC wants a more powerful wraith or one with a rare characteristic, such as one who speaks Old French, has a specific discipline specialization, or who died in an overly specific way, the Storyteller may employ the quest system.

oldest one. You may use Dark Vessels created either by you or by another necromancer with this Path. If someone without the Dark Vessel power attempts to use a Dark Vessel, they do not receive any benefits conveyed by Path of Soul Bonding.

> FOCUS [MANIPULATION]: You may create a total number of Dark Vessels up to twice your number of dots in this Path, to a maximum of 10.

●● DEATHLY DEVICE

As a skilled necromancer you can manipulate the energy found in a wraith to alter mundane objects within the waking world. Once bound within its new prison, the wraith has no choice but to perform the desired function. With this ability, you can punish or award wraiths while using their innate energy to further your own agenda.

Once you have learned this power you can create Deathly Devices, imprisoning the soul of a wraith into a piece of equipment. Spend 1 point of Blood and your standard action as you target a nearby wraith. If you succeed in an opposed challenge, the wraith becomes bound to the object as its corpus is absorbed. Only Stock NPCs of level 4 or lower can be bound within a Deathly Device. The Storyteller may also rule that this power does not work on specific wraiths of her choosing.

Choose one of the following effects:

- **Powered:** Wraiths bound to this item imbue it with their own ghostly energy, bringing it to life without any external force. The item does not require batteries, gasoline, electricity, or any other source of power to function. The wraiths energy can power small devices like remote controlled cars or music boxes, or large devices such as windmills or vehicles.
- **Dysfunctional:** Wraiths bound to this item squeeze into the crevices, causing it to malfunction and stutter to an inexplicable stop. For the duration of the wraiths binding, the device will not function. Computers will not turn on, cars will not start, and pacemakers will shut down.
- **Conscription:** Wraiths bound to this item must seek to fulfill set orders before she can gain her freedom. While the wraith can control the object and act independently, it may act in ways that would compromise the item in order to fulfill the instructions. For example, a wraith bound to a gun and commanded to shoot a specific vampire will attempt to do so when the opportunity arises — whether the user wants it to or not. Once she does, she is released. The Storyteller will determine how any wraiths bound in this manner behave.
- **Enduring:** The item is magically enhanced by the wraith making it more difficult to destroy. As a result, the item can only be destroyed by supernaturally means — magical items or characters using an appropriate Discipline.
- **Symbiote:** The item is magically enhanced by a wraith who is familiar with its usage. The item grants a +1 bonus to your test pool when used for its intended purpose. This bonus cannot be used during combat. For example, a set of lock-picks gives you a +1 bonus when using the Security skill to pick a lock, but a sword that imprisons a wraith does not grant any Melee skill bonus.

Unless you have the focus, you may only create a total number of Deathly Devices equal to your rating in this Path (so a maximum of 5). Creating new devices beyond this will free the wraith contained in the oldest one. You may use Deathly Devices created either by you or by another necromancer with this Path. If someone without the Deathly Device power attempts to use a Deathly Device, they do not receive any benefits conveyed by Path of Soul Bonding.

> FOCUS [CHARISMA]: You may create a total number of Deathly Devices up to twice your number of dots in this path, to a maximum of 10.

●●● TWISTED METAL

Wraiths have more knowledge than the living credit them with. They are more than just tools to be manipulated by necromancers — they are creatures with their own experiences and insight to draw from. You have mastered the art of forcing a wraith to break the limitations of earthly equipment. Your Deathly Devices are imbued with the entropic energies of the Underworld that allows them to function in unexplainable and twisted ways.

Once learned, Twisted Metal can be used to augment your Deathly Devices. Spend an additional point of Blood and a simple action to augment a Deathly Device. The item gains an additional item quality of your choice. The object must meet the requirements to bear that quality. For example, a one-handed sword may only gain melee weapon qualities appropriate to a one-handed weapon. This quality may exceed the object's maximum number of qualities but, as a reminder, you cannot benefit from the same quality twice.

Objects imbued in this way take on a noticeable twisted and abnormal appearance signifying its augmentation. You may determine its appearance, subject to Storyteller approval.

This power lasts indefinitely, but you may only have a single application of this power in operation at a time, with a new application replacing an old one.

> FOCUS [CHARISMA]: The Deathly Device augmented by Twisted Metal can gain an additional item quality of any type even if it is not appropriate for the item. For example, a sword could gain Staking, or a claymore could gain Balanced. You could even imbue a ranged weapon with the Hardened Quality as the wraith inside supernaturally deflects incoming attacks.

●●●● SOUL DETONATION

The process of creating a Dark Vessel twists and distorts the Corpus of a Wraith, leaving it on the verge of a Harrowing. Shattering a Dark Vessel in just the right way allows the energy of a Harrowing to be released in a chaotic blast of entropy.

Once learned this power can always be used to augment your Dark Vessels, turning them into potent projectiles. Spend your standard action to imbue the object with dark energies and throw it at an individual within 10 steps. To do so, initiate an opposed challenge using your Physical attribute + Athletics skill versus your target's Physical attribute + Dodge skill. If you succeed in the challenge your target is struck by the vessel. Upon impact, a small nihil opens that pulls the object and the wraith to Oblivion. The target takes 3 points of normal damage and loses 1 point of Willpower.

You may use this power during Celerity rounds. Using this power destroys the Dark Vessel, regardless of whether or not you succeed in the opposed challenge. Objects destroyed in this way cannot confer the benefits of the Dark Vessel's power.

Exceptional Success
Your target loses 1 point of Willpower and takes 4 points of normal damage instead of 3.

> FOCUS [MANIPULATION]: If you fail the opposed challenge when throwing a Dark Vessel at your target but manage to win or tie one of the tests, your target is grazed by the vessel. She takes no damage, but still loses 1 point of Willpower.

●●●●● ASSIMILATE

Souls and wraiths are vital to the Giovanni economy, but they are useful for more than just powering Dark Vessels and Deathly Devices. For a talented necromancer, wraiths can be consumed utterly, turning their pathos into blood and absorbing their corpus into your own flesh.

You may bind a wraith within you instead of within an object. This is a special form of possession which you maintain control over, despite being the host. Spend a point of Blood and your standard action to initiate the bond, targeting either a visible wraith or one you have imprisoned in a Dark Vessel or Deathly Device. If the wraith is unwilling, you must succeed in an opposed challenge. If you succeed, the wraith possesses your body rendering any Dark Vessel or Deathly Device it previously possessed inert, and you may choose one of the wraith's discipline specializations (if the wraith does not have additional discipline specializations, all wraiths have access to the first 2 dots of Dementation). You may utilize any level of the chosen discipline specialization for the next hour, after which the power ends and the wraith is freed. You must still adhere to any restrictions or conditions of that power, such as requiring Gaze and Focus when using Dread Gaze and cannot use it during Celerity rounds. Both you and the wraith must pay any costs in Blood and Pathos associated with the power. If one of you is unable to spend Blood or Pathos, you cannot use the power.

If you enter into torpor while this power is active, both you and the wraith are drawn into a Harrowing. The Storyteller will construct and run this scene based on your background. This may involve you remaining torpid beyond the current game session. During this time, you lose all awareness of your body, including that granted by the Awareness skill, and cannot reawaken until you have resolved the scene. However, your body can still be moved or destroyed. Once the scene is resolved, you enter a normal state of torpor.

You may only use this power once per evening, and you may only have a single wraith within your body at a given time. While assimilated, the wraith cannot escape or use the Possession power.

FOCUS [MANIPULATION]: You can utilize Assimilate twice in the course of a single evening. However, you cannot benefit from two uses of Assimilate at the same time. If you utilize Assimilate a second time the benefits of the first usage are immediately lost.



Necromancy Rituals

"Death has many fascinating aspects, and all are useful. The body, to study rot and disease, test poisons and from which to call forth draugr -- the substance of Death itself, to draw into us and become what you younglings call the Horseman -- and the hugr, soul, or wraith to bind and command. Of the valiantly slain, Freya gets one half and Odin the other. All other dead are mine to command.

— Rurik Raveneye, elder Cappadocian, instructing his childer, Jack Geth



Practitioners of the arts of Necromancy gain access to rituals; formulaic spells that require a significant amount of time and specialized implements and ingredients. Like paths, they are rated from levels 1 through 5, and a caster can have several rituals corresponding to each level. Learning a ritual requires you to already possess the same level of dots in your primary Necromancy path.

For example, if a Giovanni character's highest level in a Necromancy path is 2, the character cannot learn a level 3 or higher ritual until she advances in her path. A necromancer cannot learn more rituals than the combined dots of all the Necromancy Paths that she currently possesses. A necromancer must purchase one ritual of each level before she is able to purchase a ritual at the next-higher level. You do not acquire rituals simply by purchasing a path of Necromancy.

LEVEL 1 RITUALS

ANCESTRAL TIES

In Aztec mythology, Quetzalcoatl stole the bones of the other gods from Mictlantecuhtli, the lord of the underworld, and used them to create humanity. This ritual draws upon the power of one's lineage, connecting descendants to ancestors through a bone infused with necromantic energies.

To prepare this ritual, you must spend a point of Blood as you decorate a bone from a corpse by ritually adorning it with owl feathers, paper streamers, bits of shoe leather, and an eye. Any bone will suffice, though those with a flair for the dramatic prefer to use a skull. Once cast, when the item is held by a biological descendant of the corpse from which the bone was taken, it will glow a distinctive blue color; however, because the prepared bone is something of a ghastly sight, it may require some coercion on your part.

ETERNAL VIGILANCE

While many necromancers prefer the subtlety of wraiths, no one can deny the effectiveness of a powerful zombie. With Eternal Vigilance, the necromancer creates a salve granting her the ability to experience the world through the eyes of a creature. Although her senses are limited to sight and sound, this knowledge can offer her the edge she needs in a conflict.

To perform this ritual, you must take a drop of your vitae and combine it with a drop of blood from the zombie you wish to enhance. The blood must first be boiled and then added to a mixture of lanolin, fennel, and ground Rose of Jericho. Once cooled, the substance is smeared on the face of the zombie. For the next 30 days, you may spend 1 point of Blood and a simple action to temporarily see through the eyes of your zombie. For three turns, you may see and hear where your minion is and what it is doing, as well as issue any additional commands as you wish. Further, if you possess them you may use the first 2 dots of Auspex through the zombie's senses. Afterward, your senses return to your body, but you may use this power again if desired.

While connected with your zombie, you may not utilize any powers and you lose your ability to sense or react to anything happening around your body; however, you retain your normal test pools. Any zombie created by you may be enhanced in such a manner. You may have this ritual active on a number of zombies equal to your Occult skill. If you exceed this number, you must choose to end the earliest use.

FUNERAL FEAST

Throughout history, many cultures have infused their funerary traditions with food. From modest funeral biscuits to lavish potluck offerings, the living celebrate those they have lost by nourishing the grieving people left behind. This ritual draws on the emotional power of such offerings, allowing them to nurture the spirits of the dead in lieu of the living.

This ritual requires you to obtain food or drink that was recently gifted to those grieving the loss of a loved one as a gesture of sympathy. The food must be sufficiently fresh that a normal mortal would find it edible, and you cannot prepare the food yourself – you must obtain it from a grieving mortal. Leftovers are fine in this case.

Spend 1 point of Blood while ritually intoning an invitation for spirits of the dead to come and feast on the offered food. Any wraith capable of hearing your invitation may choose to heed your call; for this reason, many necromancers carefully select and prepare the site at which this ritual is cast. Once the ritual is cast, for the next hour the food's presence is duplicated in the Shadowlands and wraiths may interact with it, typically by eating and drinking it – relishing in sensory pleasures typically denied to the dead. In the material realm, the ritual food wastes away as the wraiths consume its nourishing qualities in the form of spiritual energy. If the target food

is moved more than six steps from the location at which the ritual was cast, the ritual fails, and its effects immediately end.

From the participating ghosts, you may target a number of wraiths equal to your dots in the Occult skill. Each wraith that spends at least five minutes consuming the ritually empowered food regains a number of points of Pathos equal to twice the number of dots you possess in the Occult skill. The regained Pathos cannot exceed the maximum amount of Pathos the wraith can hold in its Pathos pool.

For example, if the necromancer has an Occult skill of 4, each of the selected participating wraiths can regain up to 8 points of Pathos. A participating wraith that already had 3 points of Pathos in its pool can regain 7 points of Pathos from this ritual, up to its maximum Pathos pool of 10.

GHOST IN THE SYSTEM

Hidden from mortal perception, ghosts make the greatest saboteurs in a bureaucracy. They can make paperwork disappear, remove signatures, and make simple tasks take days. By casting this ritual over a location, the necromancer marks the territory and can prevent others from attacking or attempting to steal something from within.

You must spend an evening blessing the Stock Location and ensuring that the ghosts consider it their new residence. Increase the difficulty of any quest against this location by +3. If this would take the difficulty above 5, subtract 5 from the total rating and the Quest becomes the next highest difficulty level. This ritual lasts a year-and-a-day.

GRAVE ROBBER'S BOON

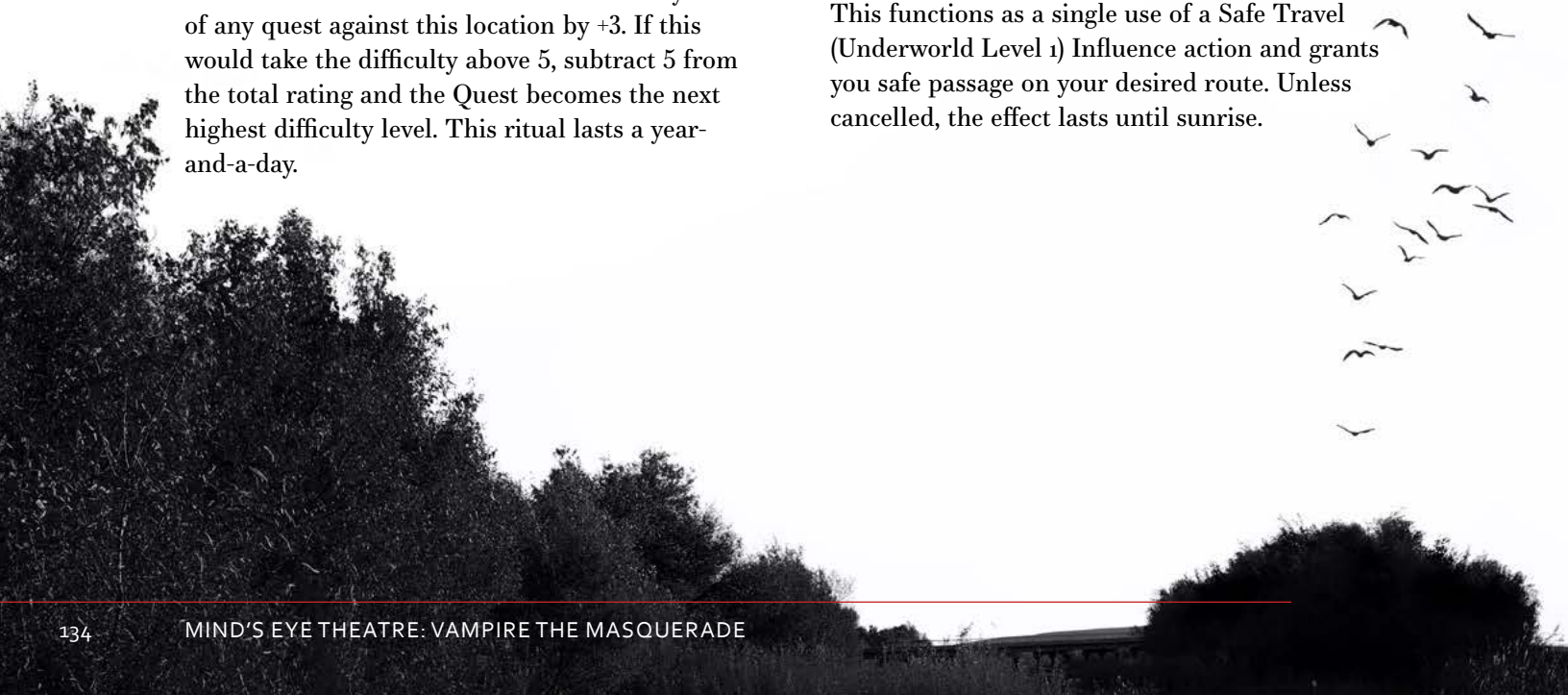
Historically, ceremonial burial involved internment of the dead with objects that were either dear to the deceased or that were deemed useful in the life beyond. Even in modern times, the dead are often adorned with jewelry or other baubles. This ritual spares you hours of digging in vain, instead directing you to the most lucrative opportunities.

Spend one point of Blood and 5 minutes in devout prayer as you scatter a handful of pomegranate seeds in offering to Persephone. At this ritual's conclusion, you gain knowledge of any dead bodies buried or interred within a 100-yard area and a general sense of the value of whatever they are buried with. This ritual does not detect any undead bodies within the earth, such as vampires using Earth Meld.

GUIDING SPIRITS

The phrase "dead men tell no tales" is amusing to many necromancers as the dead see a great deal and can easily be convinced to talk. Casting this ritual allows you to commune with wraiths along a specific route, using the dead's insight to help find the safest and quickest path.

Once per night, you may use this ritual to call upon a network of wraiths while focusing on a location you have familiarity with. From this network, you are able to learn the best path to that location, unimpeded by obstacles. This functions as a single use of a Safe Travel (Underworld Level 1) Influence action and grants you safe passage on your desired route. Unless cancelled, the effect lasts until sunrise.



SILVER THREAD

The Shadowlands are treacherous and unknown, even for the most experienced necromancers. Time and space twists and folds, and things are rarely where they should be. This lifeline allows visitors to the Shadowlands to find what they seek, and if they are very lucky, it will also guide them home.

To perform this ritual, you must stir a lock of hair from a newborn child and 1 point of her Blood in a cauldron made of pewter. To complete the ritual, you drop a ball of wool yarn into the vat, binding the thread to you. Upon entering the Shadowlands, you may unwind the ball of yarn and attach the end to her right wrist. This tether grounds you, allowing you to traverse the Shadowlands with some measure of reliability. You may use the ball of yarn to return to your original location, even if you should find yourself in the Labyrinth.

Once you have tethered yourself to the Shadowlands, you may utilize your Silver Thread to assist with a quest (for more information on quests, see **MET VTM Volume 2 Issue 1, Chapter: Five, Core Rules & Dramatic Systems, page 98**.). Use of a Silver Thread allows you to lower the difficulty rating of any quest within the Shadowlands by one level, to a minimum of one. This cannot be used to downgrade the type of quest a level and, as such, 1 Heroic Quest would not be affected by the Silver Thread. Once you have bound yourself to a quest, you are fully invested in the outcome. However, binding yourself to a quest can be dangerous and any quest bolstered by a Silver Thread that fails results in one additional consequence for the necromancer. Once a Silver Thread has been created, it remains active until the quest is fulfilled. A necromancer may only create one Silver Thread at a time.

SIP OF DEATH

This sweet, viscous concoction is a favorite at family dinners and is often served when the Giovanni clan comes together for business or pleasure. The mixture of honey, vitae, and anemones grown over a grave produces a heady, euphoric feeling and a heightened defense against the creatures of the Shadowlands.

To create the Sip of Death, you must spend 5 minutes cooking your concoction in a cast-iron pot over an open flame. You may create up to 5 draughts in each batch; however, you must include 1 point of Blood for each serving. Once imbibed, the drinker gains one free retest to be used in any test against a wraith or specter. A vampire may only benefit from one use of Sip of Death per night. The potion's magic fades at sunrise if unused; unconsumed potions lose their potency at the end of the night. The blood used in the draught creation process is rendered inert by this ritual. As such, by ingesting a draught the imbiber does not gain a blood trait or suffer from any mundane or supernatural effects or taints of the blood used nor will they be at risk of the blood bond.



Level 2 Rituals

Charon's Obol

The practice of placing coins in the mouth of the dearly departed is primarily associated with the ancient Greeks and Romans. These bronze or copper coins were payment for the psychopomp Charon, the ferryman who transported souls across the River Styx that separated the lands of the living from the lands of the dead. Necromancers skilled in the Ash Path can cross this boundary on their own. By creating and gifting the Charon's Obol to their allies, they too can sojourn into the Shadowlands.

To create a Charon's Obol, you must journey into the Shadowlands using Ex Nihilo and submerge a bronze or copper coin into the fetid and murky waters that exist there while adding 1 point of Blood to the water. Once completed, you can return to the land of the living and gift these coins to your allies. An ally who possesses a Charon's Obol can willingly accompany you when you use the power of Ex Nihilo. This is an exception to the rule that prevents the user of Ex Nihilo from bringing others to the Shadowlands.

Once in the Shadowlands, those gifted with a coin need not follow you, but can follow any necromancer wishing to lead the journey across the Shroud. To do so the recipient must simply place the small coin in her mouth and follow her guide. If at any time the coin is broken, destroyed, or spit out, the recipient is immediately ejected from the Shadowlands at a location determined by the Storyteller. This shared usage of Ex Nihilo does convey the ability for allies to participate in the focus effect version of Ex Nihilo.

A necromancer may have a number of Charon's Obols equal to her Occult skill at a given time. Crafting a new one in excess of this limit destroys the first one created.

Day of Remembrance

Those who suffer the loss of a family member are often reassured that the departed still watch over them from beyond. It's therefore unsurprising that when someone experiences a brush with death, they often attribute their good fortune to otherworldly intervention. With a large enough celebration, you can make this phenomenon a reality, granting the dead a means to render aid to the living.

To cast this ritual, you must spend a point of Blood and publicly recite a prayer or invoke a blessing at an event dedicated to the dead. The gathering can be as large as a village festival or as small as a family meal. Over the next 7 days, those present when the blessing was given will feel a stir of faith as to the presence of their ancestor in the afterlife resulting in a bout of good luck. This takes the form of the affected character being able to reduce an exceptional success in a challenge they lost to a regular success. When this happens, the participant will feel that things could have gone much worse, wondering if perhaps they were saved by one of the departed watching over for her. A character may have no more than a single instance of this ritual active at a given time.

Demense Macabre

The time-consuming nature of magical pursuits often makes the rigors of maintaining a staff far too tedious. Necromancy, however, has an easy solution. It is believed that when St. Zita, the patron saint of servants, left her house to attend to the poor, angels appeared to bake bread for her. This ritual allows you to summon otherworldly servants to attend to your own household.

This ritual attracts and binds a number of ghostly servitors to your haven or a location you control, granting it the Guards and the Staff qualities. If the location already possesses the Guard quality these ghostly servitors are in addition to the five levels of corporeal guardians. If the location already possesses the Staff quality,

this ritual grants an additional set of workers to provide for you and your guests. To enact this ritual, you must create a shrine to St. Zita within your house, which you must bless with 1 point of your Blood and then maintain by presenting an offering of fresh homemade bread every two weeks. After the initial casting, over the next seven days your servants will appear; this happens even if the location has the Occult quality. These servants are nonspecific stock 1 NPC wraiths who will obey you or anyone you designate, manifesting if necessary to carry out your instructions. For as long as you maintain this ritual, you may fire or destroy wraith servants that displease you, and others will take their place within a week. Revealing the nature of your servants to humans has the potential to break the Masquerade. You may only have a single active instance of this ritual at a time.

GRAVE WARD

Many cultures leave gifts on the graves of their loved ones out of respect and remembrance. These are meant to signify the hope that their afterlife remains peaceful and uninterrupted and that they are remembered fondly. As a necromancer, your gifts serve as powerful wards. In the event an interloper seeks to disturb the peaceful existence of the soul within, you will immediately become aware.

You must first locate a coin that was minted in the same year as the death of the departed you wish to protect. You must anoint that coin with 1 point of your Blood and then wrap the coin in a small amount of cloth and bury it in the dirt above your interred target. If the corpse is entombed above ground, the coin can be placed within the coffin or urn. While this coin remains hidden in the soil, coffin, or urn, if the resting place of your deceased target is disturbed or if the wraith of the person buried there is attacked or targeted by Necromancy, you receive an immediate psychic notification as the voice of the dead calls for help. These coins retain their enchantment for 1 year, after which they must be replaced.

In addition, if the body is raised or commanded by Necromancy or similar powers, the corpse becomes immune to control and enters a rage, attacking the necromancer attempting to control it. Treat this zombie as a 4-point Stock NPC with the Athletics, Brawl, Dodge, and Potence specializations. Once triggered the zombie will remain active for 10 minutes.

You may use this ritual to protect a number of graves up to your dots in the Occult skill.

HONORED EPITAPH

The inscriptions commonly found on tombstones remind the living about a deceased's memorable qualities. For the dead, however, such statements can empower – and even reshape – their sense of self as it is battered by time and the trials of undeath. By collecting stone dust, metal shavings, or other detritus from a memorial marker, a necromancer can cause spirits to feel the significance of these words, allowing them to recall their past skills and accomplishments with clarity.

To cast Epitaph, you must collect small shavings or scrapings from a memorial marker that contains text describing a skill such as "brave soldier," "loving spouse," or "generous benefactor." The memorial marker – a tombstone, urn, plaque, etc. – need not be the specific one used during a wraith's funeral rites. Many necromancers will craft replica markers for such a purpose, and honorarium plaques from parks and museums are equally suitable so long as the marker includes the target wraith's name.

Spend 1 point of Blood and sprinkle a pinch of the detritus over the target wraith while reciting the epitaph found on the marker from which the detritus was collected. The ritual caster then chooses a specific skill specialization for the target wraith, empowering the ghost.

For a year-and-a-day the target wraith gains an additional skill specialization related to the one described on the memorial marker. For example, a wraith reminded of their qualities as a "brave

soldier" may gain the Melee skill specialization while empowered by Honored Epitaph. Alternatively, a "loving spouse" may receive the Empathy skill specialization. This additional skill specialization can exceed the wraith's typical maximum number of skill specializations.

Epitaph cannot be used to grant wraiths additional disciplines or skill specializations in Lore or Linguistics. A wraith may only be affected by one use of Honored Epitaph at a time; if another necromancer targets the wraith with Honored Epitaph, the effects of the earlier ritual casting immediately ends.

THEFT OF IDENTITY

When it was discovered that thaumaturges had ways to harness the power of technology through their blood, necromancers realized they were behind the technological curve. While Thaumaturgy focuses on manipulating technology, necromancers have found a way to obtain and exploit the information of the recently dead for their own means. By obtaining a recently dead corpse, you can use their remains to gain access to personal information and files that otherwise might be lost to the grave.

For this ritual to work, you must have access to a corpse that has key portions of its anatomy preserved. You must remove one (or all) of the following items from the corpse that must be mostly intact: its eyes, tongue, or fingers. This requires at least one dot of the Medicine skill. You may then spend 1 point of Blood to swap the severed part with your own corresponding part. Doing this causes 1 point of unsoakable aggravated damage per item, but the replacement parts will function normally.

- **Eyes:** You can successfully impersonate the target at any retinal scan.
- **Tongue:** You may successfully impersonate the target's voice, avoiding any electronic detection.
- **Fingers:** You can successfully replicate the target's fingerprints for the purposes of electronic detection.

In addition to these effects, attaching at least one of these body parts imparts a semblance of memory consisting of the deceased's passwords and the location of their data and accounts. You may choose to retain the stolen body parts, but they will continue to decay over time, granting you a truly horrific appearance.

WAIL OF THE DEPARTED

Where Death walks, the wails of the weeping follow. Some cultures believe that the dead cannot progress to the afterlife unless they are sufficiently mourned, while others believe that too much grief can invite harmful spirits. This ritual allows you to hear the wails of the Banshee in an area of your choosing; the spirits whose cries accompany the dead.

To perform this ritual, you must collect a piece of art that depicts a weeping woman. While older ritualists commonly use religious iconography, more modern artistic depictions may be used as well. The art must be wrapped in silk that has been soaked in 1 point of your blood and placed outside during a new moon as this ritual is a cast. Thereafter, the art may be placed in any building. Should any death occur within the building, you are struck with a brief yet violent pain as your mind is wracked with the echoing wails of the banshee, rendering you unable to hear for a turn.

You may sever your link to the icon at any time by burning the silk the art was wrapped in. This immediately ends the ritual and destroys the icon. The piece of art will retain its potency for 90 days unless it is brushed with your blood. Doing so renews the item for another 90 days. A necromancer may have a number of these objects equal to her Occult skill at a given time.

Level 3 Rituals

Bathory's Blessing

For some, the study of the dead is a lesson in knowledge; for others, it is a lesson in pain and sadistic glee. Legends claim that Elizabeth Báthory de Ecsed was a notorious serial killer who murdered her innocent victims and bathed in their blood to retain eternal youth. Legends called her the Blood Countess; a savage ruler who prized earthly beauty over any heavenly reward. Giovanni who studied her work considered her a genius, adapting her practices to suit their own needs. By following her teachings and utilizing Necromancy, you can call upon the Blood Countess to fuel your own necromantic abilities.

To enact Bathory's Blessing, you must gather a number of the nearly or recently dead mortal bodies equal to your dots in Generation and bleed all their blood into a large tub. You must then add 1 point of your Blood to the tub and submerge yourself in the mixture. Your body must remain in the pool of blood throughout the casting. Once complete, you emerge with flawless skin and an invigorated feeling. You may choose an additional Social focus which you gain for the evening. Killing victims for the sake of this ritual unavoidably results in the gain of 4 Beast traits, even if you did not directly take part in the killing.

Dark Absolution

Necromancers use and manipulate wraiths, wielding them like pawns in a cosmic chess-match. For the lonely souls who seek absolution, this existence can be worse than any afterlife could offer. For those wraiths who prove their loyalty, this is the ultimate gift: final release from her existence and a chance for peace.

To perform this ritual, you must destroy representations of the wraith's remaining fetters. Once the representation of the final fetter is destroyed, you must spill 1 point of Blood on the ground, causing the wraith to manifest. You must then immediately begin to siphon the angst from the wraith. Each wraith has an angst level equal to its Stock NPC Level. For each point of angst drained this way, you gain one Beast trait as the wraith approaches Transcendence, a higher state where her mortal issues are resolved and the soul journeys onward. Multiple necromancers may work together to drain the wraith's angst if each knows this ritual. If you are unable to drain all levels of angst from the wraith in one session, the wraith will return to the Shadowlands where her angst will be replenished. When a wraith has no angst remaining, she transcends.

Exploitation of Weakness

The rivalry between the Giovanni and the Ventrue is not a secret as the two clans often compete for the same resources. Over time, the Giovanni have observed the difficulties the Ventrue have with their clan weakness and have found a way to weaponize it against their other rivals.

Obtain a personal object from your target and burn it. Then, mix the ashes of the item with 1 point of Blood and smear the mixture over an effigy of your target. By succeeding in an opposed challenge, you can give your target the Prey Exclusion flaw (see **MET VTM, Chapter: Five, Merits and Flaws, page 265**), prohibiting her from feeding on a type of mortal of your choice. If the target already has the Prey Exclusion flaw, these effects temporarily replace it. While this ritual is active, the target gains no nourishment from the specific restriction. You must declare to the Storyteller what the restriction is as the target character is not immediately aware and may be required to spend a feeding downtime to discover it. A character can only be the target of a single instance of this ritual at a given time and if your target is already affected by Greater Exploitation of Weakness or the Ventrue clan weakness, this ritual's effects do not apply. This ritual lasts 30 nights after it is cast.

GHOSTLY ENFORCER

The rise of globalization has transformed nearly every industry, including that of money lending. While loan sharking was once localized in neighborhoods, enterprising Giovanni have adapted with the times, combining ancient rites with modern needs. As the god of the underworld, Dis Pater presides over all wealth and debt, and looks unfavorably upon any who would rob him of his due. This ritual grants you the power to employ the dead in your collection efforts, denying rest to those who shirk their obligations.

This ritual allows you to summon a Usurer; a special type of wraith with the unique power to provide notice to someone in your debt that their payment is due. To cast this ritual, you require a contract, IOU, or some token or marker exchanged as part of the agreement. This object must originate directly from the debtor; a Harpy's record will not suffice. By covering the item in 1 point of Blood, the Usurer will appear and inspect the marker. If the debt is legitimately owed, the wraith will approve and deliver a message of your making to the debtor. This message is typically a reminder of the debt, the payment owed, and how to arrange payment. The wraith will then disappear and pursue the debtor, wherever she may be, living or dead. As part of the ritual's magic, the wraith cannot be followed or affected by powers.

The amount of time it takes for the wraith to find the debtor is up to the Storyteller, but it will never take more than 7 days. The wraith will always find the debtor due to the ritual's magic and the connection generated by the marker. The wraith is not fooled by the Alternate Identity background or supernatural means of deception or concealment.

Once found, the next time the debtor sleeps the wraith will enter her dream and deliver your message in a terrifying fashion. The debtor will begin her next game session missing 3 points of her Blood (or Gnosis or Glamour, as is appropriate) and 1 point of Willpower. The Usurer collects this as interest on the debt, though she will not take any Blood (or Gnosis or Glamour) if the debtor has 3 or fewer points remaining. If the debtor is a mortal, the mortal will not lose blood, but instead will receive no rest from that night.

After the notice is delivered to the debtor, or if the debtor is dead or in torpor, the wraith disappears. It cannot be found or summoned again, nor compelled to give information on the debtor (including her location or true identity).

For a debt to be considered legitimate, it must meet all of the basic terms that a court of law would require; agreement between parties, an exchange of something of value, and no duress. In addition, the marker cannot have been given fraudulently (such as by someone impersonating the debtor). This ritual will function on debts that have been traded or acquired, provided such terms were not explicitly forbidden. It must also be somewhat significant; at least a minor boon or a non-trivial amount of money.

This sort of collection method is viewed as scandalous by some, but most would view someone who defaults on a debt to a necromancer as foolish. Unfortunately, the nature of boons does not indemnify the debtor from such extreme means. No individual may be affected by this power more than once a month. The ritual will simply fail if your target has already been affected by it. Subsequent uses of this ritual will summon a different spirit.

The wraith that is summoned is brought forth by specific magical means. It cannot be compelled, coerced, affected by Necromancy, or summoned again. Any attempt to do so violates the ritual's magic, and the wraith will immediately disappear, unable to be affected.

STYGIAN FORTRESS

No one knows exactly how the Shadowlands is shaped, only that it is affected by the intense emotions of the mortal world. Talented necromancers harness this power to shape small pockets of the Shadowlands into Stygian Fortresses. These locations offer heightened privacy and security, even if they come with an added bit of danger.

While in the Shadowlands, you must combine 1 point of your Blood with the ashes of white heather, gladiola, and churchyard dirt in a copper bowl, and then paint the exterior of a door with the mixture. As you do, the Shadowlands surrounding you ripple and shift, mutating and changing. This continues for 15 minutes at which time she can open a door directly into a Stygian Fortress; a structure that exists in the Shadowlands.

Although each Stygian Fortress differs aesthetically, they are nearly mechanically identical. Each Stygian Fortress is a Prestige Stock Location with a rating of 5. The qualities of the location are: Dead Zone, Haunt, Isolated, Location, Off the Grid, and one additional quality of the necromancer's choice. See **MET VTM Volume 2 Issue 1, Chapter: Five, Core Rules & Dramatic Systems, page 117**.

A necromancer may only have one Stygian Fortress in existence at any given time. The door to the Stygian Fortress can only be opened by the necromancer who cast this ritual, though others may attempt to gain access to the fortress through a difficulty 5 Complex Quest into the Shadowlands. Should anyone exit the fortress, rather than exiting to the Shadowlands, they will return to the last location this ritual was cast. The door and the fortress will retain its potency for 30 days, though the ritual may be refreshed once per month by expending a downtime action. If the ritual lapses, you may cast it again to gain access to the same fortress with all its previous belongings. Others may attempt to find a lapsed Stygian Fortress as described above.

— STYGIAN FORTRESS —

The massive estate juts out of the twisting ephemera of the Shadowlands, offering a safe haven to those who dare enter the land of the dead. Though the aesthetics are always slightly different, the heart of the building is the same — a sprawling villa reminiscent of Ancient Rome. Ivy and turrets might be added by the necromancer, but the building is always recognizable.

Prestige Stock Location

Stock Location Rating: 5

Qualities: Dead Zone, Haunt, Isolated, Location, Off the Grid, plus one additional quality of the necromancer's choice.

Thorn of the Undead Heart

Life and death are two sides of the same coin; an unending cycle that powers itself. The curse of vampirism preserves life somewhere in between. By manipulating and harnessing the energy released by the dead, the necromancer crafts a powerful weapon hungry for the lifeblood of vampires.

To cast this ritual, you must first unearth a body that was buried within the past lunar cycle. Nine white oak tree seeds and 1 point of your Blood must be forced into the throat of the body, which is then buried in the light of a full moon at its apex. The tree grows with supernatural rapidity, and on the next full moon, it has matured into what seems to be a twisted sapling. You may cut a number of stakes from the roots of the tree equal to your Morality rating. Rather than suffering a -3 penalty when attempting to stake another, wielding a stake made from the roots only imposes a -1 penalty to your attack pool. All other conditions must be met in order to successfully stake another vampire.

Once the stake has been cut and infused with power, anyone can use it. Any stakes enhanced by this ritual must be used within one month, or the power within them fades. Once this stake pierces a heart, it reverts to a normal stake.

Level 4 Rituals

Baleful Doll

Fairytales warn of unsuspecting travelers who stumble upon magicians and forest witches only to trade away parts of themselves in exchange for momentary aid. These cautionary tales exist for a reason, as the hapless travelers soon find that what seems to be an innocent request can make them vulnerable to powerful magic. With this ritual, you can create an effigy of your target that carries a powerful curse.

To prepare this ritual, you must first create an effigy of a target. You must either have familiarity with the target or a personal object of hers and have a piece of you target (i.e., hair, nail clippings, blood, etc.). The doll can be made of any material but must include a piece of the target worked into its construction. This preparation may be stored for up to a maximum of 30 days, but the target must still be familiar to you at the time of use. To cast the ritual, place the doll next to a candle and light it while visualizing the target. As the candle begins to melt, pour the hot wax onto the doll and let it harden. To complete the ritual, while still visualizing your target, break the doll into at least two pieces, pour 1 point of your Blood over the pieces, and make an opposed challenge against your target.

If you succeed in an opposed challenge, the target gains the Fragile Bones flaw. The effect lasts for the next hour, unless the effigy used to cast the ritual is destroyed first. Each doll may only be used once; to use this ritual a second time on the same person, a new effigy must be created. Multiple uses of this ritual on the same target do not stack, but a second successful application extends the time of the flaw.

BODY AND SOUL

The dead must put some effort into possessing a body, and it is a far cry from feeling real life again. Through their studies, some necromancers have found ways to attach these lost souls to bodies, albeit dead ones. With this ritual, you may bind a wraith's soul into a zombie's body, and for a year-and-a-day you give the spirit some aspect of life. This is different from ordinary possession; the two parts make a new whole.

Use this ritual to permanently bind a wraith to a zombie by using 1 point of your Blood to carve mystic sigils into the undead flesh as your wraith is possessing it. Any willing wraith may be bound in such a way; should you try to bind an unwilling soul or one controlled by another necromancer, you must first make an opposed challenge using your Necromancy test pool to attempt to gain control of the wraith.

Once bound, the resulting creature gains the Physical abilities of the zombie with the Mental and Social powers of the wraith, powered by its Pathos. The wraith is not considered to be in possession but is in full control of the body. Powers that are effective against either zombies or wraiths, such as the Sepulchre Path, will be able to affect this creature. These creatures' function as Stock NPC Retainers, using the lower stock level of the wraith or the zombie for the new entity.

You may create any number of these creatures up to your levels of Occult skill; should you go above this number, the first soul you bound is forced free of its body, wherever it may be. This ritual lasts for 30 days, or until the zombie is destroyed.

BROKEN HEART

Some believe death is all violence and blood and fire, but it is so much more than that. It is the creeping dread of mortality; a reminder that nothing lasts forever. That is the death you reserve for your true enemies — the kind of death that slowly suffocates them and drags them into oblivion.

To enact this ritual, you must obtain an item belonging to your intended victim. This item must be of some significance to the victim — a picture of a deceased loved one, a well-loved stuffed animal from childhood, or a family relic carried from her homeland. Alternately, you may utilize a point of the intended victim's vitae. The item or vitae must be burned on a bonfire made of weeping willow branches, yew tree, and morning glory petals that have been soaked in 1 point of your Blood. Upon completion of the ritual, initiate an opposed challenge with your target, who must be within 10 miles of your location.

A human affected by the Broken Heart is cursed. Within 48 hours, any naturally occurring event or interaction that causes the victim excessive excitement, sorrow, or joy, will also trigger her immediate death. Although a victim may be revived if medical services are swift, she will be trapped in a coma and will only regain consciousness if she ingests 1 trait of vitae. Only supernatural investigation will offer evidence of the suspicious circumstances surrounding the death.

If the target is a supernatural creature or awakened mortal, she finds herself filled with sorrow and longing for things lost, and immediately loses all Social focuses until the following sunrise. Any attempt to gain a Social focus fails immediately unless the victim spends 1 point of Willpower to temporarily ignore the effects of the curse. Although the vampire cannot identify who attacked her, she knows without a doubt that someone or something has supernaturally affected her.



FELL FAMILIAR

Stories of ghostly possession are not limited to human vessels. Horror is rife with tales of animals filled with a touch of the otherworldly; once gentile souls who turn on their masters with feral savagery. You have the power to imbue an animal with a ghostly soul, filing it with the rage of the undying. To do so, you must feed the animal a quantity of human flesh from a victim who died in an animal attack.

This ritual prepares a living animal to serve as a vessel for a wraith. You may force a retainer of yours to possess it, or may use a nearby Stock NPC wraith. The now-possessed animal is controlled by the wraith, who retains its human intelligence and is bound in this form for a year-and-a-day or until the animal's body is destroyed. The wraith possesses the full faculties of the animal and may use its own powers as well. For the purpose of determining test pools, the Fell Familiar uses the higher stock rating of the two, though it may use specializations from either. It may be affected by both Animalism and Necromancy, and by similar powers that affect animals and wraiths.

Most wraiths are loathed to possess animals, considering the practice demoralizing. They are known to lash out, which is why such animals are typically considered poor-tempered. They have few qualms about attacking humans or putting the lives of their hosts at risk for should the animal die, the wraith will be freed from captivity. If you choose, you may assign a task to the wraith which will end the ritual's effects should the wraith complete the task.

You may have only a single active instance of this ritual at a time. If you cast it again, your previous wraith is released.

HAND OF GLORY

A Hand of Glory is one of the more infamous and gruesome creations that accompanied the spread of magic and superstition. By ritually severing and preparing the hand of a murder, you can create a powerful object with the ability to paralyze the occupants of a home.

To create a Hand of Glory, you must prepare the item in the traditional manner. First, a severed hand of a condemned murderer is wrapped in a linen funeral shroud, before being placed in an earthenware jar with spices. After a fortnight, the hand must be removed from the jar and smeared with a mixture consisting of 1 point of your Blood, fern, and vervain, before being dried in a wood-burning oven. Once a Hand of Glory has been created, it requires a monthly sacrifice of 1 point of Blood to preserve its magic. Anyone may activate a Hand of Glory once it has been crafted.

To activate the Hand of Glory, the vampire must place a candle in the fist of the mummified hand and light it. Once the candle has been lit, all mortals within a building no larger than a 3-story residence or medium-sized office building fall into a deep sleep and cannot be roused. Occupants who are supernatural in any way, including ghouls, kinfolk or fae-touched, are not affected by the Hand of Glory. This effect lasts for one hour, unless the candle is extinguished prior. You may use a Hand of Glory five times before it ceases to function.

Level 5 Rituals

Bind Death's Sickle

While the coming of death brings sadness and grief, most can acknowledge its necessity in the cycle of life. For if death ever ceased, the pain and misery resulting from a life prolonged would carry its own cruelty. This ritual allows you to temporarily ward an area from death itself, trapping the dying in their earthly shells and denying them release.

This powerful ritual requires at least 2 but no more than 6 participants, though only one must possess the ritual. Participants must either have Necromancy or 3 dots of the Occult skill (Stock NPCs cannot meet this requirement). This ritual must be performed on consecrated ground. Each participant must donate 1 point of Blood into an ornate silver box. The lead ritualist must then add crushed nightshade berries and 1 point of her own Blood. The box is then sealed and set on a pedestal surrounded by white irises. In the Shadowlands surrounding the area, all wraiths immediately become agitated and instantly aware that something is not right. They gain a +1 wild card bonus to any challenges when manifested.

The effects of this ritual impact an area the size of one mile per level of Necromancy possessed by each ritual participant. Until the following sunrise, no natural deaths can occur within this area. Instead, each soul that should have died is immediately marked and chained to the location to ensure the creation of a wraith upon their eventual death. At some point before sunrise, the necromancer must open the box, triggering the delayed death of the victims and releasing powerful necrotic energies. The ritual participants must spend 10 Willpower points between them to mitigate the powerful energies that spring forth. This Willpower cannot be regained for 30 days or the next game session, whichever is longer. If the Willpower is not spent or if the box is not opened at sunrise, death lashes out and renders all participants torpid.

Each person within this area who should have died immediately knows that their very existence is unnatural. Often these victims are left in excruciating pain, begging for a death that is not forthcoming despite obviously fatal wounds. This phenomenon persists until the following sunrise, when every victim screams out at the same time before dying. Needless to say, this ritual is a profound breach of the Masquerade. Wraiths created in this fashion are often volatile and unstable, adding further chaos to the event.

This ritual is rarely used in modern days in order to protect the Masquerade. However, it remains an extremely powerful tool for terrorizing Camarilla members who refuse reasonable discourse.

Greater Exploitation of Weakness

Sometimes it is not enough to simply deny someone the ability to find sustenance – desperate times call for desperate measures and even the greatest of enemies must be brought to heel. The necromancer intent on revenge can do more than troll their target's weakness; they can make her unlife literally hell. By calling forth this curse on an unsuspecting target, you can force her to crave the vitae of whatever you choose, even if she previously has a feeding preference.

This ritual is similar to Exploitation of Weakness, except you can remove all feeding options, save one. You must possess the specific blood type of the new feeding restriction, which may require downtime actions to obtain, but may choose the defining characteristic from the qualities possessed by the donor. When the ritual is enacted, you must spend 1 point of Blood and engage in an opposed challenge against your target. If successful, the target immediately is aware of the new feeding restriction as they develop a mild craving for the new blood type. The Storyteller has the final say on the appropriateness and availability of the feeding restriction (for example "red head people who have been to the moon" would not be appropriate). The characteristics of the

blood requirement cannot include disease, blood alcohol content, or drugs. This ritual will override the Ventrue clan weakness and the Prey Exclusion flaw. If the target attempts to feed from anything except what the necromancer declares, the blood immediately turns to ash in her mouth. A target may not be affected by both the lesser and greater versions of this ritual. This ritual lasts for 30 days.

LETTERS FROM BEYOND

Grief is by its very nature intertwined with regret. Final separation brings with it a torrent of unexpressed thoughts and feelings, conversations lost, and words unspoken. Some pursue Necromancy in an attempt to alleviate these regrets, reliving a cherished relationship and thwarting death itself. This ritual allows you to write a letter to anyone, living or dead, and receive a reply.

This ritual lets you summon a special type of wraith called a Harbinger who will take a prepared message to a dead individual. This must be a handwritten note prepared on 3 or few sheets of paper using ink mixed with 1 point of your Blood. When the ritual is cast, the wraith will appear and review the message and the information concerning the intended recipient to determine if it meets its approval. If it does, the wraith must then be paid to carry out its services. If the recipient lived a truly virtuous life the fee could be as low as a few common coins, while less virtuous souls require greater payment such as gold or other precious materials or stones. The typical vampire requires the equivalent of an expenditure of Resources x3 or greater. The Harbinger may raise or reduce its fee at the Storyteller's discretion.

Through the power of the ritual, the Harbinger will be able to locate its recipient, wherever she may be, living or dead, and deliver the letter. The recipient will then have 24 hours to write a reply (writing materials are provided), which the wraith will review and return subject to the same limitations (the return fee is included in the initial payment).

The amount of time this takes is indeterminate. In game terms, the Storyteller will facilitate the process, reviewing and approving the content of each message. If the recipient is a deceased PC, the Storyteller may choose to contact her player. While in game terms the wraith is capable of finding anyone, it may refuse a request which the Storyteller deems unfit for her chronicle.

The message sent must be to a person of significance to the writer of the message. Writing a letter to an admired person who the writer never met will not meet the ritual's requirements. In addition, in the event the recipient is or might be dead, neither of the messages may seek or disclose any information about the circumstances of the departed's death. The Harbingers are uninterested in involving themselves in affairs beyond the shroud and will refuse any such requests. The message must also not seek or disclose any information as to the disposition of the departed soul, or any information that might inform the living about the nature of death and the afterlife. It is simply a personal letter; the kind she may have written before her death.

You may only cast this ritual once every 6 months, though the Harbinger denying your request does not count as a casting. Those rare few who have mastered this ritual are known to demand exorbitant prices for its performance. There are no known instances of this ritual successfully contacting an Antediluvian or other being of extraordinary power; the Harbingers will simply refuse any such request.

The wraith that is summoned is brought forth by specific magical means. It cannot be compelled, coerced, followed, affected by powers, or summoned again. Any attempt to do so violates the ritual's magic and the wraith will immediately disappear, unable to be affected.



WE ARE LEGION

Few things are more capable of striking fear into the heart of the enemy as a legion of undead bearing down on them. Though this ancient ritual was once commonly used as a final option in times of discord, it has rarely seen use in modern nights due to the severe damage to the Masquerade that it inevitably inflicts.

This ritual draws the discarded remnants of dead bodies that decomposed in the nearby area to provide a supply of vessels for reanimation. To perform this ritual, you must prepare a true corpse by force feeding it food from a funeral repast until its stomach is full. The corpse must then be reanimated using Shambling Hordes (see **MET VTM, Chapter Four: Disciplines, page 175**). The zombie is then buried as 3 points of your Blood is spread around the area.

One hour later, a number of zombies equal to three times your Occult score will erupt from the consecrated earth. This legion of creatures is composed of 3-point Stock NPCs that act with one mind. The horde will follow simple commands, and functions as a group. For example, you cannot command half of your horde to follow one enemy and half to follow the other. If powers are used to enhance the legion, it may only have a single instance of a power in effect as if the legion were a single target; the legion may not have multiple applications of the same effect or have effects that only target some of the zombies.

All of the zombies are created by summoning remnants of decomposed corpses from the area. This results in a wave of creatures that are unclothed, patchworked together from multiple parts, and appear to be utterly nondescript people. Should one be killed, the creature crumbles to the ground and turns to ash.

The legion does not count against your limit of zombies based on your Occult skill level. A necromancer may only summon one legion within a lunar cycle. At sunrise, any zombies created by this power immediately crumble into dust.

Thaumaturgy



The Green Path

"Learn from the wilds of the rainforests. Appear to bend from above when the harsh winds blow, but from below... grow and conquer the masses."

— Aithne Frigg, the Professor of Perennials, Regent of Clan Tremere

The Green Path draws upon the metaphysical connection to earth, plants, and organic materials. A craft as old and arcane as magic itself, the practitioners of the Green Path are as diversified in their magics as plants are in their species. Used for healing, self-progression, protection, and destruction, plants give thaumaturgists new knowledge of the potential of the world around them; empowering insights beyond the archaic methods of herbalism that enable them to communicate in a transcendent and symbolic language that reflects the inner workings of the natural world.

Masters of the Green Path can be found in a botany lab experimenting on seedlings and in massive greenhouses. Rumors have persisted throughout the centuries of isolated bioarcanists, so consumed by the pursuit of their dedicated practice that they lost touch with vampire society.

Green Path thaumaturgists have studied the success of nocturnal plants and organic materials at such lengths that the plants they grow thrive and survive under the moon's soft glow. The success of a cultivated garden by a Master of the Green Path stems from the key ingredients of blood, moonlight, and the power of the occult.

Green Path Test Pool

Mental attribute + Occult skill versus target's Physical attribute + Dodge skill

• SANGUINE HARVEST

As immortals, vampires do not need water or food to exist, but that does not mean they do not long for a taste of what they once craved in their breathing days, a connection to their lost human life. Through centuries of study in alchemy and botany, the bioarcanists have perfected the means of infusing plants with vampiric life, causing them to produce food, beverage, healing salves, herbal supplements, and even poisons all fit for vampire consumption and use. This creation of vampire life within plants is the basis for mastery and understanding of the Green Path of thaumaturgy.

Spend a point of Blood and use your standard action to feed your Blood to a single plant. As a result, the plant becomes a ghouled version of itself; however, it does not become a Stock NPC nor can it acquire disciplines. Instead, it is infused with life and vitality, growing healthy and strong. You may maintain any number of ghouled plants, creating lush gardens and exquisite greenhouses for your enjoyment.

You may also cultivate a small number of your plants to generate twisted fruit, seeds, vegetables, or legumes with mysterious or enhanced properties. You may spend a single downtime action to cultivate your plants. If you do, at the start of the next game session you may harvest a single plant, plus a number of additional ghouled plants equal to your dots in the Science: Botany skill. Bioarcanists are often particular about which plants they imbue with various effects and certain fairytale enthusiasts are known to deal exclusively in apples, while others maintain the pomegranate is the superior vessel. Regardless of their form, these items can be consumed by vampires, but do not provide them with a nutritional benefit unless otherwise stated. Choose one of the following benefits:



- **Aesthetic:** The specimen you create is especially beautiful or otherwise captivating to the senses. It has a special appearance, taste, fragrance, or any combination thereof which you may choose. You create 5 of these items per harvest. These items can trigger the Toreador clan weakness. For example, flowers can trigger the Toreador clan weakness with their appearance, while other items may need to be consumed or processed into oils or perfumes to captivate a Degenerate.
- **Blood Sack:** Your plants are able to create a fruit capable of providing sustenance to vampires. Biting into it and consuming its juices restores 1 Blood point. If you have the personal Masquerade Merit you can eat the fruit instead to gain its benefits, though you must still vomit it later. However, due to vampiric physiology, a vampire cannot stomach consuming more than 3 items with this quality in a single night and will vomit any additional Blood Sacks beyond the third receiving no benefit from the consumption. You can create 3 of these items per harvest.
- **Bountiful:** You cultivate edible foods in a substantial volume. Each unit supplies one night's worth of food for up to four humans or human-sized herbivores. Each harvest has 7 items.
- **Hallucinogenic:** Ingesting such an item causes potent hallucinations in humans and vampires. See **MET VTM, Chapter 7: Core Systems, page 286**. Each harvest has 3 items.
- **Knock Out:** Ingesting this item causes a temporary loss of consciousness. This does not affect vampires. See **MET VTM, Chapter 7: Core Systems, page 286**. Each harvest has 3 items.
- **Restorative:** This item can be made into a salve that cures 1 point of damage regardless of type. It can be used on both vampires and mortals. Each harvest yields 1 use.
- **Toxin:** This item is poisonous (Virility 10) and harmful when ingested by mortals or vampires. See **MET: VTM, Chapter 7: Core Systems, page 286**. Each harvest has 3 doses.

Consuming or using one of these items requires a standard action. Once harvested, these items are perishable and will lose all potency after 1 month. This duration cannot be extended through mundane or magical means. Items created in this way cannot serve as a sympathetic link to their creator and do not create a blood bond when consumed nor do they turn mortals into ghouls.

FOCUS [INTELLIGENCE]: Your specimens are especially abundant. You gain an additional 2 items per harvest.

●● BOUGHS BELOW

The strength of a plant, like the strength of a thaumaturge, draws power from the foundations and roots of its existence. By channeling the essence of the plant, the bioarcanist frees it from its confines of dirt and mud and compels its growth to hinder and trap her foes.

Spend a point of Blood and use your simple action to activate Boughs Below. For the next 30 minutes you gain the ability to spend your standard action to ensnare a single foe as you cause roots to spring from beneath her. This effect is magical in nature and will function as capably on the 3rd floor of a hotel constructed from glass and steel as it would outdoors. If you succeed in an opposed challenge, your target becomes Grappled (see **MET VTM, Chapter 7: Core Mechanics, page 280**). Unlike a standard application of Grapple, you can move and act as normal without ending the effects. If an individual Grappled by this power attempts to escape, she must succeed in a static challenge using her Physical attribute + Brawl or Melee skill versus your Mental attribute + Occult skill. If the individual succeeds in the contested challenge to escape the Grapple, you may not retest using Willpower. You may ensnare any target within your line of sight, provided she is no more than 10 feet off the ground or floor.

Exceptional Success
Your vines ensnare and move your target. You may move your target up to 2 steps in any direction if you choose.

> FOCUS [WITS]: Targets who are Grappled by your use of this power are also Disarmed. If you are within 3 steps of your target, have a free hand, and spend a simple action, your summoned vines will hand you the item your target once held.

●●● NIGHTSHADE'S REPOSE

By channeling the pollination and mystical properties of one of the deadliest plants known to man, you can harness the destructive properties of Nightshade causing it to burst forth from your pores. Those who remain close to you are subject to its power, rendering them in a state of thaumaturgical vulnerability.

Spend a point of Blood and use your simple action to release a magical plume of atropine and scopolamine from your pores that emanates in the air around you, 5 steps in every direction. All characters within this area become more vulnerable to blood magic, receiving a -3 penalty to defend against any direct attacks by Thaumaturgy, Necromancy, or Abyss Mysticism powers or rituals. This applies to your powers and to powers used by others on the affected characters. This penalty only applies to blood magic that causes an immediate effect on your target; if a power or ritual augments your ability to strike a target, such as Hand of Flame, this bonus does not apply.

When this power is active, targets within 10 steps will notice the distinctive smell of the scented flowers of the perennial Nightshade, with you as its source. Having this power actively precludes you from benefiting from supernatural concealment, such as Unseen Presence. Further, Mask of 1000 Faces cannot disguise this odor.

As the source of this effect, you do not suffer the -3 penalty to defend against Blood Magic.

However, you can be affected by another character's use of this power. Multiple applications of this power do not generate a cumulative penalty.

> FOCUS [WITS]: When you activate this power, you may exempt a number of allies equal to your dots in the Occult skill from this power's effect.

●●●● CHLOROKINESIS

Plants are living and breathing organisms capable of communicating in ways scientists have only recently come to realize. Through complex root structures, plants can share information about invasive species, basic needs, and even share nutrients among connected species. Well ahead of the pace of science, ages ago bioarcanists adapted their Thaumaturgy to exploit these networks. To that end, you have the power to elicit a variety of helpful effects from nearby flora, enlisting them as your servants or directing their growth.

Spend a point of Blood and your standard action to channel your connection with the botanical world to create one of the following effects:

- **Green Thumb**: You can create, shape, and manipulate plants, including wood, vines, moss, or specific parts of a plant, such as leaves, seeds, roots, fruit, and flowers. You can cause a single plant to grow up to its full size and can revive withered or dead plants.
- **Leave Only Footprints**: You can call upon the carrion power of nature to cleanse a natural outdoor area 30 feet in diameter of any signs of foreign disturbance. This power requires the area to be covered in soil or natural rock; a suburban lawn is fine, but an outdoor parking lot is not. Over the next 5 minutes, any bodies instantly decompose as biomass is absorbed into the earth. This includes corpses, ash, pools of blood, clothing, and small inorganic personal items. Powers such as Spirit's Touch and Wooden Tongues will not reveal any information about the body.

- **One With the Forest:** You form an empathic connection with the nearby flora. You understand the relative health and needs of all nearby plants. While they are not intelligent enough to communicate, they can sense and confirm the presence of other parties. While this power is active, you may use it to track targets in a rural or wilderness setting. You may also use your Occult skill in place of the Survival skill if you choose. See **MET VTM Volume 2 Issue 1, Chapter: Core Rules & Dramatic Systems, page 111**. This effect lasts for 30 minutes.
- **Sylvan Sentry:** You can designate a single plant as a sentry. The plant must be at least as large as a shrub or hedge. Should anyone besides you come within 3 steps of your designated plant, you will receive a psychic notification. However, you will not know the identity of the trespasser or the number of people. As plants do not have minds, they cannot be affected by the Obfuscate power; however, your plant sentry cannot see across the Shroud or the Gauntlet and cannot detect Wraiths or Spirits. You may only have a single sentry designated at a time, and this power lasts only a single night.
- **Terra Form:** You can awaken a single plant, causing it to uproot from the soil and "walk" for a short time. Plants animated in this way may move at 1 step per turn and can take no other actions. You may command it to root itself in the ground as you like, or it will do so on its own when this power ends. If no soil is immediately available, it will seek out the nearest patch. This effect lasts for 30 minutes.

  FOCUS [INTELLIGENCE]: You can compel various microflora and tiny organisms to serve your will as effectively as a standard plant. You may use One With the Forest and Leave Only Footprints indoors and in primarily urban settings as if they were an outdoor setting.

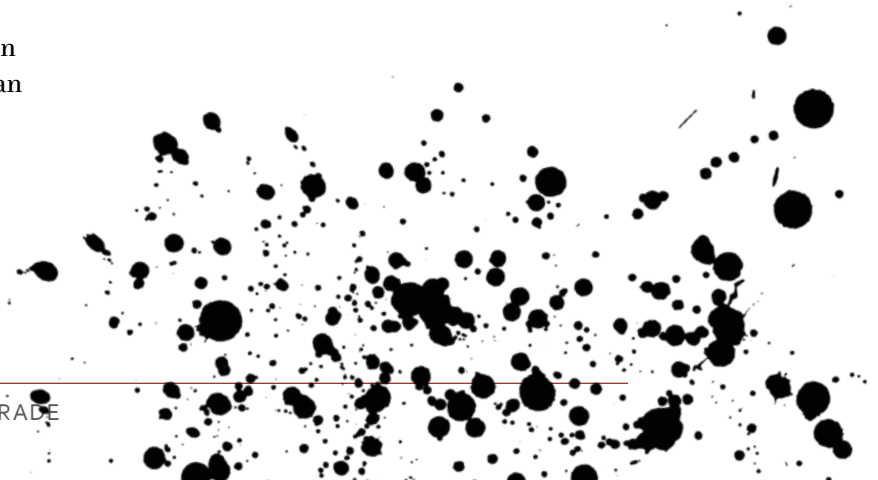
●●●●● CARNIVOROUS ROOTS

Mortals forget the destructive power of a tree's roots until it is too late, unaware as they spread deep underground, wrapping around gas lines, uplifting and cracking cement, and shifting buildings in their wake. The bioarcanists have turned the destructive power of roots to their advantage, imbuing them with the ability to syphon life energies.

Once learned this power is always active. When using Boughs Below, you may target up to 3 individuals, making a separate challenge against each. If you spend a point of Willpower to retest against any of them, you may also retest against any remaining targets who you have not tested against without spending additional Willpower.

In addition, at the end of the turn, if you have a target Grappled by Boughs Below, you may drain her of a single point of Blood which you may then absorb. Traits of Blood absorbed in this way are purified through a complex system of roots and do not convey any harmful effects, such as the blood bond.

FOCUS [INTELLIGENCE]: Targets who are Grappled by Boughs Below are considered valid targets for your powers that require you to directly Grapple your target, such as Cauldron of Blood, Withering, or Necrosis. Only disciplines and Thaumaturgy powers may be used in this way; techniques and elder powers cannot. Any activation costs for those powers must be paid separately from those required for Boughs Below. Note: This effect does not allow a subsequent single target power to be used to affect all targets Grappled by Boughs Below; however, you may choose which target is affected.





The Path of Caelestikinesis

"Intellego Astra Rego Fatum!"
— Payton Kincaid, Apprentice of clan Tremere

Since time immemorial, humans and vampires alike have gazed at the night sky, wondering about their place in the universe. In the early history of astronomy, Earth was regarded as the center of all things. By the 16th century, Copernicus proposed that Earth and other planets orbited the sun. A century later, Newton discovered measurable forces between objects. By the 20th century, Einstein had formulated his General Theory of Relativity. Each of these advancements caused a profound shift in the understanding of the cosmos.

Alongside the scientific endeavors of cosmology are the religious implications of this knowledge. The profound nature of religious cosmology delves into the spiritual aspects of the cosmos and is not limited to experimental observation or theories and hypothesis. Instead, it concerns the myth, meaning, and stories that surround the religious implications of this knowledge.

While science holds dominion over the world of mortals, astrology maintains its hold over the psyche. Humanity may fully understand that stars are burning spheres of plasma millions of miles away, yet people still look to their astrological signs for guidance.

Ancient thaumaturges embraced the stars as a source of power, aligning their magics with the turning of the seasons and the movement of the cosmos. While known by many names throughout the years, the modern Caelestikenesis implies that users can create, shape, and manipulate the cosmos. This reflects a modern understanding of astronomy, combining inherent spiritual beliefs with scientific understanding. Through the powers of Caelestikenesis, a thaumaturge can alter the physical and spiritual attunement of the cosmos.

• PERFECT CENTER

In ancient times, ships navigated by attuning their movements to a lodestar; a star chosen for its constancy, visibility, and reliability. For many sailors this was Polaris, but in the Southern Hemisphere the Southern Cross was the point of reference. Regardless of where you are, you are attuned to movement of the heavens and can discern your location with practically no effort. This attunement is strong enough to aid you in the face of powers that seek to disrupt your bearings.

Once learned, this power is always active. You are aligned with the stars, the seasons, and the celestial flow of the universe. You always know where you are geographically and can find your current or previous location on a map or give fairly approximate coordinates. You have this ability even if you are indoors or underground. In addition, unless you are influenced by a supernatural power, you cannot become lost as long as you are in the physical realm, or in another plane where you have an applicable Lore specialization. If you are involved in any challenges that affect your sense of location or your ability to locate something or someone, such as the elder power Mental Maze, the werewolf gift Trackless Wastes, tracking challenges, or the ritual Illuminate the Trail of Prey, you gain a +3 bonus to these challenges.

In addition, you may spend 1 point of Blood and your standard action to immediately gain familiarity with your current location.

> FOCUS [PERCEPTION]: When you lose a test against a power that involves your sense of direction or location, such as tracking challenges or the above examples, you gain a retest without having to spend Willpower. This retest acts in all ways like a Willpower retest.

•• GRAVITY WELL

Objects exert gravitational force upon each other relative to their size and the distance between them. Even distant and lonely objects exert some pull, while nearby objects maintain an orbit. By invoking Gravity Well, you can magnify the gravitational pull that your physical form has on other living objects, forcing them closer to you.

Spend one point of Blood and your simple action to surround yourself with a significant gravitational pull. Once activated, and at the beginning of the everyman round, all characters within 10 steps of you must take one step directly toward you. This step does not count toward their movement rate or actions and is done outside of initiative. If a character is affected by multiple Gravity Wells, she takes a direct step toward each in the order the Gravity Wells were created.

This movement is considered involuntary. Therefore, a creature who has been ordered through the use of Dominate to remain in place will still move; however, a character with the elder power King of the Mountain does not have to move. Environmental effects that regulate movement still apply, such as if a character is chained to a wall; such characters cannot move beyond the limits of their confinement. Effects that rely on voluntary movement, such as Rigor Mortis, are not influenced by this movement. Characters involved in a Grapple move together.

Gravity Well lasts for 10 minutes and only affects living or unliving creatures; inanimate objects and non-ambulatory life such as plants or dead creatures are not affected. A character may only conjure one Gravity Well at a time. If she conjures a second, the first one immediately ends.

FOCUS [WITS]: Your Gravity Well extends an additional 5 steps. In addition, you can invoke Gravity Well on a static location rather than having the power's effect centered on you. Once you have created a static Gravity Well, the effect remains stationary even if you centered the Gravity Well on an object that is then moved. If the origination of a Gravity Well is not centered on you, you may choose whether you are subject to its pull.

●●● CIRCADIAN DISRUPTION

Tied to the cycle of day and night, a circadian rhythm is the natural internal process that regulates the sleep-wake cycle of all living creatures, down to the smallest bacteria. Even unliving vampires are supernaturally compelled to sleep during the day, and when disturbed or forced awake, they are sluggish to act. By disrupting the circadian rhythm of a creature, you limit her ability to concentrate and perform to the best of her ability.

Spend 1 point of Blood and a simple action to activate Circadian Disruption. You immediately emanate a noticeable aura of lethargy. For the next 10 minutes, whenever you succeed in an offensive challenge using your Mental or Social attribute, any targets you succeed against also become Disrupted in addition to the power's standard effects. While Disrupted, a character experiences momentary lethargy. This limits her skills to a maximum of 3 for the purposes of forming offensive and defensive test pools. A character remains Disrupted until the end of her next action. Multiple applications of this effect are not cumulative.

While Disrupted, characters with the Light Sleeper merit have their skills limited to 4 instead of 3. Creatures who do not sleep, such as zombies, are immune to this power.

Using this power in conjunction with another power makes the challenge magical in nature. Therefore, merits such as Magic Resistance, Countermagic, or certain flaws may apply to challenges where it may not normally be used. You must make your target aware of this power such that she can modify her test pools accordingly. This applies only to the initial challenge; a power such as Countermagic that removes magical effects could end this power but not a non-magical lasting effect such as Dominate.

FOCUS [WITS]: A character remains Disrupted until the end of the next turn. In addition, while Disrupted, characters with the Deep Sleeper flaw have their skills capped at 2 and characters with the Light Sleeper merit have their skills capped at 3. Multiple applications of this effect are not cumulative. If a character is subjected to both the focus effect of this power and the standard effect, apply whichever penalty would last the longest.

●●●● SYZYGY

Syzygy is the alignment of astronomical objects that occurs during an eclipse or an occultation. The act of two celestial bodies joined in cosmic dance bears special meaning in astrology, symbolizing a rare union of special significance. You can create a temporary union between yourself and another, intertwining your fates for a brief period of time.

Spend 1 point of Blood and your standard action to make an opposed challenge as you seek to magically splice two fates together. If you succeed, you and your target become Attuned to each other. While you and your target are Attuned, any negative supernatural power currently affecting you also affects her. For example, if you are suffering from the Dementation power The Haunting, your target likewise suffers from it. If your target is the source of the negative power, she may choose to end the effects normally.

This power only deals with active powers that have a duration of one day or less and not lingering effects such as the blood bond, Conditioning, or rituals such as Blood Contract. In addition, it only transfers status-related effects of powers and not physical effects or

damage. For example, the damaging effects of Psychic Assault, Withering, or Engulf are not transferred, but if you are subjected to Dagon's Call and an Attuned target spends Blood, she would take damage from Dagon's Call.

If the target of this power uses or has used any powers that are affecting you, you are considered the originator of powers that affect her through Syzygy. For example, if another character uses Dread Gaze on you and (once cornered) you use Syzygy on her, you must avoid her, and she must avoid you. If you are affected by a power from a third party, that third party remains the originator. For example, if another character uses Entrancement on you and you use Syzygy on another target, both you and your target are Entranced to the third character. As the conduit, the effects are one way; you are not affected by any powers affecting your target.

If an effect you are under expires or ends, it immediately ends for any target you are Attuned to. You may only have a single instance of this power active at a given time with a new application replacing your previous instance.

This power lasts for 1 hour or until you have lost sight of your target for 5 turns.

FOCUS [PERCEPTION]: While Attuned, you may gain the positive benefit of one supernatural power from which your target is currently benefiting. This must be a standard power from levels 1 through 5 or a technique; you may not gain the benefits of elder or Luminary powers in this way. You do not need to know the precise name of the power, but you do need to be aware of it. This positive benefit lasts until your chosen target no longer benefits from it or no longer has it active. Bonuses that do not originate from powers, such as a werewolf's innate shapeshifting or merits, cannot be duplicated. Note that each level of Celerity, Potence, and Fortitude are counted as separate powers, and you may not benefit from the same power twice. If the chosen power's duration ends, you may spend a simple action to choose a new power.

●●●●● ECHOES OF ANTHELIOS

The Red Star is a mysterious heavenly body which appeared on July 15, 1999, heralding a time of great trouble and turmoil. Known by many names — Wormwood to the vampires, Anthelios to the werewolves, and the Eye of Balor to the fae — the phenomenon was universally believed to be a sign of the End Times, specifically Gehenna for vampires. The final power of Caelestikinesis allows you to manipulate the residual energies of this event, focusing them on an individual and incapacitating her will through visions of her own doom.

Spend 1 point of Blood and your standard action to make an opposed challenge. If you succeed, your target's fate becomes intertwined with the star of destruction and calamity. While affected by Echoes of Anthelios, your target cannot spend Willpower to retest challenges or achieve exceptional successes. However, if she has an ability that allows her to retest without spending Willpower, such as Iron Will or Magic Resistance, she may use those abilities to retest normally. If your target has an effect that automatically grants her an exceptional success, determine an exceptional success normally.

Echoes of Anthelios lasts for 5 turns. During this time, your target feels a foreboding sense of existential dread.

FOCUS [WITS]: Instead of losing the ability to spend Willpower for a retest, your target loses the ability to retest challenges. Merits such as Iron Will or Magic Resistance do not grant her the ability to retest.

The Path of Neptune's Might

"Water holds many secrets. Waves and currents ensure that such things remain hidden. I suggest you reconsider your position and alter course, else you too many be lost at sea like so many before you."

—Judson Hare, Tremere

Water is a fundamental component of life. For most creatures, water ranks as one of their greatest needs, second only to air. For humanity, access to water has shaped the growth of civilizations, carried the ships of war, and served as a barrier to distant and mysterious shores. It is no wonder that ancient miracle workers and modern thaumaturges alike have sought to exert mastery over water, harnessing its power for a variety of effects.

Many thaumaturge historians have argued over the origin of this ancient path. The Followers of Set claim that magicians of the pharaohs used the mystical properties of the blood and the power of the Nile to fertilize the lands of Kemet long before the burning of the Alexandrian Library. Greek historians claim that this power originated from the tributaries of the River Styx. Even more ancient Mesopotamian scholars claim this power was even older, originating from the banks of the Tigris and Euphrates in the Fertile Crescent. Whatever its origins, during the Age of Discovery thaumaturgists popularized it, renaming it after the ancient Roman god of the Oceans. It is said that this path was particularly popular amongst the great powers seeking to conquer the New World. It is no secret, however, that the Sorcerers among the Setites and Assamites blanch just a little when they hear the modern name of this particular path.



NEPTUNE'S MIGHT AND SUCCESSIVE APPLICATIONS

The powers of this path are like the sea as the storm rises – slow at first, but substantial at its peak. As such, successive applications of the same power to a target will cause either a new effect or cumulative effects. If an effect is titled "Cumulative Application" it stacks with the effects of the prior or subsequent use of the power on the same target. If the word "cumulative" is not in the title, the effects do not stack; instead, the effects of the new application apply. The effects of successive applications apply regardless of whether you or a different practitioner select the same target who is already under the effect of that same specific Neptune's Might power. However, successive and cumulative effects do not last indefinitely; after 10 minutes have passed since the last application, any successive uses are once again considered a first application. Choosing to end a power's effects prematurely does not reset the application counter but instead begins the 10-minute period.

Example: Tacy the Tremere targets Brittnie the Brujah for the first time that night with Prison of Water. Tacy is successful and Brittnie suffers the effects of the first application of the power. While Brittnie is suffering the effects of the first application of Prison of Water, Tyrone the Tremere successfully targets Brittnie with Prison of Water and, because the effects of this power are successive and not cumulative, Brtitnie now suffers only the effects of the second application of the power. Tacy and Tyrone then leave the area. Thirty minutes later, Brittnie encounters Tacy again, and once more Tacy successfully targets Brittnie with Prison of Water. Because so much time has passed since Brittnie was last under the effects of an application of the power, she now suffers only the effects of the first application of Prison of Water.

• WATER MASTERY

Some say the sea is the memory of the world, preserving her secrets and treasures for a future age. Many cultures hold reverence for bodies of water that sustain life and grant reprieve to the weary. You have the talent for communing with the seas, lakes, streams, and even small ponds; peering into them as you would another's soul, learning their secrets and the truth of what is hidden within the depths, and causing them to react to your will.

You can commune with a pool of water, causing it to obey your commands. Spend your standard action and 1 point of Blood. You may choose to pour the blood into the water in an offering to the spirits, though this is not required. The pool of water will respond to you as follows:

- **First Cumulative Application:** You may choose to influence the composition of the water, raising or lower its temperature. In large bodies of water, you can only alter the temperature up to one square mile in radius around you by a few degrees. In small ponds or bodies of water no larger than an olympic swimming pool you can change the temperature to a deep freeze or just below a boil or anywhere in between. This effect lasts for 1 hour. During this time, you may alter the temperature within the permissible range by spending another standard action. The temperature change occurs over the span of one turn. A character trapped in a body of water frozen with this effect must succeed in a static challenge using her Physical attribute + Brawl test pool against a difficulty of 10 to escape.
- **Second Cumulative Application:** You can now enter into a communion with the pool of water. You may ask the pool of water to reveal an event which took place within the past 24 hours which will be replayed in the reflection

of its depths, visible to all. Alternatively, you may ask it to reveal the location of any item which may be immersed or submerged within it. In larger bodies, this ability is limited to objects and events within a single square mile of your current location.

- **Third and Subsequent Cumulative Applications**: To a limited extent you may command the water to animate. You may ask it to part up to 100 yards so that you and any allies may pass. Alternatively, you may direct it to surge against a vessel no larger than a fishing boat or living target that is in the water or against a living target within 5 steps of it. Initiate an opposed challenge using your Mental attribute + Occult skill versus the target's Physical attribute + Dodge or Drive skill, as appropriate. If you succeed against a vessel it becomes capsized, and if you succeed against a living target, they are knocked prone.

This power only functions on inanimate bodies of water. Animated bodies of water such as water spirits or elementals or water under magical applications such as Flowing Wall are not affected. Similarly, holy water blessed by individuals with True Faith cannot be affected.

FOCUS [PERCEPTION]: When you activate this power, you may choose from any of the power's 3 applications, without the need to activate them in order.

●● PRISON OF WATER

Water grants buoyancy and allows for fluidity of movement within itself, yet when it comes to walking, being wet becomes harrying and cumbersome. You can conjure tendrils of water that attach themselves to your target, limiting her movement. If applied in sufficient numbers, you can cause them to harden and freeze.

Spend 1 point of Blood and your standard action to make an opposed challenge using your Mental attribute + Occult skill versus the target's Physical attribute + Dodge skill targeting a character within your line of sight. If you succeed, watery chains manifest and wrap themselves around your target. She is affected as follows:

- **First Application**: Your target receives a -5 penalty to her initiative score. In addition, she is reduced to a maximum of 3 steps per each simple action spent on movement.
- **Second Application**: Your target's total penalty is increased to a -10 penalty to her initiative. In addition, her movement is now limited to a maximum of 2 steps per each simple action spent on movement.
- **Third and Subsequent Applications**: The tendrils freeze, and your target's initiative is limited to a maximum of 3. Her movement is limited to a maximum of 1 step per each simple action spent on movement. Bonuses to either movement or initiative do not apply, including supernatural bonuses.

This power can affect vampires in Mist Form, slowing them as the vapid form presses against the watery tentacles, and freezing them as if they were solid. All applications from this power fade 10 minutes after its most recent application.

FOCUS [PERCEPTION]: If you or your target is within 5 steps of a 3 gallon or greater body of water, you may draw upon it to shape your chains. If you do, you may add a +3 wild card bonus to your test pool. This body of water must be visible and open; visible pipes or a sprinkler head does not count unless water is flowing from them.

Exceptional Success
You may choose to apply the effects of the next highest application instead of the current application.



●●● MOMENT OF REFLECTION

Drawing upon the tranquil properties of water, you can immerse yourself in a sense of calm. In this meditative state, thoughts flow freely, and the body's energies work rapidly. With enough concentration you may experience a breakthrough as the reflective property of water opens the mind to infinite possibilities.

Spend 1 point of Blood and your simple action to activate this power as you enter a momentary state of deep thought and reflection. In this state, the body's energies align, and healing occurs at a rapid pace. The use of this power does not require the presence of water, though thaumaturges often find it useful as a meditative focus. You receive benefits according to the following:

- **First Application:** You immediately heal up to 2 points of normal damage.
- **Second Application:** You immediately heal up to 2 points of normal damage.
- **Third Application:** You immediately heal up to 2 points of aggravated or normal damage.
- **Subsequent Applications:** You immediately heal up to 2 points of normal damage.

You may only use this power on yourself and you can use this power in combat. Unlike other Neptune's Might powers, this power's applications do not reset after 10 minutes, instead resetting at the end of the night. Therefore, you may only benefit from the third application once per game session.

> FOCUS [INTELLIGENCE]: Upon the third activation of this power, you may also recover up to 2 points of spent Willpower.

●●●● FLOWING WALL

Water, while inherently formless, has the capacity to resist force. It does so in part through both its mass and fluidity, which ceaselessly shifts and evades. You can conjure a watery vortex that remains suspended in the air around you. This flowing barrier deflects blows and redirects harmful forces, ultimately freezing into a protective shell.

Spend 1 point of Blood and your simple action to conjure a swirling vortex of water. The water appears even in the absence of a nearby source and is clearly supernatural in origin. Once conjured, the Flowing Wall (and the subsequent icy barrier) is stationary and does not move. You may activate this power again over subsequent actions to achieve the following effects:

- **First Application:** You create a watery vortex that surrounds you and disorients attackers. While standing in the vortex you receive a +2 wild card bonus to your test pools involving your Dodge skill.
- **Second Application:** The vortex intensifies. While standing in it, you receive a +4 wild card bonus to your test pools involving your Dodge skill.
- **Third Application:** The vortex hardens and freezes, turning into an icy barrier (see below).
- **Subsequent Applications:** The icy barrier recovers 1 health level.

After 3 applications the vortex hardens and turns into an icy barrier. It no longer provides a bonus to Dodge, but instead limits your vulnerability to attacks. The barrier has 4 health levels, it is affected by attacks and powers that cause physical



damage, and it has a defense pool of 10. For as long as it has any health levels remaining, you cannot be affected by Physical challenges. The barrier is translucent, allowing for you to use and be targeted by powers that require line of sight. You may target others with Thaumaturgy powers such as Firebolt or Lightning Bolt; your magical projectiles pass through the barrier. However, you cannot shoot a gun through the barrier nor can you be affected by incoming uses of Firebolt or Lightning Bolt while the barrier still stands. You may not initiate Melee or Unarmed attacks against targets outside the barrier.

Upon losing all of its health levels, the barrier shatters and you can be targeted normally. Any damage from the final blow in excess of the barrier's health levels does not harm you. If your icy barrier shatters, you may activate Flowing Wall once again to create a new vortex, starting over with the first application. The effects of this power end after 10 minutes, when the barrier is destroyed, or until you leave the center of the vortex or freely exit the barrier.

FOCUS [INTELLIGENCE]: You can create a broader vortex and barrier capable of encompassing up to 2 additional people. If, due to the focus, you are shielded by another's barrier or if you shield another practitioner through the focus with your vortex or barrier, you and any other shielded practitioner cannot not surround yourselves with, or claim the benefits from, multiple vortexes or barriers. Instead, an additional practitioner shielded by the focus who uses this power augments the already existing vortex or barrier by adding to the number of applications in effect.

●●●●● DEHYDRATE

The average human body is over 60% water and contains 5 liters of blood, making it reliant on the flow of liquids in order to maintain its function. Like the unrelenting sun, you have the power to extract the moisture from your target's body, leaving her weathered and debilitated. This process accelerates through reverse osmosis; but draining a target of moisture becomes difficult once moisture becomes scarce.

Spend 1 point of Blood and your standard action to make an opposed challenge using your Mental attribute + Occult skill versus the target's Physical attribute + Dodge skill, targeting a character within your line of sight. If you succeed, your target's blood evaporates from her body and disappears. She is affected as follows:

- **First Application**: Your target loses 4 points of Blood.
- **Second Application**: Your target loses half her remaining Blood, rounded down.
- **Third Application**: Your target loses all but her last 3 points of Blood. This application has no effect if the target has 3 points of Blood or fewer remaining.
- **Subsequent Applications:** Your target loses 1 point of Blood.

If your target is a living creature, she loses health levels in addition to points of Blood. Wraiths, certain types of spirits, and other creatures that do not have liquid anatomical components are unaffected by this power, subject to the Storyteller's discretion.

FOCUS [PERCEPTION]: Your target must instead defend with her Physical attribute + Willpower if you so choose but you must declare that intent when you activate the power.

Exceptional Success
You may choose to apply the effects of the next highest application. For example, if you achieve an exceptional success on the first application, you may apply the effects of the second application instead.

Thaumaturgy Rituals

"They can spit my name out of their mouth or their teeth. The choice is theirs."
— Keeley "Banks" Melamed, Ancilla Tremere & Bahari



Rituals are magical formulas that create powerful magical effects. Rituals must be learned and purchased separately from paths; you do not acquire them simply by purchasing a path of Thaumaturgy. Like paths, they are rated from levels 1 through 5, and a caster can have several rituals corresponding to each level. All practitioners of Thaumaturgy have the capacity to perform rituals equivalent to their mastery of Thaumaturgy. For example, if a Tremere character's highest level in a Thaumaturgy path is 2, the character cannot learn a level 3 or higher ritual until she advances in her path. A thaumaturge must purchase one ritual of each level before she is able to purchase a ritual at the next-higher level. No character can learn more thaumaturgical rituals than she possesses dots in all of her paths of Thaumaturgy.

Unless otherwise stated, all rituals cost 1 point of Blood to activate. All rituals also require five minutes of casting time per level of the ritual unless otherwise stated. If a ritual requires you to have a focus, then it can be used at range. Otherwise, it requires line of sight, unless otherwise stated. Ingredients that are specifically called out in the ritual's description must be used when casting the ritual. A ritual's ingredients are always consumed in the use of the ritual, unless otherwise specified in the description.

Level 1 Rituals

Blood Wine

Some elders jokingly claim that the very existence of this rite saved the Followers of Set during the time of the Crusades. Known to have existed since the dawn of antiquity, it said that this ritual was used by the Priests of Set who would trade entire barrels of Blood Wine across the known world, sating the thirst of those that were tired of mortal blood or who were unable to consume it. The mild intoxication that Blood Wine causes in vampires has caused only the brave to drink it in public; however, when imbibed during a gathering the mood can become quite capricious.

The caster must spend thirty days casting this ritual over a gallon of red wine, spending a single point of Blood every five days. Thereafter, the blood and wine infuse to become a wholly new substance. A vampire that drinks a full glass of Blood Wine receives the equivalent of a point of Blood. Drinking additional glasses of Blood Wine does indeed grant more points of Blood, but also grants a Beast Trait for every two glasses consumed. In addition, the vampire feels a grand sense of euphoria from the mystical libations.

Each casting yields 16 traits worth of Blood. The newly created Blood Wine is free of any traces of the creator's vitae. Indeed, any traces of vampire blood added after will create a noticeably different aroma that any consumers will readily notice. This blood cannot be combined with food or mixed beyond its completed form.



Digital Sentry

Technology defines the modern world, leaving its imprint in even the most far-flung places. In modern nights, as vampires seek to secure their secrets via electronic means, it is important that they know they are safe. With this ritual, you can imbue an electronic device with a magical watcher who will alert you whenever it is accessed.

Whenever you use a Path of Technomancy power on a device, you can leave behind a digital sentry. By spending 3 standard actions during or after the use of any Path of Technomancy power (instead of the normal 5 minutes of ritual casting time), you automatically gain familiarity with the device for the next 30 days. In addition, you will receive a psychic notification each time someone attempts to use it during that time period, though you will not know who that person is.

You can have a number of active Digital Sentries equal to the number of dots you possess of the Computer skill. If you make a Digital Sentry that would take you above this limit, the oldest Digital Sentry you have active is rendered inert and you immediately lose familiarity with the object that contained it.

Encrypt Missive

An obsession with secrecy comes naturally to Blood Magicians. Although some may trust in technology to safeguard their communications, traditionally minded thaumaturges rely upon more conventional means. By casting this ritual on her research notes or the messages to her apprentices, the information is protected from that outside of her cabal.

The caster writes the message on whatever medium she deems appropriate, be it spray-painting on a wall, writing out a message in calligraphy, or typing an email. Then she must press a bloody thumbprint on to the writing (be it a page, a wall, or an electronic device). If anyone but the intended audience sees the message, it will appear as a mundane writing, like a grocery list, a gang tag, or a spam email.

GREATER BOND OF SERVITUDE

While the human form is traditionally limited in the quantity of vitae it can carry, practitioners of Thaumaturgy refuse to be bound by mundane limitations. By deepening the bond between ghoul and domitor, your servants can carry more of your blood inside them, making them more effective and resilient. To cast Greater Bond of Servitude, you must ritually restrain your target and trace blood sigils on her skin. Your target must have had nothing to eat for the past 7 days, or the ritual will fail.

Once complete, this power lets a single ghoul hold 3 additional points of your Blood beyond their normal maximum for the next calendar year; however, the ghoul cannot use the blood of other donors to surpass her maximum. If your ghoul ingests vitae from a different vampire, a ghoul may choose to spend your blood last in order to retain this benefit for as long as possible. For humans, this increases their capacity from 5 to 8, but other animals may not be able to hold that much. A ghoul may only be under the effects of this power from a single domitor. Any additional applications of this ritual invalidates any previous applications.

HUMANITY'S FOLLY

One of humanity's greatest weaknesses is the desire to be immortal. Indeed, the fear of death is a powerful motivator for the mundane to seek out the supernatural. As an immortal practitioner of blood magic, you have the unnatural ability to grant insight into the realm of immortality, giving a mortal a taste of the very thing they crave, along with all of the downsides that come with it.

To use this ritual, you must have a lock of hair or the blood or your mortal or ghoul target and successfully win an opposed challenge. If your target is within a one-mile range of you, you may inflict her with one of the common curses associated with vampirism. As a result, your target gains one of the following flaws for the duration of the evening (see **MET VTM, Chapter Five: Merits and Flaws, pages. 259-266**): Cannot Cross Running Water, Cursed (must be tied to vampire mythology), Death Sight, Eerie Presence (must be tied to vampire mythology), Haunted, Obvious Predator, Pied Piper, or Repelled by Religion. A target may only be affected by a single instance of this ritual at a time.



MILK OF SET (SETITE SORCERER ONLY)

Milk of Set is a colloquialism for a ritual cantrip often referred to by esoteric names through the history of its usage. The common quality of the ritual is the creation of a salve, paste, or unguent with magical properties. When smeared on an object the salve causes the object to malfunction. As Set is the liberator, how that malfunction will occur is not known to the caster beforehand. Therefore, it is common for users of this ritual to recite an invocation to Set before they apply the paste, even though it is not strictly necessary.

There is no set list of ingredients for creating the magical paste. Often the sorcerer tries to find ingredients she believes will produce a desired effect on a specific target, but often it is left over reagents from other thaumaturgical projects. When the salve is smeared on an object, the object will malfunction in some way. The Storyteller will determine the precise effect, but it will never be in a way that the Setite directly and immediately benefits from. For example, it might alter the lock of a door so it cannot be unlocked with its original key. However, it will not suddenly be able to be opened by a key the Setite holds. Whatever the effect, it will end after 1 day has passed. The paste does not have any effect when applied to a living, once living, or undead creature. A Setite can only have three applications of this paste active at a time. If she creates another batch, the oldest batch is rendered inert. Each batch has one use.

PRESERVATION OF THE PERFECT FORM

Although vampires are eternal, their belongings are subject to the ravages of time and the harsh conditions of the environment. As thaumaturgists are well known for their occult collections, many use this ritual to keep important objects in peak condition. This ritual keeps ancient books and scrolls intact even if subjected to rain, moisture, or other hazards. Modern thaumaturgists can even employ this spell on electronics, allowing their functionality to remain longer than designed. It is rumored the continued existence of eight track players is the result of this ritual.

To cast this ritual, you must freeze a point of your Blood that, before melting, you crush into shards of ice that you then dust upon an object you wish to preserve. This object can be no larger than a car or small truck and cannot be living or unliving. Once complete, the icy blood is mystically absorbed into the object and the item is protected from any wear and tear due to age, the elements, water, etc. This ritual does not protect against deliberate vandalism, fire, or blunt force trauma. Preservation of the Perfect Form lasts for 50 years but can be cast again on the same object to extend this time period by an additional 50 years.

You can preserve a number of objects equal to the number of dots you possess of the Occult skill. If you attempt to preserve an object that would take you above this limit, the oldest preserved item begins to age normally. If you cast the ritual twice on the same object, the one object counts as two for the purpose of the Occult skill limit.

REAWAKEN THE DEAD WATER (KOLDUN ONLY)

All Tzimisce have an attachment to the soil of their ancestral homelands. Members of the Koldun bloodline have learned to use it as a reagent in their rituals. By filtering blood and water through soil from their ancestral homeland, practitioners of Koldunism can create a vial of imbued water that they refer to as Reawakened Dead Water. When consumed it revitalizes their spirit.

The caster must saturate some of her ancestral soil with a point of her Blood. Thereafter, she must pour a small amount of natural water through the mixture, straining it into a small vial or container. Until the next sunrise, she may consume the contents of the vial as a simple action to regain 3 points of Willpower. Anyone else consuming the contents gains no benefit. A Koldun can only possess one Vial of Reawakened Dead Water; any new casting renders previous vials inert.

RITE OF INTRODUCTION (TREMERE ONLY)

This dated ritual was among the first pieces of magic a Tremere was taught after her release, allowing her to communicate her arrival across a distance. In modern times this ritual has fallen out of practice, especially among the Tremere of House Carna and House Goratrix who view it as obsolete thanks to the advances in technology. Nonetheless, many Tremere who wish to hold true to the clan's old habits still utilize this ritual to announce their arrival to a foreign chantry.

To cast this ritual, the caster must drop a point of her Blood into a cast-iron cauldron and chant her name, rank, and purpose for being in the territory. Initially, the rite sends out a notification to the nearest chantry within a claimed domain. If the area is outside of a claimed domain, the message is sent to any chantry within a 50-mile radius. Any Tremere within the chantry at the time of the ritual's casting are immediately aware of this introduction and are psychically aware of the location of the caster. They may respond with a brief message giving the caster the knowledge of the location of the chantry and permission to arrive. If no chantry is located within the radius the caster becomes aware of the absence of a chantry.

SCENT OF DECEPTION (ASSAMITE SORCERER ONLY)

By employing this ritual, the user can mask or completely alter her scent. The original purpose for this ability was to avoid the animal companions of hunters and crusaders. These nights, it is just as effective at throwing off vampires who can track by scent, or even werewolves.

Upon successfully completing this ritual, for the next hour you can no longer be tracked by your scent (see **MET VTM, Volume 2 Issue 1, Chapter: Five, Core Rules & Dramatic Systems, page 114**). This will also thwart powers which involve tracking, such as the ritual Illuminate the Trail of Prey. Alternatively, you can spend a downtime action while performing a more complex but highly subtle version of this ritual that allows you to alter your scent to lead to that of a specific place or person that you are familiar with. If employed in this manner, if someone uses scent to track you, the tracker will be led to that different person or location.

WHISPERS OF THE GHOST

The freedom afforded by the ability to project one's consciousness is offset by a new limitation: the traveler can only see and perceive her surroundings unless she reveals herself. This ritual allows you to communicate in a limited fashion, speaking in a barely audible whisper. This allows you to speak to a single party while others remain unaware.

To cast this ritual, you must meditate in complete silence, uninterrupted, and sever the ear of a still-living creature that you hold in your left hand as you enter Psychic Projection. In most cases, this will result in the gaining of a Beast trait. For the remainder of the night, whenever you utilize Psychic Projection you may communicate in a whisper without manifesting.

Level 2 Rituals

Blood Walk

The bonds between sire and childe are imprinted on the vitae of future generations. By taking a point of Blood from a target vampire, dropping it into a bubbling cauldron, and chanting over it, the caster sees the faces and names of the generations of vampires that preceded the target vampire starting with the subject's sire.

You must possess a point of the subject's vitae which you slowly pour into a cast-iron cauldron that is bubbling over with distilled water. The ritual takes 3 hours to complete during which you must remain in a deep trance. Afterwards, you gain knowledge of the subject's lineage going back 3 generations (i.e., her sire, grandsire, and great-grandsire) as their images appear in the water of the cauldron along with their most recognized name. With this information, it is possible that you can determine the subject's clan, though doing so may require a Lore Specialization at the Storyteller's discretion if the members of the subject's lineage are not sufficiently well known. This ritual does not reveal the potency of generation or diablerie unless you know for certain the generation of the target's forebears. This ritual does not grant familiarity with the target or her predecessors.

Canopic Jar (Setite Sorcery Only)

The blood magicians of the Followers of Set often begin studying sorcery by preparing simple earthenware vessels with a purpose that belies their humble nature. The Canopic Jar is one such traditional icon – historically used to symbolically store organs for one's afterlife. When infused with vampiric power, however, such vessels become ideal containers for precious items. As such, they are also useful for the exchange of hidden messages or protecting valuable information.

Spend 1 point of Blood and five minutes burning incense and reciting a ritual chant above a small, watertight earthenware vessel – one capable of holding no more than one cubic liter of material. Followers of Set traditionally choose Egyptian canopic jars for this purpose, but any clay or ceramic vessel of the correct size is suitable. Objects can be placed in or removed from the Canopic Jar normally, as long as they can fit inside.

Once the ritual is complete, the vessel and any inanimate object it contains becomes immune to all powers that could view it remotely, such as the Scry ritual or the Auspex power Clairvoyance. Supernatural powers operating under the user's direct gaze, such as Heightened Senses or Spirit's Touch, are unaffected by Canopic Jar.

In addition, the vessel becomes supernaturally resistant to damage, especially from fire. The object can sustain 6 points of damage before breaking and takes no damage from sources of fire. Animate objects and creatures, such as small animals (or supernatural creatures transformed into small animals) destroy a Canopic Jar's supernatural power if they enter it, and attempting to do so causes the object to revert to a mundane item. You may have a number of these objects equal to twice your dots in the Occult skill. If you create additional objects, you must choose which of your current objects become inert.

Imbued Offering

The tradition of gift-giving is much more complicated when done as part of a diplomatic relationship. In such circumstances, a gift can be an offering of supplication, a not-so-subtle rebuke, or even a show of strength. For this reason, when one sends a gift with the utmost sincerity, it is important that the sender's intent is not mistaken. This ritual allows you to augment a small trinket with a measure of beneficial energy in the hopes that your gift will be better received.

This ritual allows you to create minor gifts or trinkets that are more likely to be received positively by non-vampires. Your recipient is not obligated to receive the gift and she is under no compulsion to think highly of you, but in matters of diplomacy, every little bit helps.

Spend 1 point of Blood and recite an incantation over your chosen object and choose a non-vampire creature type. The object can restore 1 spent unit of fuel to the creature type chosen, such as Gnosis, Glamour, or Blood. If you have the appropriate Lore for the creature type you have chosen, the gift can restore up to 3 spent units of fuel. Energy may be withdrawn from the gift by interacting with it in a meaningful way that is appropriate to the object and that takes at least 1 standard action. The imbuing lasts 30 days and the energy may be withdrawn 1 point at a time or all at once. You may have a number of these objects equal to your Occult skill. Any creations beyond this limit cause your oldest creation to become inert.

KISS OF THE ASP (ASSAMITE SORCERER ONLY)

Hundreds of years ago it was rumored that this ritual was used for a far different purpose. Today, modern practitioners ingest the blood and venom of a poisonous snake, preferably an Egyptian viper; thereafter, the venom in their blood can blind opponents.

After ritually preparing a poisonous snake, drain it of all its blood and ingests its venom. The toxicity of the venom must be at least 10. Most Loyalist Assamites of the Sorcerer caste prefer to use Egyptian Vipers or other spitting serpents, though Anarch Assamite Sorcerers' swear by the rattlesnake. Once cast, and for the remainder of the night, whenever you employ either of the attack options for Taste of Death, the attack also counts as a Blinding Attack without the need to spend a point of Willpower. In addition, this does not result in a reduction of damage or a penalty to your test pool. Unfortunately, the venomous magic is not so powerful as to survive outside of the body long enough to be used to coat weapons.

MNEMOSYNE CRYSTAL (TREMERE ONLY)

Some information is dangerous to know but too important to forget. Using this carefully guarded ritual in combination with the Dominate power Forgetful Mind, a thaumaturge can remove a target's memories and transfer them to a ritually prepared quartz crystal where they remain until the crystal is broken. Tremere often use this ritual as collateral for boons and favors, or to protect themselves from incrimination. However, vampire tribunals are known to find the absence of a key memory as its own form of incrimination.

To prepare a Mnemosyne Crystal you obtain a perfectly clear quartz crystal roughly the size of a golf ball and submerge it in a point of Blood. Once complete, the crystal takes on a reddish hue denoting it is ready to store memories. To use a Mnemosyne Crystal, you must spend a point of Blood and hold the Crystal to the forehead of the target of your Forgetful Mind. If your use of Forgetful Mind is successful, the memories that you have removed are stored in the crystal and cannot be recovered through further uses of Forgetful Mind.

To restore the memories to their original target, you must simply break the crystal. A character with Spirit's Touch or a comparable power may activate the crystal to view the memory within.

You can maintain a number of Mnemosyne Crystals equal to the number of dots you possess of the Occult skill. If you attempt to create a Mnemosyne Crystals that would take you above this limit, the oldest Mnemosyne Crystals is immediately destroyed, restoring the saved memories to its owner.



PLAUSIBLE DENIABILITY

Serpents spend their lives crawling in the dirt and dust; better to escape notice and strike their prey. The shedding of skin is a chance for renewal, the opportunity to emerge anew despite its surroundings. Emulating the snake, you have the power to shed your notoriety, keeping your reputation intact.

To cast this ritual, recite an incantation as you burn a piece of snakeskin over an open flame. For the next 24 hours, whenever you fail in an opposed challenge using a power from the Path of Corruption, you may expend the effect of this ritual. If you do, your failed use of the Path of Corruption cannot be detected by anyone, including the target or by any parties attempting to use the Awareness skill. You may only cast this ritual once per night.

PROXIMITY WARD

The accumulation of magical knowledge carries with it a desire for privacy; a correlation that is universal throughout various times and traditions. This basic ward is one of the earlier rituals most thaumaturges learn, alerting its caster to any intruders. Carve or create a sigil that contains symbols denoting ownership, protection, and solitude, and then trace it with your blood.

This ritual lets you create a small ward that will alert you when someone moves within one step of it. Once this happens, the ward becomes inert and will not give you further alerts. You will not gain any knowledge of who this individual might be, or the number of people present, though you are free to investigate through other supernatural means. In addition, you will receive this notification even if you are removed from your body, such as if you are using Psychic Projection or utilizing Possession. You may reactivate an inert ward of yours by spending 3 standard actions retracing the sigils.

The ward you create must be at roughly the size of a standard 81/2" by 11"sheet of paper, but you may hide it from sight. For this reason, these wards are often concealed above doorways, in books, or as part of a work of art. If the ward is visible, individuals with the Occult skill who scrutinize the area can detect it. The ward will detect only humanoids. Animals, even supernatural ones or vampires using Subsume the Spirit, will not activate it; however, werewolves or similar shapeshifters will trigger the ward, even in their animal form. Once cast, a ward may not be moved or it will activate and lose its power, even if the object itself is portable. If your ward is somehow moved and then activated, you will not be aware of its new location. You may have a number of these wards in existence equal to your Occult skill. Creating additional wards requires you to relinquish your connection to an existing ward.

PURITY OF FLESH

The flesh may be tainted but the spirit is always pure, or so the Gnostics would have you believe. Even mundane doctors have come to recognize the healing effects the mind has upon the body and seek to align the efforts of both. By focusing your psychic and magical energies on the flesh, you can restore it to the platonic ideal.

To cast this ritual, you must sit in a circle of 13 candles in a state of deep meditation. Any disturbances to this meditation will abort the casting and cause you to have to begin again. Once completed all mystical or mundane taints to your body (i.e., mystical poisons, diseases, taint from contact with the infernal, etc.), as well as unwanted foreign objects (such as Shaft of Belated Quiescence or Indelible Mark), are removed. This ritual does not affect blood bonds or magical effects; it only affects things that are poisonous, foreign, or toxic in nature. This ritual can remove Fleshcraft or Bonecraft alterations but cannot remove the effects of Severed Hand, as its magic is external. Should you suffer from a persistent flaw such as Disease Carrier or Beacon of the Unholy, the effects will return 30 minutes after the casting.



TELEKINETIC ATTUNEMENT

The power of mind over matter is a central theme of the Path of Movement of the Mind. While its effects require some incantation, to its most devout followers it's exertions are second nature. This ritual grants you a lasting telekinetic ability, allowing you to manipulate objects with ease. To cast it, you must create a balance sculpture from unrefined lodestones that must remain standing as you recite an incantation.

Once you spend a point of Blood to activate the Movement of the Mind power Manipulate, the effects of the power last the entire night. Thereafter, you do not have to activate it an additional time to move additional objects, enabling you to use your abilities to perform even mundane or arbitrary tasks. You retain full telekinetic ability to lift and maneuver objects, subject to your standard weight limit as per Manipulate. You remain unable to exert control over objects that you can no longer see. Making use of your telekinetic abilities in combat still requires the same action cost to perform the task unaided and is subject to the standard limitations of Manipulate.

UNERRING COMBUSTION

Thaumaturges scoff at the notion that their mastery of the fiery arts bears any resemblance to mundane projectiles. While ordinary marksmen are confined to limitations such as angle and trajectory, your magic suffers no such constraints and can even surpass them. Pluck 3 feathers from a living bird and burn them in a stone brazier as you recite an incantation. As a result, your Lure of Flames power gains the ability to strike as surely as a bird of prey.

Whenever you use the Lure of Flames powers of Flame Bolt or Engulf, you never miss. Make the opposed challenge as usual. If you succeed, resolve the challenge normally. If you fail, your power still impacts your target and instead deals 1 point of aggravated damage. This power has no effect on Hand of Flame and does not set your target on fire if you fail an opposed challenge using Engulf.

NOTE: This ritual does not grant you the ability to exceed the maximum number of attackers or hit otherwise untargetable targets; you must still be able to initiate a challenge normally. This ritual lasts until the end of the night.

WAY OF FLAME (KOLDUN ONLY)

Kolduns of old were accustomed to being undisturbed in their havens as no human would ever dare trespass. The modern world, however, is full of interlopers and thieves. To protect their secrets, a Koldun must be willing to destroy them. Eternal life allows enough time to track down any trespassers and to rebuild somewhere safe.

This ritual requires you to start a small, controlled fire in the center of a room or haven you wish to protect. Once the fire is lit, you must fan the flames and fill the room with smoke. Once properly extinguished, the smoke turns to a fine layer of ash, coating everything in the area. Any homunculi, spirit servants, or creatures created by you through Thaumaturgy may be exempted from this ritual at your discretion.

For the next lunar month, if anyone aside from you disturbs the ash, it ignites and burns for one round, immediately destroying everything inside the warded room. Anyone caught in the blaze immediately suffers 3 points of aggravated damage in the ensuing conflagration. With the exception of the Koldun's ancestral soil as explained below, all objects caught in the blaze are immediately destroyed and rendered unrecognizable. If a Koldun has kept her ancestral soil in the protected area, it remains unharmed, disguised among burning embers for its owner to collect when it is safe. This ritual may only be cast once per room.

Level 3 Rituals

Firewalker

Fire is one of the major banes to a vampire's existence, and vampire hunters and thaumaturgists alike now specialize in wielding it against their enemies. Rumored to have originated in the Sabbat, the Firewalker ritual allows the caster to be magically protected from fire.

You must build a small fire, let it burn down to smoldering coals, and then swallow one of those coals. By swallowing one of these coals and taking one level of unsoakable aggravated damage, you become protected against further sources of fire. You ignore the next 5 points of damage you take from fire sources, suffering no harm. In addition, if all of the damage from a particular fire is ignored, as long as you remain within the same fire you will continue to ignore damage from that same source. This applies to mundane and mystical sources. For example, if a character under the effects of this ritual stood in a bonfire or s targeted by Engulf or Firestorm, she would be immune to both the initial and ongoing damage; however, if she was targeted by a second instance of Engulf, she would not be immune. Once the caster leaves the fire or the fire is extinguished the effects of this ritual end.

Fool the Future

The modern age has introduced technology that makes detecting vampires incredibly easy and, sometimes, even accidental. A properly prepared thaumaturgist can mitigate this threat by causing machines to perceive the signs of life within herself.

To enact this ritual, you must subject yourself to 15 minutes of low amperage electricity. At the completion of this arduous experience, spend one point of Blood to trap the electrical energy within you. For the remainder of the night, any machine within 100 feet that could expose your vampiric nature will be fooled into registering you as having life signs. For example, heat cameras will show normal human temperatures and EKG machines will register a heartbeat.

Hand of Ptah (Follower of Set Only)

Centuries ago, it was believed that this simple ritual was actually the beginning of a lost Sorcery path called the Divine Hand. By calling on the Egyptian artisan-god Ptah, and through a sympathetic connection to a specific object, you can destroy the object from the comfort of your own haven. While this ritual cannot completely destroy a magical item, it will render them inert for a short period of time.

You must either have familiarity with the target object, which can be no larger than a passenger van, or be able to create a close facsimile of the object using an appropriate Craft skill of level 2 or higher or other blood magic meant to create simulacrum such as Path of Conjuring. Once enacted, you can either whisper a phrase akin to the target item's true name (if you have familiarity with it) or destroy the simulacrum of the object. Either way, if the target object is a mundane item with no magical effects on it, the object is destroyed. If the object has magical effects on it, those effects are dispelled for 24 hours. This ritual can only be used on the same object once per night. This ritual can only be used on a single target item that you are aware of. You may not craft a generic facsimile of a silver weapon and then hope to render a nearby klaive inert.

INDELIBLE MARK

Vampires descend into stagnancy as they move through their undead existence. A thaumaturge, however, is capable of drawing on practices of alchemy to enact some lasting changes. By infusing her own blood with crushed berries and flower petals from a belladonna plant, a vampire creates supernaturally imbued ink. Although this ink is traditionally used to apply tattoos by hand, some have been known to pour the decoction over a fresh brand, piercing, or other bodily augmentation. The augmentations made or bathed with this ink becomes semi-permanent, leaving a small connection between the thaumaturge and the marked until the vampire's stagnant nature resumes control.

This ritual can only be cast upon a willing target; supernatural coercion, such as Dominate, cannot be used to force a subject to become willing for the purpose of this ritual.

To enact the ritual, you must spend 1 point of Blood to infuse the prepared ink with supernatural qualities. Afterward, while you are within six steps of a willing target currently undergoing a body modification process, such as tattooing, branding, or piercing, you can spend another point of Blood to activate the ink's magical properties. You need not be the person administering the body modification to your target, but you must be within line of sight during or shortly after its application. If more than 15 minutes pass after the completion of the body modification, the ritual can no longer be used on the target.

For a year-and-a-day after activation, the target's body modification cannot be removed, either by surgical processes such as laser tattoo removal, or by supernatural means such as vampiric healing or use of Vicissitude. For the same year-and-a-day duration, the character possessing the body modification is considered to be Familiar to you, even if more than 30 nights have passed since your last interaction.

In addition, the character possessing the body modification can be targeted by any of your powers that would normally require line of sight, even if the target is not currently within your line of sight. Powers requiring Gaze and Focus function normally – you must still have the target's Gaze and Focus if a power requires it.

An Indelible Mark cannot be removed through non-magical means, but the modification can be covered up. For example, if the modification is a tattoo, the target can get another tattoo over the Indelible Mark in order to disguise; however, doing so does not cause the ritual's power to prematurely end. One cannot remove an Indelible Mark by itself. Instead, the target can sacrifice the entire limb to which it is attached in order to temporarily cease the ritual's supernatural effects. If the limb is somehow restored, such as by supernatural healing, the Indelible Mark will also be restored, magically reappearing at the next sunrise. Such a temporary cessation of effect does not change the ritual's initial duration.

You can create a number of Indelible Marks equal to the number of dots you possess of the Occult skill. If you make an Indelible Mark that would take you above this limit, the oldest Indelible Mark you have active immediately ends.

JINUN'S BANE (ASSAMITE SORCERER ONLY)

Although stealth and patience are often the greatest tool an Assamite possesses, many are willing to go to desperate lengths to fulfill a purpose. This ritual seeks to unite those approaches by allowing for discretion and clarity amidst the throes of frenzy. The sorcerer gathers the participants and over the course of 15 minutes leads them in ritual chant in a closed room filled with kalif smoke. While anyone may participate in this ritual, sorcerers found sharing its powers outside those loyal to the clan are quickly and harshly punished.

Once complete, the next time a participant enters a rage or hunger frenzy, she may continue to choose the targets of her attacks while still maintaining any bonuses she might have for being in frenzy. This applies even if those benefits require a natural frenzy. In addition, when a character who suffers from a rage frenzy and is reduced to the Incapacitated wound track, she does not automatically transition to a fear frenzy.

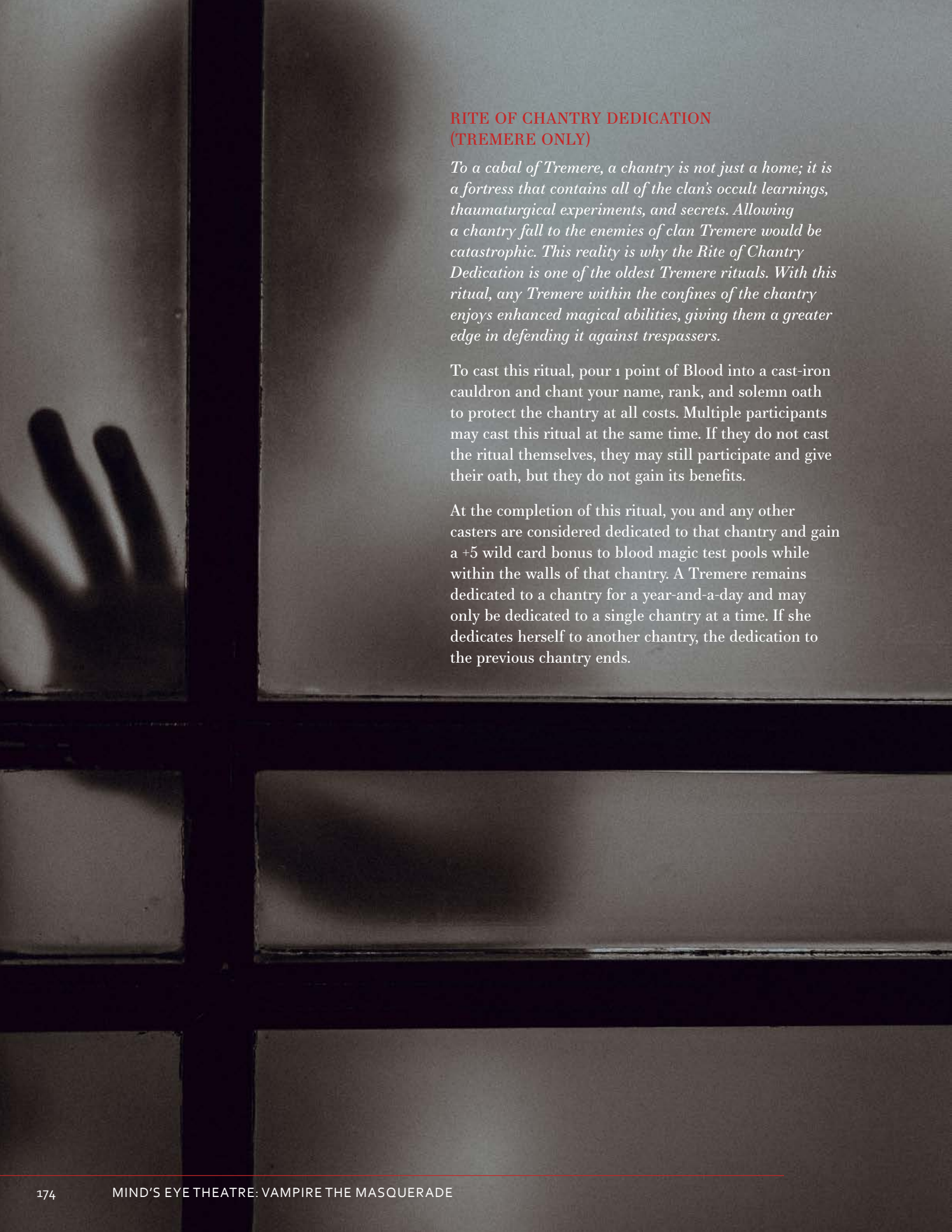
REVERSE PROTOCOL

From Vulcan's mirror that showed the past, present, and future, to the phrase "mirror, mirror on the wall," mirrors have played an important role in many facets of the occult world. While the Tremere developed Countermagic to nullify magical effects, other thaumaturgists have devised a more insidious countermeasure. By ingesting the two components of a mirror — silver and glass — you may temporarily take on the properties of a mirror, reflecting unwanted magical influence back upon its wielder.

You must melt down and ingest a small amount of mirror that contains either a back or front layering of silver. Consuming the mixture of molten glass and silver causes 1 point of unsoakable aggravated damage. For the remainder of the evening you may attempt to achieve an exceptional success whenever you are targeted by a blood magic ritual. This is an exception to the rule stating that you may only score an exceptional success if you are the attacker in a challenge. You must meet all of the other qualifications to achieve the exceptional success, according to the rules for exceptional successes.

If you achieve an exceptional success, you may choose to not only be unaffected by the ritual, but to also redirect the effects of the ritual back on to the original caster. To do so you must expend your simple action and make a contested Thaumaturgy roll against the character who originally targeted you. If you succeed, your opponent suffers the normal result of the power as if you were the originator. You may not apply the focus effect of the power, nor any bonuses from an exceptional success.

Reverse Protocol can only be used on blood magic rituals that use an opposed challenge to deliver their effect; it will not reflect powers that augment brawl or melee attacks such as Shaft of Belated Quiescence or Bastone Diabolico. Once you have successfully reflected a ritual back onto its caster the effects of this ritual end.



RITE OF CHANTRY DEDICATION (TREMERE ONLY)

To a cabal of Tremere, a chantry is not just a home; it is a fortress that contains all of the clan's occult learnings, thaumaturgical experiments, and secrets. Allowing a chantry fall to the enemies of clan Tremere would be catastrophic. This reality is why the Rite of Chantry Dedication is one of the oldest Tremere rituals. With this ritual, any Tremere within the confines of the chantry enjoys enhanced magical abilities, giving them a greater edge in defending it against trespassers.

To cast this ritual, pour 1 point of Blood into a cast-iron cauldron and chant your name, rank, and solemn oath to protect the chantry at all costs. Multiple participants may cast this ritual at the same time. If they do not cast the ritual themselves, they may still participate and give their oath, but they do not gain its benefits.

At the completion of this ritual, you and any other casters are considered dedicated to that chantry and gain a +5 wild card bonus to blood magic test pools while within the walls of that chantry. A Tremere remains dedicated to a chantry for a year-and-a-day and may only be dedicated to a single chantry at a time. If she dedicates herself to another chantry, the dedication to the previous chantry ends.

THAUMATURGIC METABOLISM

The Path of Blood is synergy of body and magic – a practice that unifies a thaumaturge's awakening magical ability with her vampiric form. This ritual aligns your healing ability with your magical powers, granting you supernatural healing as magic courses through you. To activate this ritual, you must embed a series of small magnetized needles throughout your body to focus your energies.

You must have at least one dot in the Medicine skill to learn this ritual. Spend 15 minutes embedding a set of tiny magnetic needles in various pressure point locations of your body (this does not inflict any damage). For the remainder of the night, whenever you spend a point of Blood to activate a power from the Path of Blood, you may choose to instantly heal 1 point of normal damage (note that this does not apply to A Taste for Blood as that power does not have an activation cost). If you use a qualifying power but have not suffered any damage, this ritual has no effect. The needles from this ritual will remain in your body when you heal damage (so long as you desire) but will be expelled overnight as you sleep.

TRAITOR'S DECEPTION

The subtle art of infiltration is exceptionally challenging when the goal is to infiltrate the Sword of Caine. Developed by Archons tasked with Sabbat infiltration, this ritual is a closely guarded secret among thaumaturges. By enacting this ritual, you can participate in the ritae of the Sabbat while still maintaining your guise of deception.

As you recite an incantation, you must swallow a handful poisonous berries such as nightshade, yew, or juniper. Unlike most food, the berries will not cause you to vomit. While this ritual is active, if you participate in Sabbat ritae such as the Vaulderie, you will not cause the ritae to fail because of your lack of faith. At sunrise, the ritual will end, and your body will violently reject the berries, inducing vomiting.

WAY OF THE WIND (KOLDUN ONLY)

The destructive power of fire is a danger to both the living and the undead, a truly dangerous tool in the hands of an enemy. By tapping into the soil of her ancestral homeland, a Koldun can bottle the cold and cutting wind that blows through the Carpathian Mountains. When uncorked, this chill air will extinguish all but the strongest of fires.

To cast this ritual, spend 15 minutes outdoors letting the wind of the natural air pass over your ancestral soil. European Tzimisce claim it reminds them faintly of the air currents of the Carpathian Mountains. You must then take a small pinch of the soil and place it in a container with a lid, cork, or some means of creating an air-tight seal. For the next lunar month, you may spend a simple action to open this container while speaking a mystical Koldunic phrase and target any one fire no larger than a family home. At the end of the turn, the targeted fire is immediately extinguished by a massive gust of wind. This gust ends the lingering effects of powers such as Wall of Fire, Engulf, and Firestorm. The winds linger for 5 minutes, extinguishing any new fires at the end of each turn. Once opened, the container is rendered inert as the ritual is expended. You may only have 3 of these bottles in existence at a time with new castings rendering the oldest inert.

Level 4 Rituals

Battle Ward

Thaumaturgy requires patience, skill, and focus – qualities often difficult to maintain in battle. The truly clever and paranoid may inscribe a hermetic circle with her own blood to create a battle ward to enhance one's magical prowess. While within this circle of magic, the caster is more powerful and more difficult to attack. Some believe the Tremere based their tradition of Certamen upon some of the magical principles established in this ritual.

To create a Battle Ward, you must inscribe a circle of magic three steps in radius with your own blood. The circle must be inscribed into a hard fixed surface; a carpet, drop cloth, or a portable object will not suffice. Afterwards, and while inside of the Battle Ward, the thaumaturgist gains a +1 wild card bonus to her Dodge pool for every level of Thaumaturgy she possesses in her primary path. In addition, she gains a +3 wild card bonus to all test pools involving thaumaturgical powers and rituals for as long as she remains inside the circle. The paranoid blood magician only uses this ritual with great need, and when she is certain it cannot be taken over by another. Should another thaumaturge capture this circle, which is defined as her standing within the circle while you are outside of it, she gains the +3 bonus over all attacks against you but does not gain the circle's other benefits.



Broken Eye of Anubis (Setite Sorcery Only)

Often it is nearly impossible to acquire the necessary ritual ingredients sympathetic to an individual to enact certain magics on them. Instead, a clever practitioner can create a magical effigy of an Eye of Anubis. By allowing this item to "see" the sorcerer's target, she can later break the effigy to gain temporary familiarity with the individual.

To create an Eye of Anubis, sculpt an eye out of stone and anoint it with honey and 1 point of your Blood. Later, and while in the presence of your target, complete the ritual by tightly grasping the Eye of Anubis as you gaze upon your target to imprint the essence of your target on it, holding it for at least 2 continuous minutes. Thereafter, you may break the Eye of Anubis to gain a mystical familiarity with the target that will last for one night. Once broken you may use one application of any one power that requires familiarity or an item of sympathetic connection to the target, such as a personal object, her birth name, or a sample of her hair, even if you do not have familiarity or possess such an item. Note that you do not actually receive these items. Once you use that one application of a power (whether it succeeds or fails), the effects of this ritual end. Once the Eye of Anubis has the essence of a target, until it is broken or its potency expires, the target will have a faint sense of someone watching her.

Once created, these objects retain their potency for 90 days. You may have a number of these objects equal to your dots in the Occult skill, whether they are pre-cast or completed. If you create a new item, you must choose an existing item to become inert.

CONJOINED PSYCHE

The more magic a thaumaturge learns, the more paranoid she becomes as she begins to comprehend her own vulnerability to powerful spells. However, the rare occasion arises where the benefits of vulnerability may outweigh the risks. Using two ritually prepared identical pieces of jewelry, you and your ally bond your souls together allowing each other to share your combined strength.

To prepare this ritual you and a single willing ally must ritually prepare two crystal necklaces, rings, or similar jewelry. Your ally does not need to know this ritual in order to participate. The ritual begins as the jewelry is submerged in a mixture of the two participants' blood consisting of one point of Blood from each participant. The caster then chants the ritual incantations while both participants hold the jewelry in the container of shared blood. At the end of the ritual the blood is drawn into the jewelry.

For the rest of the night the two participants of the ritual may spend Willpower from their combined Willpower pool provided they are within 1 mile of one another. Such accessible additional Willpower may only be spent and does not add to any test pool. If one character spends the other person's Willpower, the Storyteller will immediately notify the other character of her reduced Willpower. This gift does not override effects that forbid a target from making a Willpower retest or increase its cost even if the other participant is not similarly affected by such a power. Either character may end the effects of the ritual by spending a simple action to remove or break their piece of jewelry. A character may only be affected by one instance of this ritual at a time.

DEAD ZONE

The paranoia elders feel toward technology was not merely a product of the information age; throughout history, vampires have met technological progress with suspicion and fear. This ritual is the product of their insecurities, rendering most forms of technology inert within a confined space.

To cast this ritual, you must draw magical runes in animal blood on each wall of a room no larger than 10 square feet for each dot of the Occult skill you possess. Thereafter, any item brought into the room (or that was in the room when this ritual was cast) that is more technologically complex than a crossbow ceases to function. Any object powered by electricity temporarily becomes useless and complex weapons such as guns will not fire. The Storyteller is the final arbiter of what is affected by a Dead Zone.

A Dead Zone lasts for a-year-and-a-day. The blood used to create a Dead Zone does not fade until the ritual's duration ends or the magical runes are destroyed.

INDUCE BLOODTHIRST

Newly embraced vampires are taught that, while vampire blood is much more potent and far more satisfying than human blood, they must take care to avoid it. Yet for some, the allure is strong enough to tempt the occasional indulgence. With this ritual, you can draw greater strength from vampire blood, using it to bring the Beast's power to the surface as it hungers for more. It is believed that the original curse levied against the Assamites used a modified form of this ritual.

This ritual allows you to enter a frenzied state, harnessing the Beast's hunger to bolster your Physical abilities. To prepare it, you incite the Beast's hunger by feeding solely on animal blood for 3 nights prior to its casting on the third night. Thereafter, once you have consumed 3 points of Blood from a single target, you may activate this ritual within 3 turns by spending

a simple action. If you do, you immediately enter into an elevated state of frenzy. In this state, you are subject to the standard effects of frenzy and may also use the Strength focus against any target whose blood you have consumed 3 or more points of during that night. You also gain a +2 wild card bonus in any challenges related to Grappling these targets. If you already have the Strength focus, you may use the Disarm, Grapple, Knock Down, or Pierce the Heart combat maneuvers against those targets without spending a point of Willpower.

You may still claim this bonus even if you have consumed their blood in a way that does not provoke a blood bond, such as the focus benefit of Path of Blood: Theft of Vitae or Green Path: Boughs Below. If unused, this ritual expires at the end of the night.

PERFECT FORGERY

Students of various disciplines learn their craft by seeking to emulate the works of great masters. In rare cases when the imitations of the student are upheld as equal or superior to the studied piece, the student goes on to become a master herself. With this ritual you can create a fully functional and identical copy of an object. It is said the originator of this ritual was an apprentice who used it in secret to avoid homework.

To perform this ritual you must grind a small mirror into dust and mix it with liquid silver to create a thick paste that you then coat one of your hands with. For the remainder of the night, you may touch a single object and use Path of Conjuration: Magic of the Smith to create a perfect copy of the object you are touching. If the object is an item or piece of equipment it retains all of its qualities, including magical ones. Objects that are attuned or coded to others retain those characteristics. The forgery lasts until sunrise. Once you create one forgery the silver coating on your hand disappears.

POWER OF THE PYRAMID (TREMERE ONLY)

There is strength in dogmatic zeal. Every Tremere is taught Thaumaturgy via the same principles and is subject to the same oath. The very concept of the pyramid gives them strength and the ability to work together in ways unknown to other clans. Some say that a variant of this ritual is what allowed the Tremere to curse the Assamites, though no public account remains of the spell that could allow for a gathering of sufficient numbers to curse an entire clan.

This ritual allows a group of Tremere to channel power to bolster a single target. To cast this ritual, all parties must know the ritual and spend a point of Blood. They must form a symbolic triangle, designate a champion, and then spend 20 minutes in ritual chant. After this time has ended, the champion may then leave the ritual pyramid and perform magic with the strength of the other Tremere involved (the supporters) who continue to chant to lend their power. For each supporter that continues to chant, the champion receives a +2 wild card bonus to all challenges that utilize the champions Occult skill in the formation of the challenge test pools. For this ritual to remain in effect, the supporters of the ritual must concentrate and spend their standard action to maintain the ritual by audibly chanting the champion's name. All participants may rise and walk but must remain one step away from each other and continue to chant in order to continue to grant their power. Clever foes fighting against this ritual will often try to knock out at least one supporter to weaken the champion. Any participant who is unable or unwilling to chant ceases to be counted but may rejoin as soon as she is able to meet the requirements.

Effects which remove the ability to speak or that cause silence such as Silence of Death will remove the benefits of any supporter so affected. There must be at least three Tremere consisting

of 2 supporters and 1 champion who all know the ritual to cast this spell, but no more than 10 Tremere in total can participate. The ritual ends when the last supporter ceases to chant, the champion leaves the view of the supporters, or when there are no two supporters within one step of each other.

SHAKARI'S SHROUD (ASSAMITE SORCERER ONLY)

Once closely guarded by the Assamite antitribu of the Sabbat's Black Hand, this ritual was nearly lost when they left the Sword of Caine. The clan's recent need to infiltrate the other sects has led to its rediscovery. Once successfully used, the sorcerer can hide the visual and emotional tells of being on a Path of Enlightenment. This magic is fleeting and only works for one night.

This ritual requires a ritual chant wherein you admonish and judge a venomous animal for the sins of your Path, then ritually slays the animal and ingests its venom. This ritualistic approximation of judgement and diablerie realigns you with your higher purpose. Drinking the venom does not harm you. Scorpions are often chosen, but poisonous toads function just as well. Upon completion, if you are on a Path, you will cease to appear as if you are on a Path for the remainder of the night, instead appearing as a vampire on Humanity.

You may use this ritual upon yourself or others. While this ritual is fundamentally aligned with the Path of Blood, it will function just as well on those who follow other Paths. However, many Sorcerers believe this ritual should only be for the benefit of those following the Path of Blood and are known to severely punish those who use this ritual to benefit practitioners of other Paths of Enlightenment.

WAY OF THE EARTH (KOLDUN ONLY)

As all Tzimisce are tied to the earth, as they are their lords, so too is the soil of their homeland bound to them. A Koldun invoking this power temporarily borrows strength from her ancestral homeland through the spiritual link from the soil she possesses.

Take a small sample of your ancestral soil and mix it with fresh rainwater and a point of your Blood to create a paste. Thereafter, you may spend a standard action to trace an arcane sigil onto your body, granting you the Rugged merit for the next hour. Any wounds assigned to those health levels disappear at the end of the hour. If you already possess the Rugged merit, this ritual has no effect.

This ritual and the paste created by it may only be used on you. A Koldun may only have a single application of this paste in existence at a time; creating a new application will render an older one inert.



Level 5 Rituals

Blade of Eternal Thirst

Scholars debate if the hazards of vampirism are a product of the condition itself, or an additional curse levied as consequence for an age-old sin. It has thus far proven impossible to sate vampirism without some degree of peril but experiments have been met with some success. By ritually carving and enchanting a weapon made of bone, you can imbue it with a portion of your hunger. The blade will seek to consume any blood it comes into contact with, but as its master, you can claim it as your own.

To create a Blade of Eternal Thirst, you must carve a bladed weapon out of bone and immerse it in 3 points of your own Blood. This requires you to have 2 or more dots of the skill Craft: Weaponsmithing. Once the ritual is complete the weapon does aggravated damage. In addition, when the weapon successfully strikes an enemy resulting in at least one point of damage (determined after the target's Fortitude or similar defensive abilities), the blade consumes 1 point of Blood which is magically preserved inside the weapon.

A Blade of Eternal Thirst can store up to 3 points of Blood which will retain its mundane and magical properties. While wielding the sword and by spending a simple action, you can magically absorb the points of Blood, drawing from the oldest point first. However, you are subject to any effects the blood has such as drugs or toxins, the blood bond, or powers such as Acid Blood. Finally, by spending a standard action you may force a single point of Blood out of the blade and into a container if so desired.

You may only create one Blade of Eternal Thirst. If you create another the previous one is destroyed along with any blood it contains. Only the creator of a Blade can utilize its benefits, including the ability to do aggravated damage; in the hands of anyone else it is a mundane weapon. A Blade of Eternal Thirst remains enchanted for one month but each month after its creation you may soak it in a point of your Blood to extend its enchantment by another 30 days. If a Blade of Eternal Thirst loses its enchantment for any reason, or the weapon is broken, any blood stored within it is destroyed and cannot be recovered. Finally if a Blade of Eternal Thirst is targeted by the thaumaturgical ritual Perfect Forgery or similar powers, only the Blade is copied; any blood contained within is not duplicated. All other limitations of Perfect Forgery apply as normal, including only the creator of the original Blade of Eternal Thirst being able to utilize the effects of a forgery.

Certamen (Tremere Only)

In spite of their erudite reputation, clan Tremere maintains an ancient tradition of magical dueling to settle disputes. The secretive practice, called Certamen, pits two magicians against one another in a contest of the arcane arts. Many a Tremere has made her career by mastering the intricacies of this form of magical combat which uses unconventional rules. By strict tradition, these duels are never discussed outside of the clan, nor are non-Tremere ever challenged in this manner.

Certamen is the formal magical duel practiced by members of clan Tremere involving runic circles and impressive displays of Thaumaturgy. It is traditionally used to resolve deep disputes between clanmates when negotiation has failed, but a superior may also order her subordinates to Certamen if she feels it is appropriate.

Certamen involves two duelists and a judge. No other parties are allowed to participate. A participant does not need to know the ritual to participate, as it is typically the judge who performs the ritual.

A typical Certamen usually proceeds as follows: an aggrieved party will challenge another to Certamen and ask for terms that reflect the level of her grievance. The challenged party may accept or insist on different terms; however, seeking to downplay the level of a slight is viewed as cowardly. The challenged

party traditionally selects the judge, which the challenger should accept within reason. When the judge is determined and agrees to oversee the Certamen, she will set the terms of the duel. Most often these terms may have already been agreed to by the participants, but the judge has final say. One or both of the participants may still withdraw, though to do so once a judge has been chosen carries significant shame.

The terms of the Certamen set forth the victory conditions. The parties should agree amongst themselves on the victory condition. If the parties cannot agree, the judge decides the victory condition. The duel ends immediately when the victory condition is met. The following list outlines the various victory conditions to select from:

- **Judge's Decision:** Under this condition, the Certamen ends under some event of the judge's choosing and the judge will choose a winner. For example, the duel will last for 7 turns, after which the judge will determine a winner. Other terms may also have a judge's decision clause for the sake of length. Alternatively, the judge may rule the contest will last until one participant successfully uses three different Thaumaturgy powers or three different Thaumaturgy paths on her opponent.
- **Capture the Runic Circle:** The Certamen ends when one participant captures her opponent's runic circle. This condition is considered met when a participant is the only one standing in her opponent's circle and takes no damage for an entire turn.
- **Incapacitate Opponent:** More serious matters call for the incapacitation of one of the participants. The judge will end the match before final death can occur.
- **Death of Opponent:** Reserved to settle only the most serious accusations such as treason, the Certamen ends when one party has killed the other.

The judge will prepare the Certamen area. Depending on the mood of the judge, the space available, or the nature of the challenge, it can take one of many forms. Solemn duels may feature two circles in an outdoor setting to take place in the last minutes before sunrise, and more politicized duels may involve wide spaces with ample room for spectators and multiple runic circles. The judge will determine the specifics of the arena, including its size, number of runic circles, and how far apart they are set.

Next is the construction of the runic circles. A single runic circle is 2 steps across. A Certamen has at least 2 runic circles, one for each participant. However, it is common enough for a Certamen to feature multiple runic circles for either side. Typically, this is an equal number of circles for each side, as a participant who has fewer is seen as having a disadvantage. Once this number is chosen, each participant may take turns constructing a runic circle with the challenger going first. Note that other rituals that modify the arena space, including those that construct defensive measures, are not allowed as part of Certamen. To receive the benefits of a runic circle, a participant must be the only one standing within it, and she must be entirely within it. Circles are never created concentrically, and participants cannot receive benefits from multiple circles by attempting to straddle two or more. The types of runic circles are:

- **Enhancing:** The participant chooses a path of Thaumaturgy when she creates this runic circle. She receives a +2 wild card bonus when using her primary path of Thaumaturgy while standing within the circle.
- **Regenerating:** A participant standing in this circle recovers 1 point of normal or aggravated damage at the end of each turn.
- **Rejuvenating:** A participant standing in this circle recovers 2 points of Blood at the end of each turn.
- **Stoic:** A participant standing within this circle receives a +2 wild card bonus to her defensive pools.
- **Quicksilver:** If a participant is standing within this runic circle, she may use the Burst of Speed combat maneuver for free and apply a +5 bonus to her initiative score.

It is believed that there may exist other types of runic circles which function within Certamen but that have been forbidden or lost over time. Certain secret societies and even members of the Tremere hierarchy are believed to have their own secret runes that they jealously guard, should anyone be foolish enough to challenge them. Runic circles are part of the Certamen ritual and do not function outside of a proper Certamen duel.

Once the runic circles are constructed, the judge will set any additional terms. Traditionally, all Thaumaturgy is allowed, as are Celerity, Potence, and Fortitude. Usually, participants are allowed time in advance for ritual preparation, though this may be measured, limited, or even forbidden depending on the contest. In contests where the aim is to capture the opponent's runic circle, the disciplines of Dominate and Presence are traditionally forbidden. Use of Possession or other powers where the participant does not compete in her own body are always forbidden. Other clans' disciplines such as Dementation, Protean, and Obtenebration are not allowed without prior agreement, as the duel is intended to be a contest of magic. Vicissitude is not permitted under any circumstances nor is Obeah or Valeren.

At the appointed time, each participant will take their place in one of her runic circles which will serve as her primary runic circle. The combat begins at the judge's signal, and each party may act on their initiative. The ritual prevents any magical effects from leaving the designated area, such as a stray Flame Bolt or uses of Firestorm. Any magic used within the dueling area also takes on a more pronounced aesthetic; Force Bolts visibly ripple the air and Lightning Bolts surge with dramatic effect.

Certamen ends once the chosen victory condition is met or if the judge calls for a halt in the contest, in which case the judge will then determine a winner or a draw.

CONDUIT OF FATE

With careful practice and manipulation, the threads of one fate may be intertwined with another in a solemn act of binding. In this ritual, the fate of one becomes the fate of the other, ensuring mutual destruction or survival. While this is rarely a choice one would make for combat, a thaumaturge may invoke this binding over a pair of distrusting vampires to ensure peaceful negotiations.

To learn this ritual you must be skilled in the Path of Caelestinikenesis. To cast this ritual, you must first ritually bind the hands of two willing vampires together, one of which can be yours. The two participants must each spend 1 point of their own Blood to spill on the binding as you speak the words and finalize the magic with a point of your own Blood. From the moment you untie their hands, the pair remains mystically connected, each sharing the other's condition. As the caster of the ritual, unless you participate in the binding as one of the two ritual participants, you remain unaffected.

Any post-Fortitude damage, healing, or effects that happen to one party will also manifest on the other party who cannot mitigate or negate the damage. Should one party enter torpor, the other does as well. Similarly, any positive effects applied after the casting are mirrored, but existing conditions from before the ritual was enacted do not transfer across. In addition, a character's pre-existing derangement will not be mirrored, but a new derangement caused by Dementation inflicted on one party will affect the other party in the same way.

You may choose to end the effects of this ritual early, but not instantaneously. Both parties must agree to end it, just as they agreed to start it. To do so, you must re-tie the pair's hands with the same binding you used to enact the ritual and sever the cord. No one can be under the effects of more than one application of Conduit of Fate; if they attempt to participate in a second ritual casting while the first is active, the second will fail and the original will remain active. If not voluntarily severed, this ritual ends in 30 days.

FELL INCANTATION

There exist magics that seem to operate in conjunction with the natural world, and there are some that are distinctly vulgar and otherworldly. The latter are much more difficult to control, and much more harmful and chaotic in nature. This ritual imbues your magic with these energies, making them more destructive in nature. To do so, you must ritually burn a page from an established magical tome or treatise as you recite an incantation appealing to chaotic forces.

Upon the completion of this ritual, for the remainder of the evening your magic takes on a powerful and destructive quality. Whenever your Thaumaturgy powers deal damage, the first point dealt cannot be reduced or negated. The type of the damage does not change (aggravated or normal), and any damage reduction powers are applied to any additional points of damage beyond the first, if any. If your power does both aggravated and normal damage, apply this effect to the aggravated damage.

For example, if you have this ritual active and successfully use the Thaumaturgy power Engulf on a target with Aegis, the first point of damage is unsoakable. Your target's Fortitude is then applied to the second point, ignoring it. If you scored an exceptional success to inflict 3 points of damage, the first point is unsoakable, but your target's Fortitude would apply to the second and third point of damage, ignoring those.

However, use of this ritual causes your magic to become distinctly unnatural, and as a result any magical effect you use is overtly Masquerade-breaking. Any phenomenon you conjure such as flames or fog may have an unnatural color, and otherwise surreptitious magics are accompanied by eldritch effects, such as ghostly runes, sparks, or bizarre rays of light. This power is not infernal in nature, but rather a more violent and disruptive form of magic.

LIGHTNING ROD

In ancient history, the effects of lighting were seen as so devastating yet seemingly so random that they must surely be the work of the gods. It is no wonder that early thaumaturges sought to harness its power for their own. This ritual allows you to create a powerful tool to enhance your abilities, channeling electricity with even greater effect.

To cast this ritual, you must obtain a piece of wood from a tree struck by lightning that must then be fashioned into a rod. Thereafter, whenever you hold the rod and use it with the Path of Weather Control: Lightning, your bolt does aggravated damage.

In addition, if you have successfully struck a character with your lightning bolt, you may cause it to arc and attack a second character within 3 steps of the first. This does not require any additional Blood or actions. To do so, you must immediately initiate a second opposed challenge with your new target. If you succeed, apply the regular effects of Path of Weather Control: Lightning, but your target will take 1 fewer point of damage. You may use this ability only once per turn.

Only you may use your own Lightning Rod and you may only have one at a time. Creating an additional rod causes the previous rod to become inert.





RITE OF MARDUK SLAIN AND RISEN (ASSAMITE SORCERER ONLY)

The myth of Marduk, the ancient Mesopotamian god, is among the oldest myths recorded. It holds special reverence among the Assamites who believe it is an ancient story of one of their elders delivering justice to one of Ventrue's wicked childer. They created this ritual in honor of this epic story, intended to caution a wayward bloodline from following in the example of the condemned.

This ritual requires the Sorcerer, a would-be diablierist, and three other participants who must be either Assamites or Path of Blood adherents. However, only the Sorcerer needs to know the ritual. The diablerist then names a victim she intends to diablerize and leads the group in a 30-minute ceremony during which she dons a robe and mask, and ritually enacts the myth of Marduk, taking the part of the god. The other participants take the parts of Marduk's mother, Ea, his consort, Sarpanitu, and the chaos dragon, Tiamat. Tiamat "kills" Marduk as his mother and consort mourn, but Marduk "resurrects" himself and "slays" her, symbolically making her into the body of the world.

Upon completion of this 30-minute ceremony, the beneficiary of this ritual has 24 hours to diablerize her named target. It is not uncommon to perform this ritual with the target already present and captive. When the diablerie is complete, the victim's sire, her sire's childer, all of the target's childer, and anyone in a full blood bond with the victim share her final sensations as she perishes. Furthermore, all of the aforementioned suffer horrific flashbacks of this event when they are in the presence of the diablierist. Those affected by these waking nightmares suffer a -3 penalty to their offensive pools against the diablerist as long as the diablerist is in their presence. This effect lasts for 3 months but can be ended early if the caster chooses to spend a simple action.

SEVERING SANDS (SETITE SORCERY ONLY)

A handful of pure and consecrated sand (preferably imported directly from the Nile) can force spirits and creatures back to where they came. While often used to banish spirits from an area, the power of this ritual has limited effects over all manner of creatures by simply invoking an appropriate Egyptian god counter to whatever spirit or supernatural creature he faces. A wise magician studies all manner of creatures to make the best use of this ritual, though even the most ignorant sorcerer knows to call upon Anubis to take ghosts back to the Underworld.

You must gather a handful of pure sand, wash it clean, and allow it to dry in the sun undisturbed for one day. Then, gathering the sand, you mix it with perfumes, natron (a salt mixture from dry lake beds), and one point of your own Blood, reciting a prayer to the life-giving Nile.

When you next encounter a supernatural creature, you may blow the sand at it while reciting a prayer to a god within your religion who has dominion over that type of supernatural. Most Followers of Set use their respective pantheons, with of Egyptian gods Dionysian or Hall of Jörmungandr being the most commonly invoked. Blowing the sand requires a standard action and success in an opposed challenge using your Mental attribute + Occult skill versus the target's Mental attribute + Willpower. You may only target a single visible character within 3 steps and the sand is expended regardless of if you succeed.



If you succeed in the opposed challenge, creatures not native to the current plane, such as wraiths, spirits, and summoned elementals, are banished to their home realms and cannot return for 24 hours. The Storyteller may determine that spirits of sufficient power, such as Incarna or higher, are immune to this effect. If used on a vampire in Psychic Projection or a character who has been Soul Stolen, this ritual returns her to her body. However, these targets must be somehow visible to you to be targeted.

Supernatural creatures' native to this plane that are successfully targeted with the sand (including other vampires, changelings, werewolves, and earthbound demons) lose their ability to heal or be healed for 3 turns. This does not interfere with effects which reduce or prevent damage, such as Fortitude. Multiple applications of Severing Sands to the same native supernatural creature do not stack; however, once the 3 turns have lapsed, a new successful application will result in the loss of their ability to heal or be healed for another 3 turns.

This sand only works in your hands as only you can invoke the required blessing. You may have up to 3 applications of it in existence at a time with newer creations rendering the oldest inert.

WAY OF THE SUPREME (KOLDUN ONLY)

Koldunic beliefs say there is a single force and essence that encompasses all in nature. While most hermetic thaumaturgists seek to dominate and enslave that force, Koldun seek to unlock its potential. As a result, the elementals summoned by a Koldun have greater potential than those summoned by any other blood magician. In order to enhance an elemental a Koldun must prepare herself during a spiritual ceremony, attuning to the four elements.

You must spend 4 hours performing an elemental ceremony recognizing the four supreme elements. Each Koldun performs this ritual differently. Upon its completion, and for the next lunar month, the elemental summoned when you use Elemental Mastery 5: Elemental Summoning gains the following effects based on elemental type:

- **Fire Elemental:** It gains a +3 bonus to initiative and the ability to act during the first Celerity round where it may use its Ranged Attack.
- **Earth Elemental:** It gains 2 additional health levels, and its unarmed attacks deal 2 points of normal damage, or 3 points on an exceptional success.
- **Water Elemental:** While in its presence, you gain a free retest against any frenzy test using the energies of the water to calm yourself. In addition, while you are in a state of frenzy you feel the power of the ocean's rage, gaining a +1 to Physical attack test pools, in addition to any bonuses you receive for frenzy.
- **Air Elemental:** It may now make a ranged attack (instead of an unarmed attack) that does no damage but knocks the target prone. The air elemental can also spend a standard action to target its summoner with a gentler gust of wind, allowing you to take one additional step the next time you spend a simple action on movement. This second effect does not count towards your maximum number of attackers.

AUDACES FORTUNA IUVAT

Benjamin Vogt was tired. He was tired of watching his clan fall to the manipulations of the dirty Anarchs. He was tired of hearing their endless droning for rights and freedoms. Most of all, he was tired of others wanting to take what was rightfully his. Turning towards the lovely woman at his side, he ran his hand over her pale arm, admiring her beauty. In life, Mia had been both a perfect wife and companion; in death, she was competent, hungry, and willing to go to whatever lengths necessary to obtain power for herself and those who were worthy of her notice. Despite the unfortunate circumstances surrounding her death, she had risen like a phoenix from the ashes and claimed her rightful place among vampire society.

Across the room, a Gangrel Anarch watched the display of possessiveness by the Ventrue. They were always like this, petting their trophies as if they were phallic symbols of power and respect. Even those Ventrue who claimed membership in the Anarchs were barely tolerable. This one, though, was one of the most obnoxious assholes that he had ever met, and given that he had dealt with tons of stuck up Camarilla assholes, this guy was setting a pretty high bar.

Unlike the Ventrue, who was watching him like he was a piece of trash left on his precious pearly steps, David "Dee Dubya" Wallace was a true patriot and man of the people. He had climbed his way through the ranks of vampire society and led his people with the ferocity and fire of the Gangrel clan and the Anarch Movement. He didn't have a fancy title or a big haven that he could call his own. Instead, he had his people, his gang, and his close allies who had his back whenever there was trouble.

Dee Dubya sauntered across the carpet, mentally cackling in glee that his boots left tracks of brown mud and whatever else he had managed to wipe his feet in across the pristine white carpet of the Ventrue's mansion. Given the scent that wafted from around him, he was pretty sure he had managed to find wherever the royal dogs liked to hang out.

Benjamin looked down his elegantly slanted nose at the dirty Anarch who smelled like feces and rebellion. He had little time for self-made prophets of anarchy who claimed they were "of the people." Much like the murderous Sabbat, the Anarchs were little better, choosing violence and claiming it was politics. He supposed in some manner, it made sense. His personal motto had always been "Aut Viam Inveniam Aut Faciam" — "I will either find a way, or I will make one". The difference was, he had carved his way on his own, proving he was worthy of his blood. They simply resorted to the inelegant solution of violence.

Dee Dubya made a point of looking the Ventrue in the eye as he slowly dragged his feet across the carpet, smirking as he watched Benjamin Vogt try to hide a cringe. He figured it was fair, given that he had been imperiously summoned before "King George", which was his favorite nickname for the Ventrue, who was slightly (or maybe more than slightly) upset because he had deigned to set foot near Benjamin's precious territory.

"So I hear ya got some issues with me, your Highness. I'm here, presentin' myself. How can I not serve your every whim today?" Dee Dubya mocked him with a half-curtsy, smirking at the Ventrue who was clearly trying not to roll his eyes at the clear show of disrespect.

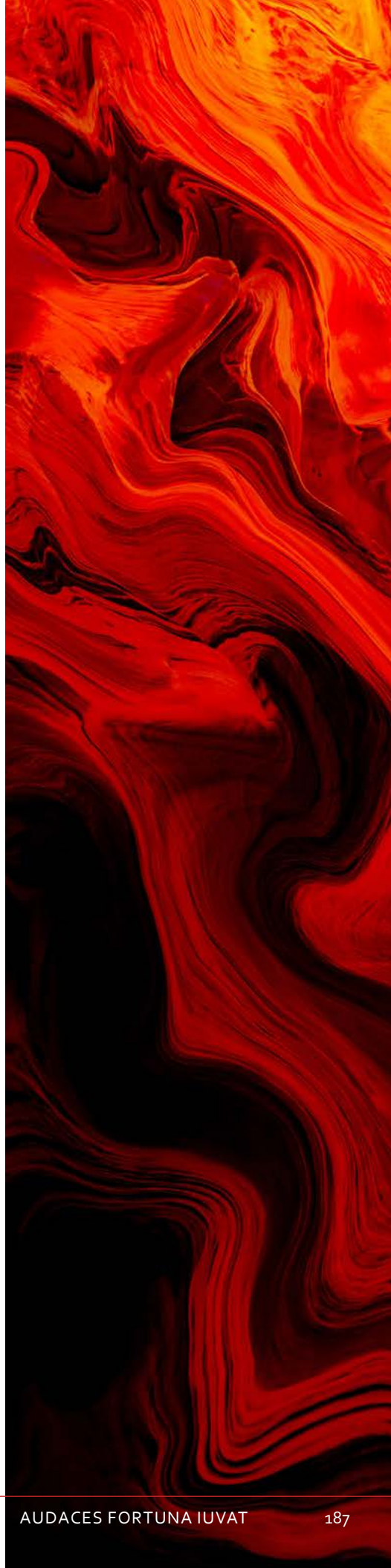
Benjamin forced his mouth into a scowl as he looked down at the Anarch. His appearance was laughable. His clothing was clearly bought at a thrift store, and the gaudy golden dollar sign adorning his neck was an obvious symbol of his value. In short, worthless.

"Yes, I have, Mr. Wallace. I understand that you have been misled to believe that you can claim land. Specifically, that you can claim my land as your own. In the spirit of cooperation, I asked you here to grant an opportunity to retract your mistake and apologize for your confusion."

There was a brief moment of silence before Dee Dubya doubled over in laughter, even going so far as to feign catching his breath in between bouts of laughter.

"Oh holy shit, that was some seriously funny stuff. You are almost as good as those comedians on that TV show. Wow, that was amazing. I need to sit down after that!"

Moving to the closest seat, Dee Dubya draped himself over an ornate wooden chair, tossing his muddied shoes over the side before making eye contact again with the Ventrue.





"So look your Ventrue-ness, Mister high and mighty; y'know that spot Golden Corral? Yeah, that place with the bomb cheeseburgers and that super phat salad bar? Everyone gets to go to the salad bar, right? So when you got a plate full of some fried chicken, burgers, and maybe some salad, and y'know, ya gotta have some greens for that heart health — we 'Narchs gotta keep our hearts healthy and all — but one o'dem cherry tomatoes falls off and hits the floor. You look at that tomato and you wonder, 'who really owns the salad bar?'"

Benjamin watched the Gangrel with a look of superiority, perhaps even some amusement as he met the eyes of the Gangrel.

"I own the salad bar."

Dee Dubya looked surprised at the simple response and was about to start a new rant when Benjamin held up his hand to stop any further words by the Gangrel.

"I don't think you understand how economics work. The people do not own the salad bar. I allow you to go to the salad bar. I allow you to get your burgers and your plates full of food, and at the end of the night, I close down the salad bar and decide when I want to reopen the salad bar. You are there because I allow it, not because it is your right."

Dee Dubya sat up straight, letting his carefully crafted ensemble that was made up of baggy jeans, a zip up hoodie, and an oversized sports jersey fall aside.

"So that's how it is going to be? I came here to offer you a deal Mr. Vogt, one that I think will be mutually beneficial to both of us."

Benjamin Vogt looked at the Anarch with annoyance. There was absolutely nothing that this creature could offer him that he needed, yet the Gangrel was determined to keep talking.

"I know your secret. You know, that one you don't want getting out? I know it, and if you think of harming me or trying to get it out of my head through your Ventrue woogie powers, some other people know it as well. So I would think long and hard about how much your salad bar is worth to you before you consider answering, especially when that main course's name happens to be Mia."

Benjamin Vogt was speechless for perhaps the first time in his entire unlife. He glanced over to the woman beside him, knowing full well what the Gangrel Anarch was speaking of. If he did indeed know the secret behind Mia's presence, he had valuable information. It could only mean that Dee Dubya must have known the individual responsible for this secret.

It had not been that long ago, not that time mattered much when you are a vampire. Mia had been his mortal wife and companion. She had been vibrant, beautiful, possessed of a grace unlike anyone else he had ever known. She had been granted temporary immortality as a ghoul, but she was never a slave like others. She was far too headstrong to ever be someone's servant.

One night, while members of his Court were fighting against the Sabbat, Mia had been kidnapped by a pack who were causing no end of frustration to the vampires of the domain. Benjamin's sire had been a powerful force against the Sabbat, so they had been looking for any opportunity to strike a blow against the Camarilla. Benjamin had been the perfect target of opportunity. They had kidnapped Mia, holding her hostage and nearly killing her. When he had found her, she had lost so much blood that her skin was already paler than most vampires. The Archbishop had taunted him, gleefully giving him the option of ridding the Camarilla of an enemy, or saving his precious ghoul through the embrace.

He had chosen the latter. He had taken her broken body into his arms and drained what little vitae remained in her body and fed her his own blood. In a single act, he had broken the Traditions and violated his oath to his Sire and Grandsire. He had saved her, though. He did not regret that act, but he did not exactly announce to the world what he had done, either. Instead, he had withdrawn from the battleground, ignoring the look of triumph on the face of the Ventrue antitribu Archbishop, and returned to the fold of the Camarilla, vowing never to speak of what had happened that night.

Dee Dubya watched the realization of the predicament hit the Ventrue. Benjamin knew that Dee Dubya had important information that would be detrimental to his existence, yet he didn't want to lose territory or face. On the other hand, Benjamin could easily have the local Movement eradicated for buying and selling secrets to Camarilla enemies. Given the Gangrel's ties to some of the most notorious members of the Anarch Movement, it was a risky move that could end up backfiring.

Dee Dubya smiled a big, toothy grin as he casually went back to draping his legs over the side of the chair.

"So, here is what I have in mind. You are going to give me your salad bar, or you can keep it open and I can go get my plate of chicken whenever I feel like it and bring my friends, or I tell your Prince-ness exactly how naughty you were. Capiche? It's like that movie ya know? That one with the blue pill and the red pill? You decide which pill you are going to take, Neo."

While the pop culture reference was lost on Benjamin, the concept was not. The Gangrel had made his intent quite clear. Looking over at the woman at his side, he knew that he could not allow anything to happen to her. He had sacrificed his own Traditions once before, knowing the cost of his indiscretion. He was not the type to go down without a fight, however, and he had one important card that he could play.

Sitting back in his chair, Benjamin looked at his adversary and nodded once, making certain that he mained a calm, composed smile as he measured his words with perfect accuracy. He had almost been beaten, had it not been for a casual slip, he might have almost missed the gang emblem on the inside of Dee Dubya's jacket marking him as a member of a dangerous gang of Anarchs who had been hunted by the Camarilla.



"Very well. You can have your Golden Corral. However, in exchange I will have your silence and the ashes of the leader of the Sabbat pack who is also attempting to claim this land. If you should ever tell of this to anyone, I will make sure everyone knows how you attempted to blackmail me, how you attempted to spread lies, and most of all, how you intend to use this territory that you have stolen to provide sanctuary to your allies who are hiding from the Camarilla. Don't think I am not aware of your associations with individuals hunted by the Justicariate. One word of this, and I will have every Archon and Camarilla bounty hunter in your salad bar, eating your salad, and making sure there are no scraps for even your dog to feed on. Do you understand?"

Dee Dubya stood up and offered his hand to Benjamin, who placed a smile that spoke of victory on his face. He did not take the hand of the Anarch, but simply offered a nod to the Gangrel. Dee Dubya had an awkward moment where he was waiting for the handshake before pulling his hand back.

"Okay then. Secrets it is. You get to keep your secret, I get to keep mine."

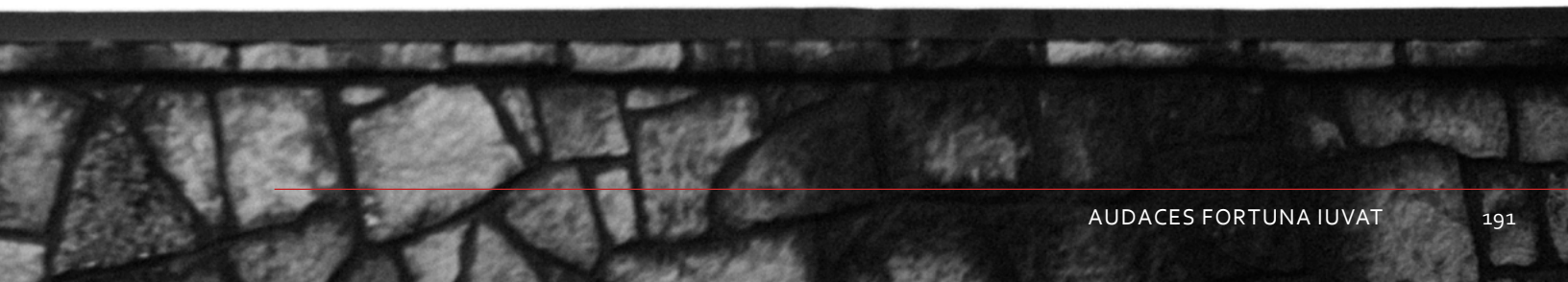
Benjamin Vogt hid his look of disgust at having to make this deal, but he was not going to give this Anarch the satisfaction of seeing how close his Beast had been to the surface. For now, his secret and his precious Mia were safe. Despite the high cost of silence, the resolution was clearly in his favor.

As Dee Dubya was escorted from the building, he smiled in triumph. He had both gotten under Benjamin's skin and successfully obtained a prime piece of territory. Pulling out his phone, he dialed the familiar number of his "questionable" associates . He spoke quickly, then hung up, humming a victorious tune as he sauntered down the gilded steps of the estate.

"The deal is good, let the others know we are moving to phase two."

After delivering the message to the leaders of his gang, Dee Dubya laughed to himself. The fool Ventrue had played perfectly into his hands. Not only had he lost precious land, but he had given his Anarch gang the perfect reason to go after the annoying Sabbat who kept hunting the members of his gang. Not only would he get the rep for stealing territory, he would get boasting privileges for years to come.

Sitting with Mia at his side, Benjamin could not help but smile at his clear success. His gamble had been well-played. He had lost some land, but what he had gained was immeasurable. By agreeing to destroy the Sabbat who had forced him to embrace his beloved Mia, Dee Dubya had presented the perfect opportunity to ensure that Benjamin's secret would never get out. In return, he would conveniently forget that Dee Dubya would probably bring members of his gang on his former territory who were hunted by the Camarilla. It was a risk, but as his sire was so fond of saying, *"Audaces fortuna iuvat"*: fortune favors the bold.





— Chapter V —

ADDITIONAL ELDER POWERS & LUMINARY POWERS

"My childe, alway remember this most important lesson: sanguis pretium amissis ludum. Blood is the price of losing the game."

— Alain Martel, Luminary Elder, Clan Ventrue

In this chapter you will find additional elder powers and luminary powers. Player characters with the correct generation (8th, 7th, or 6th) can learn elder powers by going through the same steps to learn other powers of that discipline. For more information on elder powers, see **MET VTM, Chapter Four: Disciplines, page 113**.

Beyond the scope of elder powers lie another terrifying threshold of abilities: luminary powers. Luminary powers are superior expressions of disciplines practiced by those of ancient and potent blood. These powers represent the supreme mastery of a discipline and the product of countless nights of study and insight. Luminary powers function as a daunting trump card in an elder's arsenal. Player characters must be 6th generation to purchase a luminary power. NPC and PC Luminary Elders may purchase a single luminary power from their in-clan disciplines. NPC vampires who are of the 5th generation or lower may purchase multiple luminary powers from their in-clan disciplines. Luminary powers cost 24 XP, and may only be purchased if a character has at least 1 elder power of the same discipline.

Elder powers and luminary powers are distinguished from each other by the number of dots that follows the name of the parent discipline. Six dots denotes and elder power; seven dots denotes a luminary power.

Animalism

"Childe, a Toreador like that one be all smiles and gilding; they only pretend to listen. Truth is, they be jealous 'cause we be prettier than they are and have abilities they never will."

— Carrick Driscol, Nosferatu Elder & Warlord, Red Deer Alberta

Animalism Elder Powers

MASTER OF THE HUNT

Animalism ●●●●● ●

The communion you have with your Beast has given insight into the base instincts of other vampires, allowing you to grant them a keen understanding of their Beasts. Gangrel elders are known to use this power when leading blood hunts, permitting their allies to achieve a singular primal focus against their targets.

Spend 1 point of Blood and a simple action to allow a number of vampire allies to benefit from Drawing Out the Beast, if they choose. The selected allies receive the power's benefits as though they had just activated Drawing Out the Beast without paying its costs and gain the benefit from your Attribute focus for this power, if applicable. If an ally targeted by Master of the Hunt already possesses the power Drawing Out the Beast, they do not suffer the standard -2 penalties to Physical defense pools while in frenzy; however, you still suffer the -2 penalty to Physical defense pools while in frenzy unless another vampire has used Master of the Hunt on you.

In addition, you may use this power on Stock NPCs of level 3 or lower, which automatically succeeds. If you do, they immediately enter frenzy even if they otherwise cannot. So long as the Stock NPCs are physical and aggressive in nature, they will obey your orders in combat such as orders to follow you, to attack a specific target, or to hold their action. These orders must be simple and basic. More complex orders, such as disarm the security system, cannot be given as your subjects are in the thrall of frenzy. In addition, a Stock NPC's blood bond to another or supernatural compulsion caused by another through powers such as Dominate or Majesty cannot be overcome by your orders.

You may only affect a number of vampires and Stock NPCs equal to your dots in the Animal Ken skill. This power lasts for up to 1 hour; however, targets must remain within eyesight of you for this power to remain active. Any time before the hour expires you may end the benefits of Master of the Hunt and your vampire allies may end the effects upon themselves if so desired.

QUELL THE HERD

Animalism ●●●●● ●

The most dangerous and fearsome creations in all of nature are the apex predators; powerful hunters that other species have come to instinctively fear. Such is the power of your Beast that even in a room filled with other predators, its hunger and strength is palpable, threatening dominance over all who challenge it.

When you attempt to use Quell the Beast, you may choose to spend 1 additional Blood point to activate Quell the Herd and affect multiple targets. Choose a number of vampires or supernatural creatures capable of frenzy within your line of sight up to the number of dots you have in Animal Ken. You must have their Gaze and Focus. When targeting multiple vampires or creatures, you must make a separate opposed challenge against each of the defenders. Should you spend Willpower to retest one of these opposed challenges, you also gain the ability to retest all the remaining opposed challenges without spending further Willpower.

Animalism Luminary Powers

EMBRACE THE BEAST

Animalism ●●●●● ●●

The Beast lies within all vampires, a constant threat to control. You have mastered the ability to embrace the Beast within you instead of just caging it, allowing you to steel yourself from certain attacks as you hunt your prey. While not without risks, the power granted by the Beast's embrace is horrific yet beautiful.

Spend 3 points of Blood and your simple action to activate Embrace the Beast and immediately enter a rage frenzy. While embracing your Beast you maintain enough control over yourself to determine friend from foe. In addition to the benefits of Drawing out the Beast, you are immune to hostile Mental and Social powers that do not cause physical damage; however, you cannot initiate Mental or Social powers while in this berserk state. If a Mental or Social power causes an effect that includes damage, such as a Soul Steal attempt in conjunction with the Appearance focus, you are susceptible to it.

This power remains active until either all threats are incapacitated, all threats escape, or you choose to deactivate it. If you deactivate the power prior to incapacitating at least a single threat with your own hands, you immediately take 3 points of aggravated damage that may not be reduced or negated. A threat declaring her surrender or ceasing hostilities without a show of submission is not sufficient; you must either incapacitate her or end this power yourself unless she meaningfully submits.

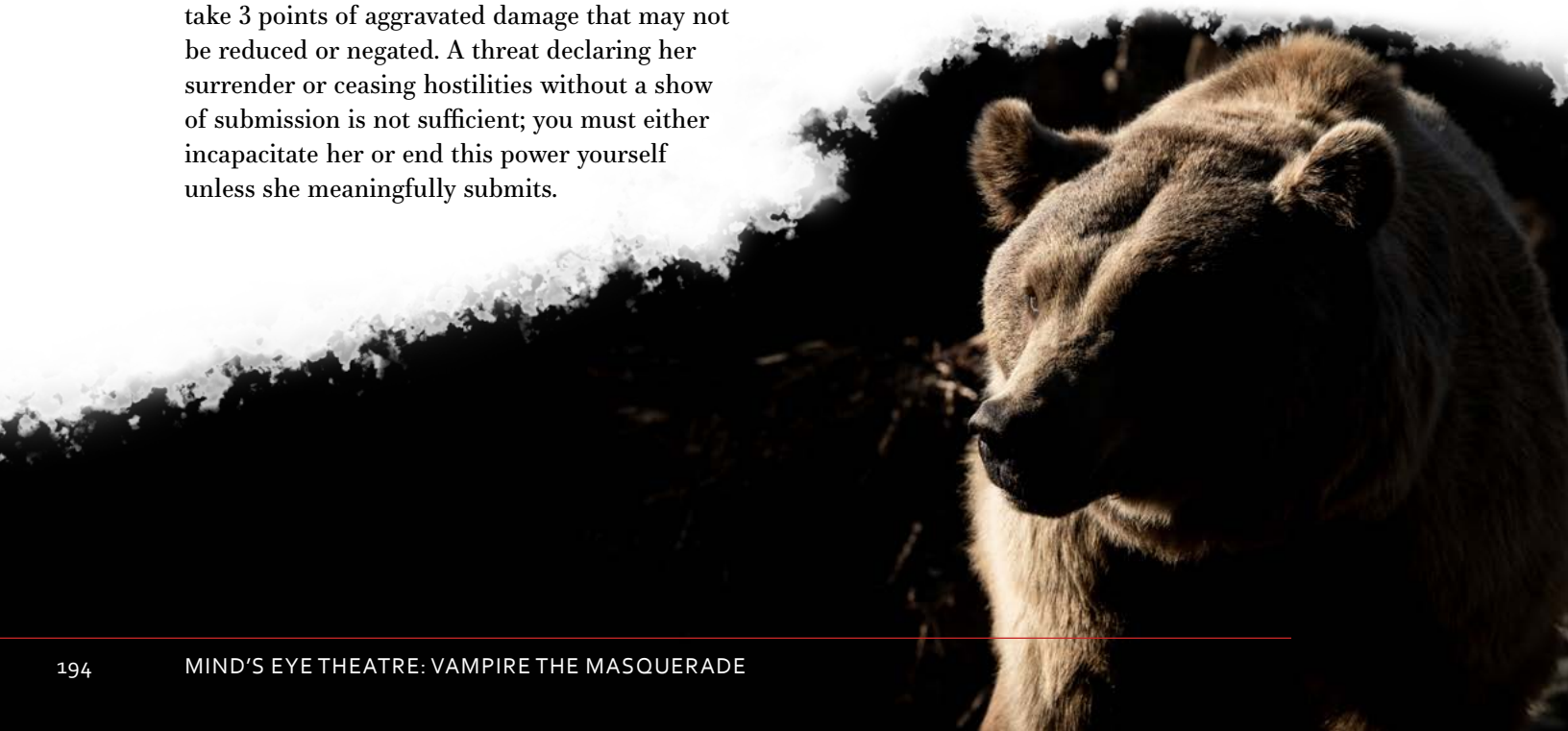
SUPREME RESOLVE

Animalism ●●●●● ●●

Neonates and lesser predators are taught that the Beast is a liability, a tireless hunter that will inevitably overtake them. While you have not made peace with your bestial side, you have entered a greater communion with your Beast and can draw upon its full potency to resist any who would seek to overcome your will.

Once learned, this power is always active. Whenever someone attempts a Willpower retest against you, she must spend 1 additional Willpower for the retest. If she cannot or is unwilling to spend the extra Willpower, she may not retest, though she does not lose any Willpower. This penalty is cumulative with any other penalties that cause your target to spend additional Willpower, such as Quell the Beast. If your target has a power, merit, or effect that allows her a Willpower retest without spending a point of Willpower, the effects of Supreme Resolve do not affect her.

In addition, whenever you are in a state of frenzy, once per everyman round and once per Celerity round you do not have to spend Willpower to retest, provided you are able to do so. This power does not grant an exception to the rule restricting Willpower retests to one per challenge.



Auspex

"Auspex? Got to admit, I'm not much of a fan."
— Mr. Rat, Nosferatu, Southampton Warren

Auspex Elder Powers

FOG OF WAR

Auspex ●●●●● ●

War is hell and few can gaze upon it without flinching. By use of this power you can see the terrain of a battlefield, along with the placement of allies and enemies. You perceive this information in shadowy, dream-like detail: a top-down view of the battlefield, rich with symbolism. This information is invaluable from a tactical standpoint. It also lets you chronicle the details of a battle with great precision.

Spend Blood and a simple action to activate this power. Fog of War lasts for 10 minutes per point of Blood spent to fuel this power. By activating the power, you gain a hazy top-down view of a battlefield at which you are present. The area perceived will appear superimposed over your normal vision. The area can vary in size, covering the entire space involved in the current combat scenario, whether that is a small room with only a couple of combatants or an area that is miles across and populated by opposing armies. You can only activate this power when you have already detected enemies nearby and a battle must be imminent or have already begun. This power does not work across the Shroud or other mystical realms, even if the battlefield extends to those areas.

While this power is active, you automatically know the numbers and locations of enemy forces, even seeing through intervening barriers such as walls or ceilings. This power does not extend your field of vision for the purpose of activating other disciplines or powers. Enemies perceived through the use of this power appear distorted and shrouded in symbolism although you can identify those with whom you have familiarity. You also know exactly when and where new foes enter the battle or if current ones leave. If any enemies are obscured by supernatural concealment, you still know their total number, but this power does not reveal their locations. If you choose, you may share the tactical information gleaned through your battlefield perspective, either verbally or through powers such as Telepathy; however, you must actively communicate such knowledge and other parties cannot passively share your vision, even telepathically.

In addition, if this power is used to observe any challenge within your normal line of sight, you are able to recognize the nature of the challenge, including any powers used, as long as you possess the appropriate knowledge or Lore skill specialization. You also understand the nature of the outcome, including damage dealt. When observing a challenge, once per turn you may choose to offer a participant of your choice the opportunity to spend your Willpower instead of her own to perform a retest. This retest is handled like any other Willpower retest, except you pay the cost instead of the selected participant. In addition, this retest successfully works in tandem with any other defensive powers your recipient may possess, such as Dancer's Grace, and any effects that apply to your spending of Willpower in challenges, such as Supreme Resolve or Duty of Kings. This power does not override effects that forbid the target from making a Willpower retest or increase its cost.



PSYCHIC DRAIN

Auspex ●●●●● ●

Legends speak of psychic vampires who feed on the energy of their targets, devouring it as hungrily as vitae, leaving their targets empty shells of their former selves. With this ability, you can harvest the will of your victims and use it to fuel your supernatural powers. Some vampires who possess Psychic Drain claim that, immediately upon using the power, they taste the blood of their prey.

Spend 1 point of Blood and a standard action to attack your opponent's mind. Make an opposed challenge against your target using the Auspex test pool. If you succeed, your victim loses 2 points of Willpower; however, her Willpower cannot be reduced below zero. For the remainder of the turn, you may spend the points of Willpower you removed from your opponent as if they were your own, though they do not count toward your defensive pools. If you do not use these Willpower points before the turn expires, you lose them at the end of the turn. A character attacked by a Psychic Drain immediately knows where the attack originated from and who the attacker was if there is more than one individual in that location. You can use Psychic Drain on subsequent actions against the same target even if you lose the opposed challenge; this is an exception to the rule that prohibits a character from using a power on the same target immediately after failing.

Exceptional Success
The Willpower points you gain from Psychic Drain are lost at the end of the scene instead of at the end of the turn. In addition, your target may not regain Willpower for the next hour.



Auspex Luminary Powers

COLLECTIVE COGNIZANCE

Auspex ●●●●● ●●

Your mastery of Auspex allows you to perceive the twisting paths of thought and memory that are laid before you like a roadmap, enabling you to influence others subtly and without drawing their attention.

Once purchased this power is always active. So long as your target is within your line of sight, you no longer need your target's Gaze and Focus to use other powers on them. This power cannot be used with elder powers or luminary powers.

In addition, other characters are not immediately aware when you fail a Mental or Social challenge, nor can they attempt to notice the successful use of your powers with the Awareness skill. Further, you may elect to use your Subterfuge skill to make it seem as though another character of your choosing within three steps of you used the power you activated so long as the Social or Mental power is not obvious, such as Dread Gaze (see **MET VTM, Chapter Four: Disciplines, page 97**). You may use the Subterfuge skill benefit granted by this power any number of times per night. This is an exception to the rule governing maximum uses of the Subterfuge skill.

MIRROR REFLEXES

Auspex ●●●●● ●●

By invoking your supernaturally enhanced awareness you can anticipate your opponents' moves and subconsciously track them even if they are no longer in your line of sight. In addition, you can anticipate attacks before they are launched enabling you to perform seemingly uncanny defensive actions based not on your physical capabilities but on the superiority of your mind.

You may activate this power at any time, even outside your initiative order. Spend 3 points of Blood and designate a number of targets that are within your line of sight up to your dots in the Awareness skill. For the duration of the combat — including rounds that you do not have an action — whenever you engage in an opposed Physical challenge against the designated targets and you spend one or more points of Willpower to retest, you immediately regain a single point of Willpower. Once Mirror Reflexes is activated, you do not need to maintain line of sight against your designated targets to benefit from this power.

Celerity

"Vampires tend to get the wrong idea when I tell them I'm an Assamite. Their minds jump to the stereotypical, skulking knife in the dark. What I am is a scholar and a judge, and I am most assuredly judging you right this moment."

— Roshan Farzaneh, Assamite Vizier

Celerity Elder Powers

NIMBLE DEPARTURE

Celerity ●●●●● ●

Discretion is often the better part of valor, and you have learned to fully embrace that ancient adage. Rather than hitting your enemies repeatedly, you funnel your extraordinary speed into protecting yourself by swiftly disengaging from even the most dangerous situations.

Spend 2 points of Blood to activate Nimble Departure for the turn and announce your attempt to fair escape (see **MET VTM, Chapter Six: Core systems, page 277**). You may activate this power outside of your initiative order, similar to other Celerity activations. While this power is active your Dodge pool increases by the sum of all Celerity powers you possess, including Celerity elder powers and luminary powers and Celerity-based techniques; however, you may not initiate an opposed challenge unless that challenge's purpose is to elude or escape those who would bar you from leaving. In addition, while Nimble Departure is active your fair escape is not negated if you are involved in a Physical challenge so long as you win all Physical challenges you are involved in. If you are the target of any Mental or Social challenges that might inhibit your fair escape, you must win those as well. You may not activate this power if you have already initiated opposed challenges during the current round.

If you meet the criteria for a fair escape you may exercise it immediately without spending an action or you can retain the option until the end of the next turn. If you choose to retain the option, you may later exercise your fair escape by spending a standard action. If you lose an opposed challenge prior to exercising the retained fair escape, you lose the benefit and must activate this power again.

ZEPHYR

Celerity ●●●●● ●

While not flight, your mastery of Celerity gives you the ability to perform certain aerial acrobatics. Like the Greek god Hermes, you can run on water, up walls, upside down across ceilings and even very briefly on the air itself.

Spend 1 point of Blood to double your standard movement and to gain the ability to unerringly run on any tangible surface. Other effects or powers that increase your speed are added after this doubling effect. Once Zephyr is activated you must spend at least your simple or standard action on movement or the effects of Zephyr end. Provided you end your movement on a solid surface, you may traverse intervening empty spaces such as over alleyways between the rooftops of buildings. While Zephyr is active you can utilize the Elude and Strafe Aerial Combat Maneuvers.

If you end a round and you are not standing upright on a solid surface, or if you did not take a movement action in the round, Zephyr ends. If Zephyr ends while you are on a vertical surface, upside down, or in midair, you immediately begin to fall to the ground. While falling, if the nature of any nearby surface is conducive, your Storyteller may allow a static Athletics challenge to permit you to grab a handhold to end the freefall. Once you are back on a solid surface you may spend 1 point of Blood to enact Zephyr again and begin moving as normally dictated by this power.

Celerity Luminary Powers

BETWEEN THE TICKS

Celerity ●●●●● ●●

Sometimes the best offense is an impenetrable defense. When your allies engage in offensive maneuvers, you handle their defenses by moving at a speed so fast you are scarcely visible. As you disappear and reappear just in time to deflect or parry an incoming attack, you can confound your attackers while protecting the allies in your vicinity.

Spend 2 points of Blood to activate Between the Ticks for the turn. While active you may take no offensive Physical actions. Instead, during each round of combat you may declare the assist defender mass combat tactic (see **MET VTM, Chapter Six: Core Systems, page 282**) to aid any ally within six steps of you. You may do this up to the number of dots you possess of the Athletics skill each round without spending an action. Doing this may subject you to more than 2 Physical attacks per round; for the purpose of this power, this is an exception to the rule limiting the maximum number of attackers. While Between the Ticks is active and you are using the assist defender mass combat tactic, you may attempt to achieve an exceptional success. This is an exception to the rule stating that you may only score an exceptional success if you are the attacker in a challenge. You must meet all of the other rules qualifications to achieve the exceptional success.





If you achieve an exceptional success, you may choose to not only dodge the attack but to also redirect any damage that would have been dealt back to the attacker. Include all modifiers to the damage, such as Potence or Rage, as well as the type of damage and any harmful weapon effects, such as those caused by Quietus. If the attack involved a combat maneuver, apply the damage dealt but not the effects of the maneuver. If the attack is intended to convey the effects of a power, such as Cauldron of Blood or Hobbling Strike, apply the damage from the attack but not the effects of the power. Powers that do not involve a physical projectile, such as Force Bolt or Engulf, cannot be redirected with this power. Any qualities that applied to the original attack do not carry over into the new attack such as those from a gun with Accurate or Deadly qualities, a shotgun with the Spray quality, or a bonus from a power such as Projectile. If your opponent has already been targeted by the maximum number of Physical attacks possible for the round, you dodge the attack; however, the attack is not redirected, and you do not deal damage back to your attacker. If you choose to redirect an attack in this manner, your opponent's attack does not count against the number of Physical attacks you can receive during the round.

MOMENTUM SWING

Celerity ●●●●● ●●

You possess an unthinkable quickness that allows you to not just dodge incoming attacks, but to redirect them. By unleashing your power can throw and parry opponents by using your own speed and the momentum of your attacker. You can even deflect bullets and redirect thrown weapons, changing the course of a battle without having to go on the offensive.

Once learned, this power automatically activates at no additional cost when you activate any other Celerity power. Whenever you successfully defend against a non-ranged Physical attack, you may move your opponent up to six steps in any direction. If this movement causes your opponent to collide with a solid object, your opponent takes 2 points of normal damage and is Knocked Down. If this movement causes your opponent to collide with another character, both characters take 2 points of normal damage and both are Knocked Down.

Whenever you successfully defend against a ranged Physical attack that has a tangible projectile, you may deflect that attack to anyone within 6 steps of you. In order to successfully transfer the attack, you must succeed in an opposed challenge using your Physical attribute + Dodge skill versus your target's Physical attribute + Dodge skill. If you succeed on the challenge your target takes the damage from the ranged Physical attack that was meant for you. If another party also seeks to redirect the attack through another means, such as the Kineticism power Redirect, all attempts immediately fail, and the attack cannot be redirected.

Chimerstry

"What's the difference between my reality and yours? Trick question; there is no difference. I control both."

— Finn Wheeler, Ravnos

Chimerstry Elder Powers

HORRID BLADE OF THE DEMONS

Chimerstry ●●●●● ●

Reality is constantly in flux, shifting and moving with the ebb and flow of the universe. You understand the impermanence of reality and how to create and destroy with little more than a thought and the power of your blood. Through such understanding, you have learned to create weapons from little more than thin air, imbuing them with mystical properties that only you can control.

Spend 2 points of Blood and your standard action to create a magical melee weapon that only you can wield. For the next hour, the illusion cannot be disbelieved. At the end of the hour, the item immediately disappears unless you spend 2 additional points of Blood to maintain the illusion. This weapon must always remain in your hands or it will cease to exist. If you are disarmed the item immediately disappears unless you spend 1 additional point of Blood to immediately return it to your hand. This power cannot be used in conjunction with Horrid Reality. Unlike Horrid Reality, the damage inflicted by this illusionary weapon does not fade when the illusion ceases to exist though any damage inflicted by the weapon may be healed as normal.

Weapons created in this manner are considered level 5 magical weapons. In addition to applying two standard qualities to the weapon (see **MET VTM, Chapter Thirteen: Influences and Equipment, page 516**), weapons created by this power may have up to 5 points of Cantrips, as detailed below. As these weapons are not technically real, they may not be further augmented by powers such as Quietus.

Each Cantrip costs a number of points equal to its level and, unless otherwise noted, may only be purchased once. In addition, you may give the weapon any number of non-mechanical aesthetic characteristics pertaining to things like style, appearance, or apparent composition.

Level 1 Cantrips – 1 Point

- **Aggravated:** All damage dealt by this weapon is aggravated damage.
- **Draining:** Once per turn, after successfully damaging a target, the weapon heals you for 1 point of normal damage.
- **Encumbering:** This Cantrip can be purchased multiple times. For each time this Cantrip is purchased, when you successfully strike a target, she receives a cumulative -2 penalty to her next turn's initiative. Multiple applications of this effect are not cumulative from different sources.
- **Forceful:** The application of this Cantrip generates a powerful wave of force allowing the melee weapon to harm enemies from a distance, conveying its full effects and qualities. You can purchase this Cantrip multiple times. For each time you purchase this Cantrip, your weapon's range increases by 2 additional steps. This weapon quality is cumulative with the Reach quality (see **MET VTM, Chapter Thirteen: Influences and Equipment, page 517**).
- **Harrying:** A target struck by this weapon takes one fewer step the next time she spends an action to move. She can move normally

again after she spends one penalized action for movement. Multiple applications of this effect are not cumulative.

- **Skillful:** Choose a single combat maneuver during creation. Once per hour, you can perform that combat maneuver without spending Willpower.
- **Unbreakable:** Mundane and supernatural effects are unable to break this item or compromise its physical integrity.

Level 2 Cantrips –2 Points

- **Disruptive:** During creation choose a single attribute (i.e., Physical, Mental, or Social). Targets struck by this weapon suffer a -1 penalty to test pools that involve the chosen attribute until the end of their next turn. This Cantrip can be purchased multiple times; however, the same attribute cannot be selected more than once.
- **Exceptional:** The weapon gains one of the following additional qualities at creation: Accurate, Armor Piercing, Brutal, or Deadly. The quality chosen cannot be one that the weapon already possesses.
- **Painful:** This weapon always inflicts 2 points of normal damage when it successfully hits its target. This damage cannot be increased by bonuses such as an exceptional success or reduced by powers such as Fortitude. This quality has no effect if the weapon is being utilized as part of a combat maneuver. The Rugged quality functions normally against this quality, incurring 2 points of damage against the bonus Rugged health levels when struck.

Level 3 Cantrips – 3 Points

- **Devouring:** Targets struck by this weapon lose 1 point of Blood, Gnosis, Glamour, Mana, or another point of fuel appropriate to creature type. Should a target possess multiple types of fuel, she loses 1 point of each.
- **Knockback:** This weapon inflicts a serious impact on its target. On a successful attack with this weapon, the attacker may choose to move her target up to 2 steps away from the point of impact. In addition, targets that are not Stamina-focused are knocked prone.
- **Sundering:** If you achieve an exceptional success while using this weapon, you may choose to render inoperable either the weapon your opponent is carrying or the armor she is wearing. Anyone seeking to repair the object must spend a downtime action and succeed in a static challenge using her Physical attribute + Crafts skill versus the attacker's Physical attribute to make the repair. If the weapon or piece of armor selected has the Unbreakable quality, this Cantrip has no effect.

TRUTH'S ESSENCE

Chimerstry ●●●●● ●

In every deception there lurks some truth. Truth's Essence exposes the seed of truth upon which the lie is built by enabling you to unmake the illusions and deceptions of others. The effects of this power are not limited to Chimeristry and can affect other forms of trickery such as Obfuscate.

If you are aware or suspect the use of Chimerstry, Obfuscate, or other similar powers that trick the mind such as a werewolf's Blur of the Milky Eye or Coyote's Mantle, you may attempt to dispel the power much like you would end your own illusions. Spend a standard action and 1 point of Blood to target an individual or area no larger than 15 square feet and attempt to dispel active powers as described above. If you target an individual, you must succeed in an opposed challenge using your Chimerstry test pool versus the test pool used to create the deception. If the targeted individual has multiple effects active, she uses whichever is the highest test pool for those effects. If the active power on the targeted individual originated from another character, such as the effects of Cloak the Gathering, use the test pool of the character that created the effect. If successful, all active illusionary powers that are affecting your target end.

NOTE: This power does not grant you the ability to target individuals you cannot see; you must

first be able to perceive your target with Auspex or similar abilities.

If you target an area with Truth's Essence, make an opposed challenge against the illusionary effect's creator. However, if the effect's creator is not present, the challenge becomes a static challenge with a difficulty equal to the creator's appropriate discipline pool and the effect's creator may not retest the challenge using Willpower or other effects that grant retests. Use of Truth's Essence to target an area can only be used against a single area-wide effect; if there are multiple effects active on the area you must target each effect individually. If successful, you end the effect of any active illusions in the area; however, their creators may activate them once again.

The Storyteller is the final arbiter on when a character has reason to suspect the use of illusionary powers, such as the appearance of a chainsaw from someone's pocket or a dragon swooping in from the sky. The use of Truth's Essence is not considered an attempt to disbelieve illusionary effects, and therefore works against Horrid Reality. Truth's Essence has no effect on illusionary effects created by elder powers or luminary powers.

Chimerstry Luminary Powers

PASSION PLAY

Chimerstry ●●●●● ●●

Reality is temporary; a toy easily manipulated and changed to suit your purposes. By invoking the power of your blood, you control the world around you, shaping illusions to your liking. From a dilapidated warehouse springs forth an elaborate manse fit for a king; a garden of simple rose bushes erupts into a labyrinthine forest of vicious, thorny vines. To others, your manipulations become a solid irrefutable reality.

Spend 3 points of Blood and 3 full turns to craft an illusion that engulfs the world around you. This illusion must be centered on your immediate location and affects an area no larger than a small warehouse, mansion, or an outdoor area up 2000 square feet. At the end of your third turn you have created a solid illusion, filled with inanimate objects that can be touched or moved by anyone within the effect.

When crafting your Passion Play you may change any details of the physical location that you would like. For example, rooms grow smaller, buildings shrink, gardens fill with the scent of fresh cut flowers, and stairs appear from thin air. Passion Play can only be used to craft inanimate objects such as a building or furniture. Manifestations of sentient entities must be created separately. The details of the area created through this ability are at the discretion of the user. For example, the space may become an opulent art gallery or a terrifying den of horror.

Once your Passion Play is active, it cannot be changed. You may only have one use of Passion Play active at any given time. You may move through the illusion or even leave the area, and the effect will continue. Your Passion Play will persist until dawn unless you elect to end the power earlier by spending a simple action or you die.

A character caught within your Passion Play cannot disbelieve any non-harmful Chimerical creations within. Here, a chimerical table looks and feels as real as the rest of the world. Damage caused by Chimerstry powers such as Horrid Reality do not fade (even if the area is left or this power ends) and have the potential to kill if they cause sufficient damage. In addition, any attempt by you to use the first four levels of Chimerstry in the Passion Play area of effect does not require an opposed challenge and automatically succeeds without an additional cost. This benefit only applies within the Passion Play; illusions that leave the area lose this benefit.

Daimonion

"So let me get this straight: you were so convinced that the individual before you was a fae, and that when they offered you a deal in exchange for your soul you thought you could somehow manipulate the bargain in your favor? Well Judge Evans, there is no need for a trial, we can just kill this one now . . . ."

— William "Bloody Bill" Carver, Ventrue Crusader and Knight Inquisitor of the Sabbat Inquisition

Daimonion Elder Powers

BRING FORTH THE PLAGUE

Daimonion ●●●●● ●

History is rife with tales of malicious creatures who possessed the power to summon plagues and pestilence. Your dark gods have seen fit to bless you with this ability, enabling you to bring your enemies to their knees by using the maladies that run rampant among the herd. By invoking the power of your demon master, with a single touch you can infect others, exposing them to the true power of your maleficent gods.

Spend 2 points of Blood and use your standard action to manifest a powerful and deadly plague. If you are not in combat, you must be in physical contact with your target at the time of activation or make physical contact with your victim within the next 5 minutes. Non-combat physical contact with your victim must last 3 seconds; failure to break contact within 3 seconds inflicts your target with the plague. You may infect any number of targets during the 5-minute period, who will not immediately realize they have been infected.

NOTE: While it is okay for characters to touch characters, it is never appropriate for players to touch players without consent.

During combat, individuals that physically attack you through use of the Brawl skill, or who Grapple or are Grappled by you, are considered to have made contact with you and are affected by this power. Further, if you succeed in striking your victim with a Brawl attack you inflict your normal damage in addition to the effects of this power. Multiple victims may be infected during combat so long as physical contact has been made with the victims prior to the expiration of the activation period.

Victims who meet the physical contact and time requirements as set forth above must resist a virility 20 toxin. However, the plague takes effect at the end of the turn in which the contact was made with the victim rather than in 3 turns. Unlike standard toxins, infected victims who are engaged in combat with you must test again at the end of every turn. Outside of combat, victims of your plague must test every 2 minutes. This disease damages all creatures regardless of type, including vampires. For more information on toxins, see **MET VTM, Chapter Six: Core Systems, page 286**. Finally, when you activate this power you may choose one additional quality for your plague from the following list:

- **Infectious:** For the duration of the disease the victim cannot use any bonus traits from disciplines, techniques, merits, or powers.
- **Parasitic:** Every failed test to resist the toxin does 2 additional points of damage.
- **Resistant**: The plague's virility is 30 instead of 20.
- **Metabolic:** For the duration of the disease the victim's ability to spend fuel (Blood, Gnosis, Glamour, etc.) is reduced by 1 per turn.
- **Contagious:** This disease is transferred to additional parties by any physical contact that breaks the skin. For example, a bite or claw attack that does at least 1 point of damage after any damage reduction is applied. You are immune to any effects of this power that originated from you.

Once a victim has made the first test for this power, she will realize she has been infected. She may then attempt a static Awareness challenge at a difficulty equal to your number of Mental traits plus your Subterfuge skill to realize she contracted the infection from you.

This disease can be treated through the Medicine skill, subject to the rules governing toxins provided at least an ambulance worth of medical supplies are available. Using the Medicine skill in this way takes 5 uninterrupted turns.



WALKING ATROCITY

Daimonion ●●●●● ●

You have paid a terrible price for power, and while others may think you a slave to your unholy master, you can lord over all who oppose you. By calling upon your own inhumanity you can become the manifestation of all your evil deeds, causing your Beast and the infernal to join forces.

Once learned, this power is always active. When you learn this power, you gain a bonus attribute dot in the category of your choice for each dot your Morality score is below 5. You also gain a bonus attribute dot each time your Morality score drops. You do not need to purchase these bonus attribute dots with XP. This power does not allow you to have more than 5 bonus attribute dots in any category, including any bonus attribute dots from the Generation or similar backgrounds. Should you somehow improve your Morality score, even temporarily, you must choose a bonus attribute dot to forfeit. Once chosen, you may not reassign the forfeited bonus dot unless you permanently raise and then permanently lower your Morality score.

Despite being always active this power is an exception to the rule that says your aura shows signs of infernal taint while utilizing demonic powers.



Daimonion Luminary Powers

REVELRY OF THE GREAT BEAST

Daimonion ●●●●● ●●

By speaking in ancient and profane tongues you exude a dark aura of perverse and wicked evil that draws the attention of all who bear witness to your infernal blessing. The power of your infernal connection causes humans to become overwhelmed by Gluttony, Fear, or Rage and causes supernatural entities that behold your depravity to fall to the Revelry of the Great Beast.

To enact Revelry of the Great Beast, spend 1 point of Blood and a simple action as a visibly black aura surrounds you. Choose one of the following emotional states: Gluttonous, Fearful, or Enraged. People in the nearby area will feel the growing influence of the Great Beast which grows stronger as they approach you, and they can identify a slight inclination toward the emotional state you have chosen even if they do not understand what is happening or do not have the appropriate lore.

This power affects everyone who can draw line of sight to you, even if they can not necessarily see you. Unawakened mortals erupt into base behavior as their emotions are overcome. Awakened mortals and supernatural creatures can resist these initial compulsions but should one of them enter frenzy it will be the type according to the aura you choose. Revelry of the Great Beast lasts 15 minutes. The Storyteller is the final arbiter of how mortals react to this power, and any creatures with True Faith are immune to it.

Subjects that can draw line of sight to you immediately respond based on your selected emotional state your aura emanates as set forth below:

- Gluttonous: Mortals will attempt to satiate an unending hunger. They will feed until they pass out, possibly consuming material that is not considered edible, and they will drink alcohol until they fall unconscious and possibly die. Supernatural creatures who enter frenzy enter a hunger frenzy.
- Fearful: Mortals are overcome with fear and panic and will attempt to flee at all costs, stopping only if they are physically prevented from escaping. If someone or something attempts to physically stop a fleeing mortal, the mortal will try with all their might to escape, even injuring themselves by working to break down barriers and other obstacles. Supernatural creatures who frenzy enter a fear renzy.
- Enraged: Overcome with blind rage, mortals begin attacking anything in sight including animals, other humans, and supernatural creatures. Supernatural creatures who frenzy enter a rage frenzy.

In addition, whenever anyone attacks you, she must immediately test for frenzy even if she is not normally susceptible to frenzy. She must make a frenzy check each time she initiates an opposed challenge against you until she fails the frenzy test. If your attacker is a vampire, she also gains a temporary Beast trait that fades at the end of combat and cannot cause Humanity loss. If she fails the frenzy challenge, she is immediately affected by the above chosen frenzy type and, in addition, may not attack you as part of her frenzy. If she succeeds in the frenzy challenge, she may resolve her attack on you normally but must test once more if she initiates an opposed challenge against you again.



Dementation

"Sanity is but a veil of layered cheesecloth blinding one from the truth of reality. Move it around enough and you can get a glimpse of what lies on the other side."

— Saren Driscol, Malkavian Whip

Dementation Elder Powers

LA LLORONA'S LAMENT

Dementation ●●●●● ●

The power of grief, though all but forgotten in modern times, was once widely respected. Among some cultures it was believed that if no one wept for a fallen soul it could not find its way to the afterlife. The expression of grief was an outpouring of emotion, unburdening the soul of its sorrow and the pain of regret. With this power, your sorrow is infectious, as your tears prompt outpourings of grief in others. The use of this power in modern times is attributed to Manuela Bolivar, the Malkavian Justicar, whose dissent over an action taken at the Sao Paulo conclave of 2011 is reported to have reduced the assembly to open wailing.

Spend 1 point of Blood and your simple action to emanate feelings of despair, angst, and anguish. You must then issue a prohibition of your choosing to everyone in your vicinity. For example, you might say "do not disturb my roses" to someone about to trample your garden, or "do not defile the sanctuary" to a group of burglars who broke into your property. Regardless of their affiliation with you, whenever a character within your line of sight spends an action to violate your prohibition, she gains a point of Despair. She gains this point whether or not she succeeds in the action. For example, if you proclaimed "don't hurt me" to a character and that character attempts to attack you but fails, that character gains a point of Despair. Characters who have one or more points of Despair feel a growing sadness within them and understand intuitively that what they are doing will result in harm. A character receives a -3 penalty to her initiative score for each point of Despair she has. If a character accumulates 3 points of Despair, she is overcome with grief and must spend her next simple and standard action openly and violently sobbing as she cries tears of blood in great quantity. As she cries she loses 3 points of Blood and her Despair traits revert to zero; however, if you possess the Dementation elder power Lingering Malaise, your target reverts to 1 point of Despair instead.

If this power is activated outside of combat, you must spend 1 point of Blood every 5 minutes to maintain it. Once combat begins, this power lasts until your next action on the everyman round, and you must spend 1 point of Blood and a simple action every turn you wish to maintain it. In combat you can change the prohibition on your action by speaking a new one aloud. Doing so does not cost an action. Despair traits fade away at a rate equal to one every 5 minutes.

The prohibition given must be simple and direct. Prohibitions that are roundabout commands or that require inferences to be drawn from a statement, such as "don't allow him to live a second longer" which implies that someone should be killed, are invalid. This power cannot be used to gain information through specific wording such as "any diablerists shall not remain silent". Non-vampires affected by this power are able to cry actual tears and do not lose blood when they are overcome with grief.

RESTRUCTURE

Dementation ●●●●● ●

Much of a person's identity is a product of their nature; a set of defining characteristics and principles that influence her decisions. While some view nature as immutable, you have the power to fundamentally redesign a person's core personality. You can remove or change not only your subject's Archetype but the very foundations of what makes her who she is. For some this is a boon, giving them the ability to live a night as someone new. Your victims, however, are condemned to an evening of languor and apathy as they no longer understand their purpose in the world, nor do they have the desire to find one.

Spend 2 points of Blood and 3 standard actions to use Restructure. If the target is unwilling, you must win an opposed challenge. If you succeed, you may affect her with this power. If your target has an Archetype, you may immediately change her Archetype and any of her focuses to other focuses in the same category. These changes last for the remainder of the night. You may only affect a character's base permanent Archetype and focuses; bonus focuses or a bonus Archetype, such as from the merit Versatile or the Dominate power Fealty cannot be changed. Willing participants affected by this power may spend a point of Willpower to make the change permanent. Characters affected by this power feel as if their motivations and purpose have been realigned. This may be a relief for some, or disconcerting for others.

If your target is a Stock NPC, you may grant her an Archetype and the benefits that come with it, including an Archetype retest. Stock NPCs affected by this power feel a surge of inspiration and direction, as if they have been given a new purpose.

Alternatively, you may use this power to strip your opponent of her identity leaving her directionless, dispassionate, and overwhelmed by an identity crisis. Using Restructure in this way causes your target to lose access to her Archetype (if she has one) as well as any focuses. A use of Restructure in this way lasts for the next hour. Removing a character's Archetype in this way affects only her permanent Archetype and focuses, and not those obtained from bonuses. However, this use does affect permanent focuses obtained from merits such as Versatile or Expanded Consciousness.

Exceptional Success
If you have chosen to strip your target of her identity, she loses her Archetype and focuses for the remainder of the night.



Dementation Luminary Powers

FRACTALINE EPIPHANY

Dementation ●●●●● ●●

A broken mind is not unlike a broken mirror – a collection of reflections, angles, and edges. Some of them are pretty, insightful, or wise, and some are sharp and jagged. To such a mind, the distinctions of identity and consciousness are arbitrary constructs, and defeat is a label borne by struggling fools who fail to see the entire forest through the trees. Where others are burdened by setbacks, you do not falter, for you are privy to a secret truth: the only real limitation is one of perspective, and by staring into the world through the pane of your mind's eye you see infinite possibilities.

Once learned, this power is always active. Whenever you fail an opposed Mental or Social challenge, your target does not gain immunity to your power or action for the next ten minutes. Should a power like Majesty prevent you from attempting to resist its effects after an initial failure to resist, you may instead try again on your next available action.

WAVE OF INSANITY

Dementation ●●●●● ●●

The onset of insanity is sometimes described as a flood; a slow but ruinous onslaught of emotion that is both inescapable and devastating. Your supreme mastery of Dementation allows you to create a veritable torrent of madness, assailing the minds of any who provoke you.

When attempting to use the Dementation power Total Insanity, you may choose to spend 4 additional Blood points to activate Wave of Insanity. If you do, you may target up to 2 additional individuals within your line of sight. All 3 targets must meet the criteria to be targeted by Total Insanity and you must choose a singular effect to apply to all of them. When using this power, you must make a separate opposed challenge using the Dementation test pool against each defender. Should you spend Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further points of Willpower. Unlike a standard application of Total Insanity, the effects will end after 10 minutes.



Dominate

"Courts are a dangerous game to be a part of. It is where battles are won or lost by either the bite of your words or a whisper in the right ear."

— Jericho Gunn, Luminary of Clan Ventrue

Dominate Elder Powers

CHAIN OF COMMAND

Dominate ●●●●● ●

The nature of hierarchy means that you do not always have the luxury of delivering your orders to your subordinates directly or in person. While your disappointment and the retribution it could bring may be feared, this power ensures that your commands will be relayed to the letter. You have the power to invest a messenger with a directive that, when delivered, will convey your authority.

You have the power to invest a messenger with a residual Mesmerism that she can deliver on your behalf to a specific person. To do so, spend 1 point of Blood and your standard action to give the order to your messenger. You must have her Gaze and Focus (see **MET VTM, Chapter Four: Disciplines, page 113**) and you must speak aloud the name of the party to whom the order is to be delivered, as well as the specific order. If your messenger is unwilling to relay your message, you must defeat her in an opposed challenge using the Dominate test pool. If you succeed, or if she is willing, the player of the targeted messenger will make a note of the order, the recipient, your Generation (in the event of any Generation effects such as Primacy of the Blood), and your Dominate test pool.

As soon as the messenger encounters the individual that is to receive your message, or someone the messenger sincerely believes to be that individual, the messenger will take the necessary steps to establish that person's Gaze and Focus and use her standard action to convey the Mesmerism. When doing this, your messenger will repeat the order you gave her to the letter and will say it comes from you. If your messenger does not know your identity, she may refer to you as "my master", or simply "I am bidden to tell you . . . ." If your messenger succeeds in an opposed challenge using your Dominate test pool, the recipient of your order must abide by the Mesmerism as if it had come from you. If the Messenger loses the challenge and fails to impart the Mesmerism on the recipient, she may make a Willpower retest if she so chooses.

Your messenger will remain invested with your residual Mesmerism for 30 days. The use of this power does not count against the number of Mesmerisms your messenger may be susceptible to at a given time, though she may only carry one application of Chain of Command. As such, you may use Chain of Command on your messenger and then use Mesmerism on her to cause her to immediately convey the message. Should you wish to employ Forgetful Mind on the messenger, you may cause her to forget the circumstances of her dispatch as well as the contents of the message, though she will still deliver the message normally and to the letter when she encounters the recipient.

FEALTY

Dominate ●●●●● ●

Nothing draws people together like power. The power of your blood is so great that it enables you to seal oaths of service while granting some of your strength to those loyal to you.

Whenever a target makes an oath of fealty to you, you may spend 1 point of Blood and a standard action to accept it and activate this



power. The oath of fealty must be given freely and without supernatural influence. If your target is a supernatural or awakened creature, she will understand that the oath carries supernatural significance. While Fealty is active, it has the following effects:

- **Loyalty:** For as long as this power is active, you gain familiarity to your target that does not fade for as long as she is a vassal. Any blood bonds or vinculum rating your target has toward you do not fade due to time or magical effects, such as the Vaulderie. Should this power end, time that might count toward the familiarity or the bond fading will begin from that moment.
- **Servitude:** You are always considered to have your target's Gaze and Focus for the purposes of using Dominate powers. In addition, provided you are able to spend Willpower to retest an opposed Mental or Social challenge involving your target, you can do so without paying the required Willpower cost.
- **Devotion:** Your target can draw upon a portion of your power while she carries out your orders. If she is in an opposed challenge and is able to spend a point of Willpower to retest in a Mental or Social challenge, she may do so without paying the required Willpower cost. She may only use this benefit provided her actions involve carrying out your direct orders. She may use this benefit up to 3 times per hour.

You may release any servant from Fealty at any time by spending a simple action, even if she is not within your line of sight. Anyone released from their Fealty will immediately know that their oath has been terminated. If someone who has sworn Fealty to you wishes to break their oath of Fealty, she may do so by spending 3 standard actions and 3 points of Willpower. If she does, you will immediately know. Breaking your Fealty against your will is a painful process and those that do so immediately suffer 3 points of aggravated damage that may not be reduced or negated. Alternatively, you may release vassals from their oaths by spending a simple action. At any given time, you may have a number of active Fealty oaths equal to your dots in the Leadership skill.

Dominate Luminary Powers

MOB RULE

Dominate ●●●●● ●●

Good help is hard to find, and often that help is easily distracted and turned against you. With your mastery of Dominate, you no longer have to worry. When commanding a group, your allies no longer have to rely just on their own mental faculties to stay on task and follow orders. Instead, your commands create a hive mind allowing the group to resist distractions and enemy orders, and to share Willpower.

Spend 3 points of Blood and a standard action giving an order to a number of willing allies up to your dots in the Leadership skill. The order given must be specific and direct, such as "fan out and find him," or "protect me at all costs." Intentionally vague commands such as "resist anyone who tries to influence you" do not work with this power. While this power is in effect each ally affected by Mob Rule gets a +1 wild card bonus per participant in the mob to resist any Mental or Social challenge that would reasonably prevent her from following your order.

In addition, members of your mob gain access to a bonus pool of Willpower equal to your dots in the Leadership skill. Participants may spend from this pool instead of using their own Willpower provided it is in support of the group's directive. This access to additional Willpower does not add to any test pool. Spending bonus Willpower does not require an action and may take place outside initiative order.

In order to benefit from these bonuses a character must be actively following the order you gave.

If a member of the mob deviates from your directive, is incapacitated, or killed, she no longer has the benefits of this power, her Willpower is no longer shareable, and the mob must reduce their wild card bonus by one. If the objective of your order is complete or no longer viable, the benefits of this power end for everyone in the mob.

This power lasts for 1 hour. You may only have a single instance of this power active at a given time. Likewise, a character may only be part of a single mob at a given time. You may not use this power on yourself.

EMPOWERING THE PUPPET KING

Dominate ●●●●● ●●

While others risk exposure by openly vying for authority, you can exert influence from the shadows. Your will carries power, emanated by the voices of those beneath you whilst you remain comfortably able to deny any involvement. You can impart your Dominate commands on others, spontaneously turning a desperate plea into a powerful order.

You can imbue others with your power of Mesmerism. Whenever you hear someone make an imperative statement, you may activate Mesmerism lending the weight of your Dominate to the words spoken. The Storyteller will then perform a contested Dominate challenge against the person your target is speaking to. If successful, the target must perform the action as if under the effects of your Mesmerism. While using this power, you cannot be identified as its source through any means, such as through the Awareness skill. Should the power fail, any use of the Awareness skill will identify the speaker as the source.

Fortitude

"Many think that they are an enemy of a Ventrue, but to be our enemy, we have to care. The fact of the matter is, most of the riff raff out there is not worth that level of effort."

— Sean O'Malley, Ventrue Seneschal of Miami

Fortitude Elder Powers

KING OF THE MOUNTAIN

Fortitude ●●●●● ●

With your mastery of Fortitude, no threat is unstoppable. Attackers bounce off you as if you are a brick wall, and the sheer force of attacks that would move you are turned back upon your assailant.

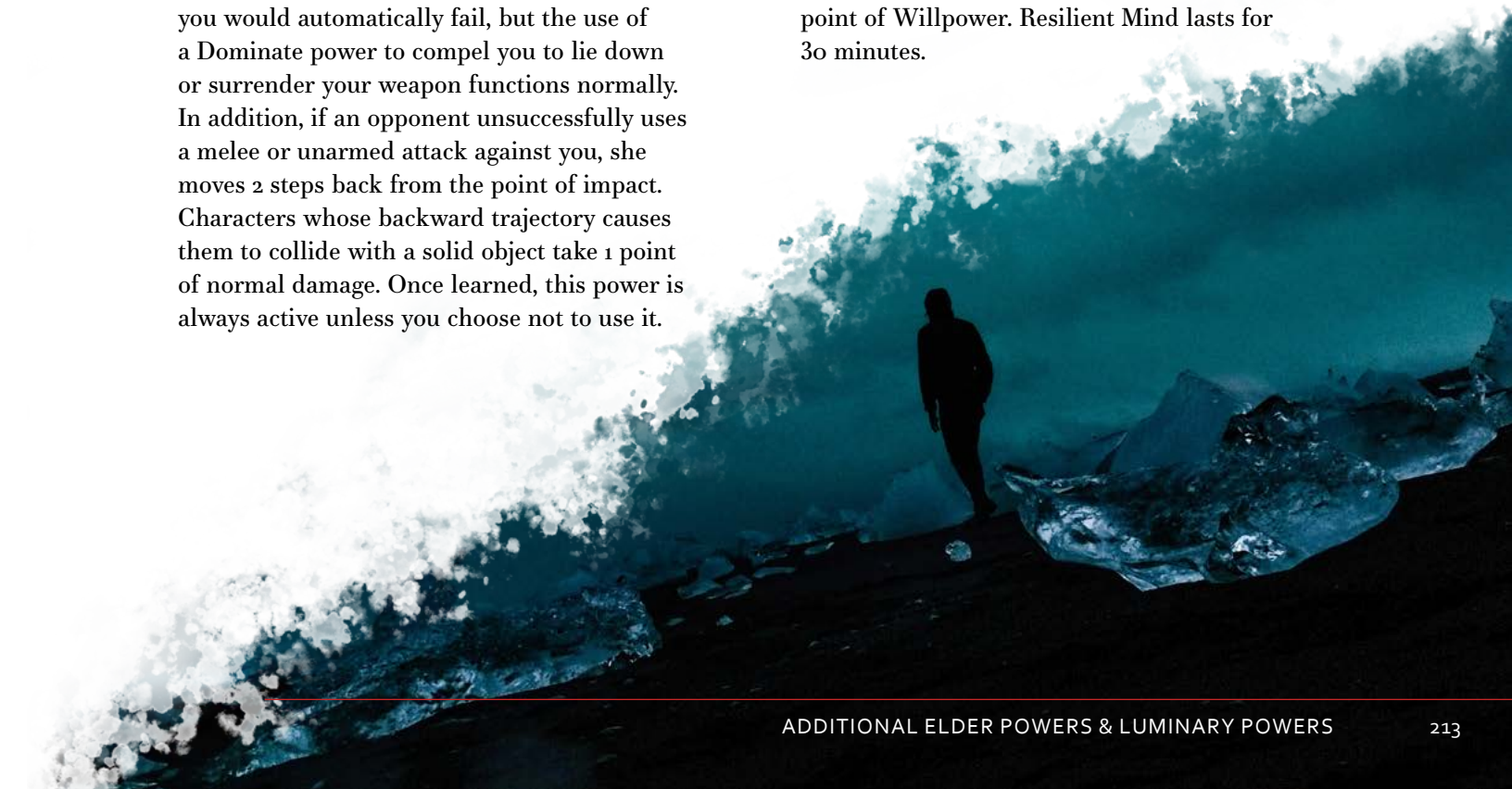
You do not move unless you want to move. Any outside influence, effect, power, combat maneuver, or weapon trait that would cause you to move from your current spot by taking steps (Knock Back), falling prone (Knock Down or Knock Out), or disarming you (Disarm), automatically fails. King of the Mountain only affects powers that directly seek to inflict these effects. For example, a vampire using the Movement of the Mind power Repulse to move you would automatically fail, but the use of a Dominate power to compel you to lie down or surrender your weapon functions normally. In addition, if an opponent unsuccessfully uses a melee or unarmed attack against you, she moves 2 steps back from the point of impact. Characters whose backward trajectory causes them to collide with a solid object take 1 point of normal damage. Once learned, this power is always active unless you choose not to use it.

RESILIENT MIND

Fortitude ●●●●● ●

Your physical resilience has evolved to protect your mental faculties. You may temporarily shrug off any non-physical ailments accumulated throughout the centuries and can resist Mental attacks with ease. With this power, your mind is as hard to rupture as your flesh.

Spend 1 point of Blood and a simple action to protect your mind from attack. For the duration of Resilient Mind, none of your derangements, including temporary derangements gained from powers, animal quirks (such as the Gangrel clan weakness), or psychological based flaws (such as Repelled by Garlic or Can't Cross Running Water) affects you. In addition, whenever you spend a point of Willpower to retest a Mental or Social power that attacks your sanity, such as Dementation or the Mytherceria power Fiddlesticks, you immediately regain one point of Willpower. Resilient Mind lasts for 30 minutes.



Fortitude Luminary Powers

INSURMOUNTABLE

Fortitude ●●●●● ●●

Neither the ancient oak nor the looming mountain is easily overcome. Their strength must be respected, met with patience and restraint. Like these mighty icons, you are enduring and proud, lasting and solid. Even the most powerful of foes can only chip away at your resilient form, hoping to fell you only through aggregated efforts.



Once purchased, this power is always active. Whenever an opponent achieves an exceptional success against you in a challenge where you are defending with your Physical or Social attribute, she instead achieves a normal success. All effects that would trigger as the result of the exceptional success, such as additional damage, exceptional success bonuses, or powers that trigger when an exceptional success is achieved, are cancelled. If your attacker has a power or effect that automatically converts a normal success into an exceptional one, determine an exceptional success normally and only if she succeeds in obtaining an exceptional success does she get the benefits of the exceptional success.

INDESTRUCTIBLE

Fortitude ●●●●● ●●

As the adage goes, if it bleeds you can kill it. While that is true for just about everything, you are the exception. For as long as you have blood in your body, you are essentially impervious. By sacrificing a quantity of blood, you can shrug off potentially fatal damage from your attackers.

You may activate this power at any time, even outside your initiative order and even if you do not have an action this round. Further, you may use this power if you are dead, dying, immobilized, or torpid, but only if you have entered such a state in the same round. Upon activation, you lose a quantity of blood equal to half your blood pool, rounded down, which negates all damage that you have received during the current turn of combat, including harmful physical effects such as Withering. Any external lasting physical effects, such as those caused by Engulf, persist. Although the power heals you, you suffer damage normally for the remainder of the turn.

You may activate this power multiple times in a combat turn. Blood spent to activate this power does not count against your blood expenditure turn limit. You must have at least 2 points of Blood in your pool to use this power.



Melpominee

"As one-third Ventrue, I have to bring three times the style just to keep up. As one-third Malkavian, I have to be three times as flashy just to keep up. And as one-third Toreador, I have to bring all of the talent, because we all know they won't bring any."

— Gideon Elijah Hawthorne, Son of Discord

Melpominee Elder Powers

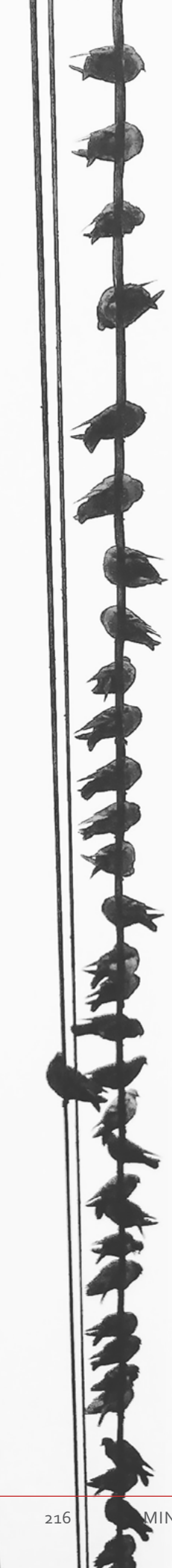
REVERBERATION

Melpominee ●●●●● ●

While demands for an encore are typically directed at solo performers, your skills as an accompanist are such that you often steal the show. Through skillful mimicry you can elevate even a failed performance to exceptional acclaim. Your voice becomes a perfect duplicate, capable of picking up dropped beats and flat notes, leaving no doubt as to who carried the show.

You can duplicate another character's voice so perfectly that it enhances any power or discipline they use. You may activate this power outside of your initiative order but only if you have a simple action remaining in the round. To do so spend 1 point of Blood and your simple action and target someone who has just failed a challenge involving the use of their voice. This could be a power that requires a target to hear words such as Mesmerism or Command, or powers that simply require one to speak, such as Thaumaturgy. Regardless of whether you understand the words spoken or understand the power itself, you copy the target with perfect mimicry.

When using Reverberation in one of these instances, the user of the power gains a free retest. This retest can be used before or after the normal Willpower retest and is an exception to the rule limiting retests to one per challenge. You may use this power on yourself, creating an immediate echo of your own power giving you an additional retest for any powers involving your voice. Any retests use the trait pool of the power's original user.



SOUND WAVE

Melpominee ●●●●● ●

Your voice is a force of nature, capable of sounds that crash over your enemies like a sonic tidal wave. Like the mythical banshee, your song is beautiful and deadly; capable of moving your listeners to tears through emotions or force.

Your voice is capable of resonating at a pitch and frequency that damages objects and people by imbuing it with kinetic energy. Once purchased, you may declare the use of Sound Wave by spending 1 additional point of Blood when using Death of the Drum. If you chose, your attack may now use your Social attribute + Subterfuge skill against your opponent's Physical attribute + Willpower.

Your voice also gains the power to project a terrible force. The sheer power of your voice shatters windows, knocks glasses off tables, and has a tangible "push" that can be felt by nearby targets. Any opposed challenges won by you while using this power push your opponent back 3 steps in the direction of your choice regardless of the defense pool used by your target. If this would cause your target to collide with anything the size of a table or larger, she takes 1 point of damage, as do any characters she collides with. This damage is considered separate from your initial attack for the purposes of damage reduction.

This power can be used in conjunction with other elder Melpominee powers when appropriate. The Storyteller will determine how inanimate objects are affected by this power.

Exceptional Success
Your target or targets are pushed back six steps.

Melpominee Luminary Powers

CHOIR OF THE DAMNED

Melpominee ●●●●● ●●

The Musica Universalis is more widely known as the Music of the Spheres; a song that flows through every being, both living and unliving; governing the rhythms of the heart, the cycle of day and night, and the turning of the stars. You have the power to summon manifestations of the divine song, who join you in chorus. In some cases, these singers appear as divine angels, and in others as ghostly mourners.

Spend 2 points of Blood and use your simple action to summon two otherworldly entities who join you in song. These singers take whatever appearance you choose, such as choir members, angels, or backup singers dressed similarly to you. The singers are intangible and cannot be harmed or targeted by hostile powers and will follow you at your walking pace. The singers may use your Melpominee powers from levels from 1 through 5 as well as the elder power Sound Wave. They may use these powers without cost, and act on your initiative (which includes the benefits of the merit Rhythm of Battle if you have it).

In addition, the three of you may combine the group's efforts to destroy objects of significant size up to 100 feet away from the furthest singer and within your collective line of sight. By spending 2 points of Blood and 3 uninterrupted turns singing as a group, you can destroy an object less than or equal to the size of a car. If you spend a total of 6 turns, you can cause the collapse of a single floor or the ceiling of a structure.

Mytherceria

"The Kyasid lurk beyond our shadowy playground. They don't even pretend to be what mortals would consider as 'normal'. No, the Kiasyd are content to be the breath that crawls across the nape of one's neck."

— Christopher Fletcher, Lasombra & Abyss Mystic

Mytherceria Elder Powers

FIDDLESTICKS

Mytherceria ●●●●● ●

Changelings are masters of trickery; they befuddle the minds of those who cross them, reducing them to little more than babbling fools. You have mastered this arcane trickery of the faeries and are able to steal away the talents of those who raise your ire, turning them into bumbling caricatures of their once powerful selves.

Spend 3 points of Blood and your standard action to engage your opponent in an opposed challenge using the Mytherceria test pool. To use this power, you must have your target's Gaze and Focus. If your challenge is successful, you reduce one of your opponent's skills of your choosing to 1 for 30 minutes. If your target has a limited number of items they can control based on the targeted skill, such as Digital Sentries or other items created or controlled by blood magic or blood magic rituals, these items are rendered inert until the duration of Fiddlesticks expires. If less than all the items would be rendered inert, the creator of the items chooses which items are rendered inert. In addition, your victim cannot achieve an exceptional success in test pools involving the chosen skill. A target may only suffer from a single application of this power at a time. A subsequent use of this power on a target already suffering from its effects results in the active application of the power being replaced with the new application of the power.

Exceptional Success
This power lasts for one hour instead.

PROMISES LIKE STEEL

Mytherceria ●●●●● ●

Contracts and oaths are the backbone of faerie culture, and more than one person has found themselves bound tight in a poorly worded promise or a thoughtless vow. Through your mastery of Mytherceria you can take the promises of others and weave them into an ironclad vow, calling upon nearby Piskies to punish your target should she fail to honor it.

Whenever someone makes a declaration, promise, or commitment within your earshot, you can bolster it with supernatural reinforcement. Spend between 1 and 3 points of Blood and your standard action to engage your target with the Mytherceria test pool. If you succeed in the opposed challenge, you may choose up to two flaws for a total of 3 points worth that will be afflicted on the target should she fail to uphold the promise. You must then acknowledge the target's promise, declaring it to any forces that might be listening, describe what will afflict your target, and tell her how long she has to fulfill the commitment as described below.

The flaws assigned cannot alter a character's Generation, Rank, or Seeming. Any flaw chosen must be appropriate to her creature type (vampire, werewolf, etc.), social group (sect, court, etc.), and her clan, bloodline, tribe or similarly appropriate "family". You must have the appropriate Lore skill specialties to give her a non-vampire, non-general flaw. Your Storyteller is the final arbiter of what flaws you have knowledge of and which are appropriate to levy against your target.

Thereafter, nearby piskies will take note of the target's commitment and punish her should she fail to uphold the vow within the allotted time. If you spent only 1 point of Blood as you activated this power, your target has one month to fulfill the promise. If you spent 2 points of Blood, she has one week; and if you spent 3 points of Blood, she has one night.

Between game sessions, if your target has not attempted to fulfill her promises, her dreams are haunted by nightmares of misfortune and tragedy and she is unable to regain Willpower. Should the time expire before your target can complete the task, the piskies will curse the target, causing her to experience grave misfortune. These tiny tormentors are wholly unavoidable and can apply the curse regardless of her efforts to hide. The magic of the sworn oath even grants these Piskies access to areas they would not normally be able to enter such as a Haven with the Occult benefit. The misfortune inflected will be the flaw(s) you selected and will afflict her for two game sessions or two months, whichever is longer. The first session in which the flaws take effect counts as one of these game sessions.

> *Example: Stephen Branton, an overzealous Brujah, threatens Sebastian by saying he is going to pull out Sebastian's fangs and make them into a necklace if he does not get out of his way. Suspecting that the Brujah is all bluster, Sebastian decides to test Branton's resolve. Sebastian spends 3 points of Blood and declares the use of Promises Like Steel, succeeding in the opposed challenge with a normal success. He says to Branton, "Let it be done then, and let all who bear witness hold thee to account. You have until the end of the night to do exactly that, lest your wits reflect the softness of your mettle." The player of Sebastian then informs the Storyteller that if Stephen Branton does not succeed in removing Sebastian's fangs and making a necklace of them by the end of the night, he will gain the Slow Reactions flaw for two game sessions or two months, whichever is longer.*

Exceptional Success
Should your target fail to uphold her promise, in addition to the standard success that allows you to assign up to a total of 3 points of flaws, you may also assign one additional flaw that costs between 1 and 3 points.

Mytherceria Luminary Powers

THE GRANDEST TRICK

Mytherceria ●●●●● ●●

The greatest trick the Devil ever pulled was convincing the world he did not exist. In a similar vein, The Grandest Trick allows you to fool your body into believing you are no longer a vampire. Once activated, this trick only lasts until the next sunset, but during that time you are completely human, losing all advantages and disadvantages of being a vampire yet retaining all memories. This power has allowed the eldest of the bloodline to meet in private, throw off the trail of those hunting the Weirdling, or obtain items or information otherwise difficult to acquire at night.

Spend 5 points of blood to enact The Grandest Trick. At the next sunrise you become mortal until the sun sets. During this time, you lose all vampiric abilities. Your traits are capped at 10 and your skills are capped at 5. You lose the ability to spend Blood for any reason and cannot activate any disciplines. Any blood removed from you is human and non-supernatural in nature. While you are under the effect of The Grandest Trick you appear generic and unobtrusive. You fit into your surroundings and do not appear to be anything other than an average person. For the duration of the power, you are considered to be using an Alternate Identity of 5. If this Alternate Identity is somehow broken, any parties investigating you only learn that you are not who you claim to be and do not discern your true identity.

Obeah

"Sorry, Mister; the threads of life and death require three eyes to see clearly. I only have two."
— Joanna, Malkavian Neonate and Oracle of Las Vegas

Obeah Elder Powers

RAYZEEL'S GRACE

Obeah ●●●●● ●

Your healing skills are no longer limited by a singular touch to a lone ally. You can now summon and channel healing energies as you move about the battlefield tending to your flock. With the slightest concentration, you can heal your allies from afar, while still reacting to the ebb and flow of combat.

Spend 2 points of Blood and your standard action to imbue yourself with healing energies. As you do, your third eye opens and glows with holy light. You temporarily gain a number of Grace points equal to your total number of Obeah powers, including elder powers, luminary powers, and techniques. You may spend a simple action and one point of Grace to cause any target within your line of sight to heal a point of normal damage or convert a point of aggravated damage to normal. You may spend multiple points of Grace per simple action in this way, targeting multiple individuals, and possibly healing them for more than one point of damage.

You may only have a single instance of Rayzeel's Grace active at a time; if you activate this power while you have points of Grace remaining, you do not retain any of those points of Grace. Once activated, points of Grace fade after 5 minutes. You may use your simple action to spend points of Grace even during Celerity rounds.

Example: Cassandra spends 2 points of Blood and her Standard action to activate Rayzeel's Grace and has 6 total Obeah powers. She gains 6 points of Grace. She then spends her simple action and 3 points of Grace. She uses 2 of the spent points of Grace to heal her ally Victoria for one point of aggravated damage by using 1 of those points to convert the aggravated point of damage to normal damage and the other point to heal it completely. She uses the other 1 point of Grace she spent to heal her ally Giorgio of 1 point of normal damage. Cassandra has 3 points of Grace remaining. During her action on the first Celerity round, Cassandra uses a simple action and 2 points of Grace to heal Victoria for another two points of normal damage. The turn ends with Cassandra retaining 1 point of Grace. During her next action, she activates Rayzeel's Grace again. She forfeits the remaining point of Grace, and her Grace total becomes 6 once more.



REVOCATION OF CAINE'S GRACE

Obeah ●●●●● ●

The Salubri believe that of all of the clans who bore Caine's judgment for the crimes of the Antediluvians, only theirs chose to repent their prideful and wayward ways, devoting themselves to the healing and protection of others from that moment forward. In line with this belief, you have the power to call forth a measure of the residual scorn within all Caine's wayward children, temporarily revoking his gifts. During the period of their eradication, the Salubri were horrified to find this power had no effect on the magic of the Tremere, causing some to believe the Warlocks' power was infernal in nature.

Spend 3 points of Blood and your standard actions to speak ancient words of condemnation against your target. If you succeed in an opposed challenge using the Obeah test pool, you may choose 2 disciplines to revoke for the next 10 minutes. Your target loses access to her highest-level discipline power in each of the disciplines chosen. You may only choose to revoke gifts from the cardinal 8 disciplines (Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, Presence), including elder powers and luminary powers. If your target has more than one luminary power or elder power in a targeted discipline, she may choose which power to forfeit.

This power has no effect on Thaumaturgy, Necromancy, or any disciplines outside of the cardinal 8 disciplines. Should your target lose access to any of the required disciplines for a technique, she loses access to that technique for the duration of the power's effect. Losing a power causes any active use of it to immediately end.

Exceptional Success
You may choose to revoke 3 disciplines with a successful application of this power instead of 2.

Obeah Luminary Powers

HEALER'S EMINENCE

Obeah ●●●●● ●●

Your temperance and affinity with the healing arts is such that you can reduce injuries before they even occur. By exerting your will upon the battlefield, you can diminish harm by the force of your presence alone, granting aid and relief to the wounded.

Spend 3 points Blood and your standard action to invoke a powerful aura of healing and grace. Any aggravated damage that would be done to you and a number of allies within your line of sight up to your dots in the Medicine skill is reduced to normal damage. In addition, the first time each turn that an ally within your line of sight heals one or more points of damage, she heals one additional point of the same type beyond the normal total. While this power is active, your countenance becomes tranquil and impressive, and all will recognize you as the source of these effects.

This effect negates any power that would upgrade damage to aggravated, except Warrior's Eminence. If one or more parties to the battle have both Healer's Eminence and Warrior's Eminence active, the effects negate one another, and damage and healing is handled normally.



Obfuscate

"Most believe the Ventrue or the Tremere are the most powerful clans in the Camarilla but remember, childe: all clans come to us when they need intel, for we hold the true power."

— Keeper of Secrets, Elder Nosferatu

Obfuscate Elder Powers

SOUL MASK

Obfuscate ●●●●● ●

Like a sleight of hand magician, you can distract someone from your true aura with that of another. While not foolproof, you can paint your aura any way you desire, even removing it by closing your mind from intruders.

Once purchased this power is always active. Your mind is a fortress hidden behind your Obfuscate. Any attempt to read your mind through Telepathy or other means automatically fails as they are unable to pinpoint your mind. In addition, you may alter your aura in any way you choose. For example, you can appear to be mortal, you can hide diablerie streaks, or you can appear to be another supernatural creature if you have the appropriate Lore specialization. To alter your aura, you must spend 1 point of Blood and a simple action. Once altered, your aura remains that way unless changed again. This power can be extended to other willing targets through Cloak the Gathering but its effects on others end when Cloak the Gathering ends.

If others suspect deception in your aura, they may attempt to pierce Soul Mask using the powers of Auspex if they have at least one Auspex elder power (see **MET VTM, Chapter Four: Disciplines, page 212**). If they succeed, they may use their chosen power normally or receive the results for their power if they have already tested and won.

MENTAL MAZE

Obfuscate ●●●●● ●

Your abilities can aggressively cloud a victim's sense of direction, tricking them into seeing things that are not there or ignoring things that are. You effectively trap your opponents in an area by preventing them from correctly perceiving their environment. Hopelessly lost, your victims are doomed in an ever-shifting prison until you free them.

This power alters and confuses a victim's sense of direction, leaving her mind unable to perceive an exit or the path to her destination. Spend 1 point of Blood and a standard action to target a number of individuals up to your dots in the Stealth skill. If you succeed in an opposed challenge using the Obfuscate test pool, for the next 10 minutes you inflict your target with a mental haze that confounds her sense of direction. Should you expend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend the Willpower to retest after some challenges have been resolved, you cannot go back to previous challenges you lost and apply that Willpower retest retroactively.

Affected individuals become hopelessly lost and are unable to navigate out of the structure they are in or to navigate out of an outdoor area up to the size of 4 square blocks, and cannot find a specific location within their area such as an exit door, a side room, or where a specific vehicle is parked. No matter what efforts the

affected target makes to change location, their mind creates obstacles that keep them trapped. Mental Maze prevents a target from declaring fair escape from a combat scenario while under the effects of this power. Once applied, the effect is continuous until the duration ends; the target cannot seek to escape through a clash of wills.

If someone not affected by this power seeks to help someone that is affected , by guiding them out of the area or picking them up and carrying them, the duration of the power is halved allowing the affected target to leave the area after 5 minutes as opposed to 10 minutes as the affected character fights, argues, struggles, and resists the assistance, believing they are being led into danger. Contrived actions to reduce this time, such as victims allowing themselves to be willingly carried or staked, are not allowed.

Obfuscate Luminary Powers

CREATE NAME

Obfuscate ●●●●● ●●

Like a great novelist inventing a featured protagonist for her next great story, you have the power to create an entirely new identity that you can wrap yourself in like a trusty cloak. No longer limited to visual trickery, your powers of Obfuscate come with a false familiarity, vague memories, and shared experiences that your observers fall prey to.

The penultimate power of Obfuscate, Create Name allows you to create a completely new persona. You must spend a total of 3 downtime actions in focused concentration to create an



identity complete with a new face and body, speech pattern, aura, thought processes and supporting memories. Once created you gain a special 5 dot Alternate Identity Background.

This power can be used to impersonate another individual; however, doing so requires you to spend 2 downtimes and for you to have familiarity with the individual you seek to impersonate. This most likely necessitates continued contact with your target; otherwise, the familiarity may fade (see **MET VTM, Chapter Four: Disciplines, page 114**). Once the downtime actions are spent, you gain a special 5 dot Alternate Identity Background as the individual you are impersonating.

Finally, this power can be used on others if given enough time. You and your target must each spend 2 downtime actions as you systematically train your target to be their new identity. A user of Create Name can maintain a number of Alternate Identities up to their dots in Stealth. If you choose to deactivate the power, or if you are killed or placed in torpor, the effects of the power end and any Alternate Identities that you have created are lost.

Creating an Alternate Identity in this way does not cost XP. An Alternate Identity created by this power behaves just like the background with the following exceptions:

- In order to pierce an Alternate Identity created by this power the Auspex user must possess an elder Auspex power; and
- Any methods of investigation utilized to test an Alternate Identity created by this power do not work unless the user does so in conjunction with elder Auspex, as this power clouds the perceptions of the investigator.

In all cases, should an Alternate Identity created by this power be compromised, it only reveals that the identity is false and not the character's true identity. If you die or choose to retract any granted identities, those Alternate Identities fade after 24 hours. The characters using those identities will intuitively know their identity is fading.

RAMPART OF THE MIND

Obfuscate ●●●●● ●●

Usually, vampires who master Obfuscate are the personification of "out of sight, out of mind"; however, in modern nights one must keep appearances up at court functions or esbats. Through practiced skill, you have the ability to selectively focus the powers of Obfuscate to cloud your mind from others. After all, being visible doesn't necessarily mean being vulnerable.

You have learned to shield your mind from hostile powers, wrapping your psyche in protective concealment. Provided you are conscious, this power is always active. Anyone who wishes to target you with a Mental or Social power must first defeat you in an additional opposed challenge using her Mental attribute + Willpower or Investigation skill versus your Mental attribute + Stealth skill. This does not apply to passive effects, such as Awe or Majesty. If the aggressor fails the challenge, for the next 10 minutes she may not attempt to target you with another Mental or Social power.

Although you must have purchased the Obfuscate power Vanish from the Mind's Eye and other successive Obfuscate powers to be able to purchase the Luminary power Rampart of the Mind, your attacker does not need to possess the 5th dot of Auspex to attempt to attack you with a Mental or Social power, though they must still defeat you in the above opposed challenge. If you are targeted by a friendly power, such as Telepathy from an ally, you may choose to relent to that power without penalty even if you were not forewarned of the power's use.

Obtenebration

"Put your anger for one another aside. If you hold animosity towards your Camarilla brethren, cast it away until the Sabbat and their Lasombra masters are nothing but a footnote in the history of the great Tower we have built."

— Warden Alareiks Ashdelmar, Luminary Elder of clan Gangrel and Architect of the Tower

Obtenebration Elder Powers

SHADOWY BETRAYAL

Obtenebration ●●●●● ●

Ever since humans first took notice of their shadows, they have suspected them of duplicity. Like a disingenuous friend, the shadow follows you in the light but abandons you in the dark. This power allows you to facilitate the most intimate of betrayals, causing your target's own shadow to strike out against her.

Spend 1 point of Blood and your standard action as you entice your target's shadow to attack her. If you succeed in an opposed challenge using your Social attribute + Occult skill versus your target's Social attribute + Willpower, your target is assaulted by her shadow. The shadow will immediately strike her for 2 points of normal damage. The attacking shadow does not count toward the maximum number of physical attackers per round. On successive turns, you may spend simple actions during the everyman round to cause the target's shadow to strike her again, causing an additional 2 points of damage for each simple action spent this way. If multiple simple actions are spent in a single round to cause the shadow to attack, the combined damage is considered a single source for the purposes of damage reduction. The effects of this power end after you have spent 3 simple actions in this way, or once 10 minutes have passed. Your target's shadow can only attack the target herself and cannot be used to attack other characters.

If affected by this power, a target's shadow is considered invulnerable and cannot be targeted or affected by other powers. For the duration of this power your target's shadow is considered hostile and she cannot use powers that require her shadow to provide assistance, such as Shadow Twin or Tenebrous Ally. This power has no effect on targets that have lost or are separated from their shadow due to mystical means. If you fail an attempt of Shadowy Betrayal against an opponent, you can try again against that same opponent (or someone else) on the next turn as an exception to the rule disallowing repeated Social challenges after failure. A target may only be affected by a single application of this power, with new instances replacing older ones.

Exceptional Success
The effects of this power end after you have spent 5 simple actions instead of 3.

TENEBROUS ALLY

Obtenebration ●●●●● ●

Your studies of Obtenebration have directed you to ponder the shadow within. While most are victims to their darker impulses, you have learned the secret of making the unconscious your ally, relying on your inherent drive to rise and overcome even when struck down or unable to act. Some Lasombra speculate that the Tenebrous Ally is actually a vampire's own missing reflection returned.

Whenever you are unconscious due to sleep or torpor, or your consciousness is separated from your body due to Possession, Psychic Projection, or similar powers, you may allow your shadow to take control of your physical body. This is an exception to the rules limiting which powers can be used while in torpor or during Possession and Psychic Projection. By spending 2 points of Blood to activate this power, your consciousness will remain separated or dormant, but your body will be fully animate under the control of your shadow; however, because you consciousness remains separated or dormant, you are unable to directly observe the actions of your body unless you have at least one dot in the Awareness skill. To all onlookers, your body will appear to immediately wake and will be able to act at the beginning of the next turn. While this power is active, your eyes become dark pools of shadow, fully black, and somewhat disconcerting to behold.

Your Storyteller will control your shadow while it is active. Your shadow shares some of your motivations but will act on its own. It will defend your physical body if threatened and will feed if your body is low on blood. However, it will not risk itself for your allies nor will it place itself in danger for your cause. Instead, your shadow will seek to preserve its own life and kill anything that threatens it. Your shadow will avoid lengthy conversation, but when it speaks its voice sounds hollow and otherworldly. It may act in ways that you find reprehensible to achieve its ends, although it does not indulge in chaos for chaos' sake. Once you regain consciousness you will remember what your shadow did, and you gain up to 5 Beast traits for its actions as if you had committed them yourself. Any modifiers such as those from paths still apply, and you may attempt a degeneration challenge to reduce 1 of the points. Your shadow can spend your Blood and Willpower and can use your powers and test pools. If you activate this power when you are in torpor due to damage suffered, your shadow will awaken your body with a number of health levels equal to the number of levels you have in Obtenebration. Once activated, this power lasts for 1 hour, or until the effect that keeps your consciousness separated from your body ends.



Obtenebration Luminary Powers

THE DARKNESS WITHIN

Obtenebration ●●●●● ●●

Tendrils of shadow pour forth from your mouth, eyes, ears, and even open wounds, enveloping your enemies in clouds of thick, inky, darkness like a more sinister Shroud of Night. Within the darkness your enemies are assaulted by horrors they cannot comprehend as you feed on their very essence.

Spend a standard action and 3 points of Blood and designate a number of targets up to your dots in the Occult skill that are within your line of sight. Inky black tendrils of the abyss erupt from nearby shadows to envelop your targets. Initiate an opposed challenge against your targets using your Social attribute + Occult skill versus your targets Physical attribute + Dodge skill. Should you expend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend the Willpower to retest after some challenges have been resolved, you cannot go back to previous challenges you have lost and apply that Willpower retest retroactively.

Characters who are successfully targeted by The Darkness Within are considered Grappled and immediately gain 1 Beast trait and lose 1 Blood. You may choose to ingest the blood drained, without risk of blood bonds, or you may feed the blood to the Abyss, consigning it to Oblivion. However, any harmful effects such as Acid Blood, still affect you. At the beginning of each everyman action that she remains Grappled she gains an additional Beast trait and loses an additional point of Blood.

If an individual Grappled by this power attempts to escape, she must succeed in an opposed challenge using her Physical attribute + Brawl skill versus your Social attribute + Occult skill. A victim who succeeds in breaking free or that you willingly release from The Darkness Within must immediately test for fear frenzy. Characters affected by this power gain Beast traits and test for frenzy even if they are not normally susceptible to those effects. The Beast traits gained through this power fade at the end of combat and cannot cause Morality loss.

Exceptional Success
Should your target escape The Darkness Within, she may not spend a point of Willpower to avoid the effects of a frenzy caused by The Darkness Within.

OBLIVION ORB

Obtenebration ●●●●● ●●

Your Shroud of Night now opens a gateway to true Oblivion. The sheer emptiness of the Abyss destroys most creatures, sending some wraiths screaming back to the Maelstrom, and testing the resolve of vampires who cannot survive in such an environment for long.

When activating Shroud of Night, you may spend 2 additional points of Blood to summon an Oblivion Orb within the area of effect of your Shroud of Night. This creates a terrifying storm of entropy within the shroud that is harmful to those who remain within it. Non-Supernatural Stock NPC creatures in the Oblivion Orb are instantly killed. Stock NPC Wraiths of rating 4 or below are dragged into Oblivion and destroyed. At the end of each turn any remaining creatures suffer 2 levels of aggravated damage that cannot be reduced or negated. This replaces any damage Shroud of Night would cause to a living creature.

While within the Oblivion Orb, movement is reduced by one step to a minimum of one. As with Shroud of Night, you are immune to the effects of your own Oblivion Orb. Being able to see through a Shroud of Night does not prevent the effects of an Oblivion Orb. The effects of Oblivion Orb are not cumulative if two Oblivion Orbs are created in the same space.

Potence

"Members of my family tend to specialize in what we deal in, whether it manifests as necromantic power, mortal influence, favors, or knowledge. My coin, if you will, is respect, and in that I settle all accounts."

— L'occhio "the Eye", Giovanni

Potence Elder Powers

EARTH SHOCK

Potence ●●●●● ●

In a moment of unbridled rage, you smash the ground in front of you causing the earth and everything around you to explode upward. Your terrifying strength is conveyed through the very ground you stand on, leaving behind a crater in a broken street or partially collapsing a house. This attack does not discriminate between friend or foe and is often employed when the user is overwhelmed and surrounded.

Spend 2 points of Blood and strike the ground with your fist or heel to cause the ground around you to burst upward. You must then make an unarmed attack challenge against all characters within 2 steps of you, using your Physical attribute + Brawl skill versus their Physical attribute + Dodge skill. Earth Shock can be augmented by Potence, but not by any other powers. Should you expend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend the Willpower to retest after some challenges have been resolved, you cannot go back to previous challenges you have lost and apply that Willpower retest retroactively.



You cannot use weapons of any sort while using Earth Shock. Earth Shock is always normal damage and cannot be converted to aggravated damage by any means. Opponents who take damage (after applying any damage reduction) are Knocked Down unless they possess the Stamina focus or a power that prevents them from being moved. This attack does not allow you to supersede the attacker limit against your targets.

After you make your attack the Storyteller will determine the effects of this power on any inanimate objects or structures. Even if they are not destroyed, any inanimate objects or structures that are in the area of effect of your Earth Shock will require extensive repairs. Repeated use of Earth Shock can cause catastrophic structural failure.

Exceptional Success
Ignore the Stamina focus when determining if a character is knocked prone. This effect is cumulative with any additional damage a character's exceptional success would cause.

RELENTLESS FURY

Potence ●●●●● ●

You are a creature of sheer fury and might, your body a finely honed weapon. As such, you understand that at times precision is required over sheer strength. With focus and dedication, you have learned to control your power, striking your foes with deadly accuracy.

When you make a successful Brawl or Melee attack, you may elect to use the powers of Relentless Fury instead of any other elder Potence power to inflict 3 points of normal damage. This damage cannot be increased by other bonuses, such as from other Potence powers, nor can it be utilized during a combat maneuver; however, it may be converted to aggravated damage through other means such as Feral Claws or Burning Wrath. This damage cannot be reduced by Fortitude or armor, but it can be healed through normal means. The unsoakable quality of this attack only applies to the target of your attack or another target using the assist defender mass combat tactic. If somehow the attack is redirected such as through Between the Ticks, or if the target has Personal Armor, damage reduction effects may be applied normally.

Exceptional Success
On an exceptional success, Relentless Fury deals 4 points of damage that cannot be reduced by Fortitude or armor.



Potence Luminary Powers



JUGGERNAUT

Potence ●●●●● ●●

Once in motion you cannot be stopped. Like a runaway train, you crash through any physical impediments. Anyone in your path is pushed out of the way as they feel the terrifying impact of your incredible strength. Unfortunate mortals that are in your way are reduced to a pile of blood and broken bones. Although reinforced structures can slow you down, even they cannot hold you back forever.

Spend 3 points of Blood and one or more actions in a round to move in a straight line. If your movement would move you through another individual or put you in range of an unarmed attack, you may pause your movement to make an unarmed attack without spending an action. You may not use these attacks to facilitate other powers such as Thanatosis or use combat maneuvers. However, your modifiers to unarmed attacks, such as Feral Claws or Burning Wrath, still apply. If you succeed, in addition to any damage caused your target is pushed one step away from you. Once you have completed the unarmed attack challenge you can continue to take steps, resuming your movement and pausing to challenge other impending characters until your steps have been exhausted. If someone you seek to move through has an effect that renders her immovable, she is not pushed one step away and you may not move past her. You may only hit a target once per each application of this power.

Mortals in your way are instantly killed. Likewise, any objects or walls cannot hinder you, though a solid metal or stone barrier can reduce your movement to a single step as you plod or tear through it. You may use this power over successive rounds, boring through even the thickest of fortifications and leaving a hole behind you. The Storyteller will determine the rate that you are able to move through these barriers.

STRENGTH OF THE TITANS

Potence ●●●●● ●●

Your strength is unmatched, surpassing that of the Greek gods of old. In a display of physical dominance, you beat your chest, stomp the ground, or yell out a distinctive war cry before you rain down truly destructive blows on your enemy. Your strength is so great that you can even use the environment around you as a weapon in a truly impressive show of force.

Spend 3 points of Blood as you make an overt display of physical dominance to gather your power. For the next 10 minutes, if you succeed in a Brawl or Melee attack you automatically achieve an exceptional success. If your target has one or more effects in place that would prevent you from achieving an exceptional success, instead determine an exceptional success normally.

In addition, you have the option to spend a simple action to pick up and use an oversized object as a weapon. You can pick up or tear free from its mooring any object up to the size of a car. You can even rip off bank vault doors or break out a massive chunk of a concrete wall. These improvised weapons always possess the Deadly and Reach qualities and are of sufficient mass such that if used in conjunction with Force, these objects do not break until after damage is applied.

Presence

"Leading vampires is not like herding cats. Cats will purr and cuddle you if you scratch their backs just right. The most you can expect from a vampire is for them to lengthen the plot against you until after your next Salon."

— Puck, Toreador Primogen of Miami

Presence Elder Powers

CAPRICIOUS VISAGE

Presence ●●●●● ●

The world's a stage, and you are its amaranthine star, capable of bringing teeming throngs to their knees with little more than a look and a word. This ability allows you to command a crowd, cowing them into submission or kindling their adoration as all eyes focus on your overwhelming countenance.

When attempting to use the Presence powers of Dread Gaze or Entrancement, you may choose to spend 1 additional point of Blood to activate Capricious Visage and target a number of individuals within your line of sight for each dot you possess of the Leadership skill. When using this elder power against multiple targets, you must make a separate opposed challenge using the Presence test pool against each defender. Should you expend a point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend the Willpower to retest after some challenges have been resolved, you cannot go back to previous challenges you have lost and apply that Willpower retest retroactively.

COMRADES IN ARMS

Presence ●●●●● ●

When victory seems uncertain, the presence of a confident figure stills wavering hearts and refocuses efforts toward victory. Indeed, from Joan of Arc to Alexander the Great to Oda Nobunaga, some of the most powerful and inspirational leaders have led their battles from the front lines, driving them to incredible success despite overwhelming odds. Through bold action and deft skill, you have the power to inspire others to persist in the face of adversity.

Spend one point of Blood and your simple action as you rally a group to your cause designating a number of targets up to the number of dots you have in the Leadership skill as your comrades. You may only activate this power during combat. Whenever you achieve an exceptional success, your designated comrades become Inspired by your exceptional feat and are motivated to redouble their efforts. Likewise, whenever one of your designated comrades scores an exceptional success, you become Inspired. While a character is Inspired, the next time she spends a point of Willpower for a retest, she regains a point of Willpower, and is no longer Inspired. Being Inspired lasts only the duration of the current combat; if combat ends, you will no longer be Inspired.

In order to activate this benefit, the exceptional success must be earned through normal means; powers or effects that convert a success into an exceptional success such as Bull's Eye, Strength of the Titans, or the merit Breaking Point do not activate this power. You may be subject to multiple applications of this power, able to grant and receive benefits to and from multiple people. However, you cannot carry more than a single application of Inspired at any one time.



Presence Luminary Powers

COOPERATION

Presence ●●●●● ●●

While the vampire sects are nominally based on cooperation, it is often painfully difficult to get allies to actually work together. Rivalries, ambition, and intrigue stand in the way of a willingness to play nice with each other. Luminary elders can change that by compelling those that might deviate from the elder's goals through a contest of wills.

When activating Majesty, you may spend 3 additional points of Blood to enact Cooperation. As a result, those affected by your Majesty must cooperate with your intended efforts to the best of their ability. This could mean stopping combat, building a bridge, leaving a location, etc. Until a character breaks your Majesty or spends a point of Willpower she must go along with your wishes. For each turn a character that has not broken your Majesty wants to take an action that does not directly conform to your wishes, she must spend a point of Willpower. Once spent, she may proceed with her desired action; however, a character cannot attack you or be rude to you without first breaking your Majesty. A character cannot be made to spend more than a single point of Willpower per turn in this way. When a character breaks your Majesty the effects of Cooperation end against that character. Characters with the Appearance focus for Majesty do not ignore Cooperation unless they also possess Cooperation.

SCOURGE OF ARIKEL

Presence ●●●●● ●●

The pomp and grandeur that surrounds royalty serves to signal not only their wealth but also their power, enabling them to call for silence or obedience with only a few sharp words. Those who gaze upon such resplendence understand the terrible danger that comes with disfavor and know that their place is to obey. With this power, your ire becomes a threat, as even a darting glare or an angry look carries crushing emotional weight. While this power is commonly credited to the Toreador Antediluvian, members of other clans with Presence are known to attribute it to their own founder.

Spend 1 point of Blood and your simple action as an overwhelming and baleful aura surrounds you. Any who look upon you will intuitively understand that crossing you is likely to carry harmful consequences. For the next 10 minutes, anyone who loses to you in a Social challenge who is within your line of sight suffers 3 points of aggravated damage if you choose. The other party suffers this damage regardless of whether you are the aggressor or defender. If the other party relents to you, they do not suffer this damage. This damage does not constitute an attack or damage for the purpose of powers where such actions could cause them to end, such as Majesty or Eyes of the Cobra.

If you are engaging in a mass challenge, each defender who loses to you suffers the damage individually. If you are the aggressor in a challenge where the outcome would cause the defender damage, such as Horrid Reality, calculate the damage from this power as separate for the purpose of damage reduction effects such as Fortitude. Note that the category of a challenge is tied to the defender's test pool; you may use this power only if you are defending with your Social attribute or if the defender is defending with her Social attribute.

Protean

"Tooth and claw are not the strength of our clan. It is our instinct; our inherent knowing. Tapping into the primordial tendencies of our beasts and darker natures provides insight into a multitude of paths before us. That is how we know which path to take and which to avoid, whether in a battle of wit or one of survival. We always chart our route to end up where we desire."

— Dane Halvarsdottir, Clan Gangrel, Former Archbishop



Protean Elder Powers

FLESH OF MARBLE

Protean ●●●●● ●

Legends of the Gangrel and their ability to adapt to virtually any environment permeate vampire lore. Some ignorant fools believe the stories of swords shattering and bullets flattening against immortal skin to be exaggerated reports of the effects of Fortitude. The truth is far more insidious. With your mastery of Protean, you can adapt your very skin and flesh to become a flexible armor mirroring stone, marble, or whatever you need to survive.

To activate Flesh of Marble, spend 1 point of Blood and a simple action. Your skin changes texture and color as it transforms into unnatural armor. You may select any two Protective Gear qualities and apply them to your skin (see **MET VTM, Chapter Thirteen: Influences and Equipment, page 519**). As a reminder, you may not benefit from the same quality twice. Once these qualities are applied to your Flesh of Marble, they are not affected by the Armor Piercing quality. Flesh of Marble is considered a minor transformation power. The effects of this power lasts for 15 minutes. If you wish to change the Protective Gear qualities, you must reactivate Flesh of Marble. The use of Flesh of Marble is considered a Masquerade breach if witnessed by mortals.

SHATTERED FOG

Protean ●●●●● ●

Cunning and opportune timing often trump brute strength and limitless speed. Your knowledge of Protean allows you to rapidly diffuse into a cloud of fog allowing swords and bullets to harmlessly pass through you. When you reform seconds later to strike back your opponents are left befuddled and off balance.

When successfully attacked by a power that does damage to you, you can reflexively spend 2 Blood to temporarily shift into Form of Mist thereby negating the damage done to you (see **MET VTM, Chapter Four: Disciplines, page 156**). Once the damage is negated you immediately revert to your previous form. You cannot use this power to avoid damaging attacks that are fire-based, such as Lure of Flames or weapons with the Flaming quality, Mental effects like Psychic Assault, or Social powers that cause damage. In addition, while you have avoided the damage, the attacking character is considered to have touched you for the purposes of activating other powers.

Protean Luminary Powers

GHOST BODY

Protean ●●●●● ●●

Your mastery of shape-changing has reached its apex: the assumption of a form which is formless. You possess the ability to become completely incorporeal, enabling you to walk through walls, avoid physical attacks, or even take flight as you ignore the bounds of physics.

Spend 3 points of Blood and your standard action to transform into an incorporeal, though visible, being. This effect persists for one hour unless you elect to end it early. You may extend this effect by spending 2 additional points of Blood each hour. While in Ghost Body, you cannot initiate or be the target of any Physical challenges, though you may still initiate or be targeted by Social or Mental powers. You are also immune to any powers that damage your body, such as Death of the Drum and Horrid Reality (as you are aware your body cannot be damaged); however, you can be harmed by powers that damage your mind, such as Psychic Assault. You cannot physically interact with the world, spirits, ghosts, or even another vampire utilizing Ghost Body; however, you may still speak and be heard by others. While in Ghost Body, you can pass through solid items such as walls or floors. You may ignore gravity though you continue to move at your normal walking speed.

MYTHIC FORM

Protean ●●●●● ●●

Elders of clan Gangrel have been known to express their cultural roots by adopting mythical beast forms from their homelands and testing their destructive limits. Although a distinct violation of the Camarilla's Masquerade and the Sabbat's Silence of the Blood, few who witness your transformation into a creature of myth or legend live long enough to report you.

When using Shape of the Beast you have the ability to transform into a more powerful Mythic Form. When you activate Shape of the Beast you may spend 2 additional points of Blood to assume a stronger and larger version of your standard fight form or flight form or you may select a new one altogether. Your Mythic Form can be a creature that has become extinct or a creature out of legend. For example, a Megafauna or Cryptid form (such as a Giant Sloth or Chimera) is a viable option for Mythic Form. When you activate Mythic Form, select two of the following qualities that combine with your bonuses from Shape of the Beast:

- **Agile:** Your muscles and joints shift in awkward and extraordinary ways. You gain a +3 bonus to Dodge-based defensive test pools.
- **Avian:** You can fly at your normal movement speed.
- **Breath Attack:** Choose a harmful or caustic substance such as fire or acid. Once per turn, you may project this substance as if it were a Thrown attack to inflict 2 points of aggravated damage or 3 points of aggravated damage on an exceptional success. You may target up to 2 additional targets with this attack provided they are within 1 step of one another. If you spend a point of Willpower to retest one of these challenges, you may also gain a retest on any other challenges against other targets which have yet to be resolved. If a challenge has been resolved, you may not retroactively retest it by using a Willpower challenge later on.
- **Defensive Spikes:** You are covered with spikes or barbs. Anyone who succeeds against you with a Brawl attack takes 3 points of normal damage.
- **Poisonous:** Mortals struck by your Brawl attacks are immediately wracked with pain. This agony prevents any form of activity other than screaming helplessly. Mortals will die within 3 turns unless they receive medical attention. Supernatural creatures affected by your poison suffer a -2 penalty to their Physical attribute for the next hour. Penalties from the Poisonous quality are not cumulative.
- **Slick:** Your body is slick and hairless. You can spend a simple action to automatically escape from a Grapple.
- **Tough:** Your skin becomes mutated into tough scaly armor with extra bulk that grants you 4 additional Healthy wound levels.
- **Vicious:** You receive an additional +3 bonus to Brawl-based attack test pools.

As with Shape of the Beast, when in your Mythic Form you may only make Brawl attacks, unless you have chosen the Breath Attack quality. If you have the merit Shape of the Beast's Wrath, you must choose to either receive the benefits of that merit or use this power. Mythic Form is a major transformative power and cannot be combined with other major transformative powers.



Quietus

"I too felt the pull of the Levant, although I still found it resistible. I would not again cross the Bosporus into those dusty dunes of my childhood. This was to be my sending off for my fellows, leaving Europe and fleeing to the original lands of Caine."

— Matek Khaldun, Elder Assamite & Sheriff of Tampa

Quietus Elder Powers

PURIFICATION

Quietus ●●●●● ●

The Children of Haqim — known in the western world by the sobriquet Assamites — believe that they were chosen by their founder to be the judges of all vampires and the protectors of humanity. By using the power of vitae to cleanse and restore mortals and vampires alike, your mastery of Quietus allows you to clean other individuals' minds and souls of stains, including those left by the mind control of other vampires. The vampire using this power expels his own blood through the skin of her hands and allows it to soak through her subject, slowly dissipating. As it does, it carries away spiritual impurities and outside influences.

To activate this power, you must have a willing target, or you must succeed in a Physical challenge. Spend one point of Blood and your standard action to lay your hands on your target as you concentrate to expel her spiritual impurities. This bloody anointment creates a spiritual bond between you and your target, granting each of you familiarity with the other (see **MET VTM, Chapter Four: Disciplines, page 114**). Once completed, Purification removes any harmful targeted Mental, Physical, or Social effects, such as those originating from the powers of Dementation, Dominate, Presence, or Thaumaturgy. This power can cure mundane toxins or poisons but cannot cure mundane diseases. Mystical effects borne through the blood, such as blood bonds or flaws (including clan or inherent weaknesses) are not affected. You cannot use Purification on yourself.

REVELATIONS OF BLOOD ESSENCE

Quietus ●●●●● ●

For Assamites, the consumption of blood is no mere act of sustenance – it is an act of deliberation, judgment, and conviction. This power grants you a greater suite of abilities in serving your sacred role as a judge of Haqim, allowing you to extract hidden truths or even a portion of the soul.

Whenever you taste blood, you may spend a simple action to activate this power. Small quantities of blood are sufficient, such as blood dripping from an open wound, or licking the sides of a knife that successfully damaged your target; however, blood splatter and dried blood is not sufficient. When you activate this power choose one of the following effects:

- **Blood Familiarity:** You receive a psychic impression of your target that grants you familiarity with her (see **MET VTM, Chapter Four: Disciplines, page 114**). However, your familiarity will last for 90 days as opposed to 30 days, unless ended through supernatural means.
- **Songs of Distant Vitae:** You experience a vision of a time your target fed in the past 30 days from her vessel's point of view. The Storyteller will provide the vision. Visions are to be provided in the following priority order: acts of diablerie, acts of feeding that resulted in the gaining of a Beast trait, and any other act of feeding.
- **Scent of the Accused:** You attune yourself to the olfactory sensations that arise from your target's blood, making it easier for you to

track her. For the remainder of the night, you receive a +5 bonus in any tracking challenge against her and a +2 wild card bonus against any supernatural concealment she may use.

In addition, whenever you are in the process of committing diablerie you may spend a simple action to share its benefits with up to 2 additional targets. These targets must be present and must join you in physically drinking the target's soul, but they do not need to possess this power. These targets also receive the penalties of diablerie, including the potential loss of Humanity, subject to your game's setting (see **MET VTM, Chapter Seven: Dramatic Systems, page 306**). Among Loyalist Assamites, the inclusion of vampires in this act who are neither Assamites nor Path of Blood devotees is viewed as heretical; however, Assamite *antitribu* are much more liberal in its applications.

— THE LAWS OF HAQIM —

The Law of Leadership

Honor the Eldest among you, for he is to rule my House when I am absent.

The Law of Protection

Ward the mortals from Caine's descendants and treat them with honor in all things.

The Law of Destruction

Slay not those of the Blood, for that judgment is for the Eldest alone.

The Law of the Word

Deceive not those of the Blood, for my house is founded on truth.

The Law of Judgment

Judge those of Caine's blood and punish them should they be found wanting.

Quietus Luminary Powers

AWAKEN THE HEARTSBLOOD

Quietus ●●●●● ●●

The Heartsblood is a great magical well situated in the Assamite fortress of Alamut that is filled with vitae from all Assamites that have ever visited the mountain fortress. You are able to tap into this magical well, calling upon the collective might of the clan, though not without cost. Some speculate the overuse of this power is responsible for the zealotry shown by so many Assamite elders.

Once this power is learned, you are able to extract blood through a mystic connection to a seemingly endless source of vitae. You may spend up to 2 additional points of Blood per turn in excess of your generational limits, drawing from the Heartsblood rather than from your own body. Doing so preserves your own Blood pool and draws upon the ancestral blood of your clan. You must actively spend this Blood; it cannot be used to restore your Blood pool or to feed others.

However, this process is not without cost. The first time each night you Awaken the Heartsblood you immediately gain a compulsion derangement with the trigger of the Laws of Haqim that lasts the remainder of the night. You feel compelled to both act and advocate that others act in accordance with the laws as described below. Consuming the Heartsblood in this way does not create a blood bond nor does it count as drinking vampiric blood for the purpose of the Assamite clan weakness as it has been magically purified (see **MET VTM, Chapter Two: Introduction to the World of Darkness, page 44**).

Although you have access to a vast supply of blood, you still experience hunger in the same manner and receive no relief from the effects of hunger and hunger frenzies by invoking this power.

EROSION

Quietus ●●●●● ●●

The potency of toxins and venoms created throughout the animal kingdom vary in strength and intensity. Some are used to discourage attackers and others to weaken otherwise powerful prey. By calling upon the potency of vitae and invoking your clan's mandate to punish the wicked, you purify your vitae into a deadly weapon to overwhelm a target's resolve, diminishing her strength and crippling her attacks against you and your allies.

When activating Scorpion's Touch, you may spend an additional point of Blood to enact Erosion. The poisons you generate with Erosion are extremely potent and capable of devastating harm over time. Whenever your target is struck by your application of Erosion, she receives a -2 penalty to her Physical attribute instead of just her Physical attack pools. A character's test pool cannot be reduced below 1 in this way. In addition, your applications of this power are now cumulative with other applications of this power, either by you or from another vampire. For example, if after striking your opponent once with a weapon coated by your Scorpion's Touch you strike her a second time, your opponent's penalty to her Physical attribute changes from -2 to -4.

Track any applications of the penalty inflicted by Erosion separately from any normal applications of Scorpion's Touch for both penalty and duration. For example, if you strike someone who is already afflicted by Scorpion's Touch, your target now has a -2 penalty to her Physical attribute and a -2 penalty to her Physical attack pools. Both the effects of Scorpion's Touch and Erosion have a 5-minute duration.

You may utilize this power when using Scorpion's Touch through the Quietus power Taste of Death.



Serpentis

"Because I refuse to conform to expectations, everyone casts me as the villain in their story. But what is a villain, really, other than a misunderstood protagonist."

— E.H. Carrington, Follower of Set

Serpentis Elder Powers

DUST DEVIL

Serpentis ●●●●● ●

While often upheld as dishonorable, throwing sand in an opponent's eyes has always been effective. In ancient times, even the proudest of gladiators could be brought low with only a handful of dirt, rendering them vulnerable during a crucial moment. As Set also holds authority as the god of storms, his influence grants you the ability to call upon the desert winds, and as the god of war and chaos, he likely would not object to fighting dirty.

Spend 1 point of Blood and your simple action to conjure a swirling vortex of blistering hot sand that envelops you. The storm can project gusts of wind and sand that have the potential to blind your opponents. For as long as this power is active, your Brawl and Melee attacks, as well as any attacks using Thaumaturgy where your target defends with her Physical attribute, are considered Blinding Attacks (see **MET VTM, Chapter Seven: Core Systems, page 280**). For example, powers such as Force Bolt, Firestorm, and Lightning Bolt are now considered Blinding Attacks in addition to their standard effects. Targets struck by a Blinding Attack in this way do not suffer 3 fewer points of damage, and you do not have to spend Willpower to make these attacks. Blinded opponents may still spend 2 simple actions to clear out their eyes, but until they have done so, they cannot be considered observers for the purposes of Unseen Presence, even if they are using the Flighting Blind combat maneuver (see **MET VTM, Chapter Four: Disciplines, page 145**).

You may also spend a simple action to disperse the storm in an intense burst of wind and sand to aid in your escape. If you do, anyone 3 or more steps from you cannot be considered an observer if you also activate Unseen Presence during the round. If you do not disperse the storm in this way, it lasts 10 minutes before quietly fading.

SPEWING VENOM

Serpentis ●●●●● ●

As one of the deadliest predators, the cobra is not known to hide in the face of threats. When challenged, it rises and remains poised, ready to strike or retaliate when its foes draw too close. Like the serpent, you too retain poise in the face of threats, reacting quickly with a deadly barb or a biting remark.

Whenever you win an opposed challenge where you are the defender, you may immediately activate Spewing Venom (even outside of your normal initiative) for no additional cost. As a result, you may then immediately activate one of your Social powers without spending a simple or standard action; however, the Social power must exclusively target the character you defeated in the opposed challenge. You may not use powers that add additional targets, such as Capricious Visage. This action happens immediately and is resolved before proceeding to the next character in the initiative order. You must still pay any Blood point cost to activate the chosen Social power, and are still subject to your maximum blood spend per turn.

You may only activate Spewing Venom once per turn; however, you may activate it (and your chosen Social power) during Celerity rounds as an exception to the rules preventing you from activating Social powers during Celerity rounds. The use of this power is subject to rules governing the maximum number of attackers.

Serpentis Luminary Powers

HEART THIEF

Serpentis ●●●●● ●●

Some believe that the heart is the seat of the soul and that in death, when material wealth is claimed by the state and the earth reclaims the body, it is the heart that remains the last bastion of human memory. Your power supersedes these mortal trappings, giving you the ability to seize the most precious of organs. With an invocation and a twist of the wrist you can extract the heart from a victim's chest, bypassing the need for ritual or lunar timing.

Upon learning this power, you gain the ability to remove the hearts of your victims. To do so, your target must be on the Incapacitated wound track and you must succeed in a Brawl attack. If you succeed in the opposed challenge, you may spend 2 points of Blood to reach into the body of your victim for their heart. This power instantly kills mortals and ghouls but can remove the hearts of vampires. Thereafter, the removed heart functions as if it had been removed through the Serpentis power Heart of Darkness (see **MET VTM, Chapter Four: Disciplines, page 161**), and can be likewise damaged, destroyed, or replaced. This power may be used during Celerity rounds. Targets who are immune to the Pierce the Heart combat maneuver due to armor with the Chest Plate quality or other effects are likewise immune to this power unless you have the Armor Piercing quality. Characters with the Bonecraft Modification Transformed Biology are not immune to this power, as this power intuitively guides your hand to the correct area. Creatures aside from mortals, ghouls, and vampires cannot be affected by this power. Characters whose hearts have already been removed are not affected by this power.

MANTLE OF SUTEKH

Serpentis ●●●●● ●●

Those who know the secrets of Set's undead kin understand that the clan believes its discipline is validation of divine heritage. His most prominent worshippers developed the Mantle of Sutekh as proof of their direct ties to godhood and assuming the mantle of power allows Set's priests and priestesses to not only lay claim to divinity, but also to bestow blessings on those who support them in their beliefs. Invoking the Mantle of Setekh can be used to punish even the most stalwart of skeptics.

Spend 1 point of Blood and a standard action while speaking aloud and making a claim to your connection to Set's divine power. Once done, you assume a radiant aura of powerful magnificence. For example, you may appear to shine with divine light, or storm clouds may shroud you in darkness. Your supernatural nature becomes obvious to everyone within your line of sight and they are overcome with a palpable, discomforting weakness, similar to tremors of the heart.



For the next five minutes, anytime anyone within your line of sight spends fuel such as Blood, Gnosis, or Glamour, you may choose to demand a tithe for that expenditure. Tithed expenditures require the target to spend 1 additional point of their fuel in order for their desired power to take effect. For example, if your target is a vampire, she must spend 2 points of Blood to activate Celerity instead of the usual 1 point of Blood, and if your target is a werewolf, she must expend an additional 1 point of Gnosis to fuel her supernatural gifts. Extracting a tithe through Mantle of Sutekh does not affect the number of Blood points your targets can spend per turn.

The tithed fuel is transferred to you. Regardless of the type of fuel, you gain 1 point of Blood for each tithed point. For the remainder of the power's five-minute duration, you can retain the points of Blood you gain through Mantle of Sutekh even if they exceed the normal maximum limit of your Blood pool. Once the duration ends, any points of Blood you retain in excess of your Blood pool immediately dissipate without expenditure, restoring you to your normal Blood pool maximum.

In addition, while Mantle of Sutekh is active, you may spend a simple action to make a visible gesture of blessing towards a target within your line of sight and within 30 steps of your location. You may do this during Celerity rounds if you have an action. If that target is a supernatural creature and a willing recipient, you immediately transfer up to 5 points of Blood from you to that target resulting in her gaining a unit of fuel appropriate to her (Blood for vampires, Gnosis for werewolves, etc.). Points of Blood transferred in this manner cannot allow a target to retain units of fuel in excess of her maximum pool. If she does not have space in her pool at the time of the transfer, the transferred fuel is lost. All transferred points of blood are of neutral origin and do not create or increase blood bonds, nor do recipients suffer any ill effects from the blood they receive through Mantle of Sutekh.

Temporis

"Hey! What do you mean by not 'True' Brujah? I've been Brujah since I was Embraced! You sayin' I'm lying or something? Say it again, and I'll show you how a true Brujah hits!"

— Tails, Neonate Brujah

Temporis Elder Powers

TEMPORAL ANOMALY

Temporis ●●●●● ●

For centuries, the Sages have fumed over their usurper kin and the Celerity they created to compensate for their failure to master Temporis. This obsession drove the Sages to pursue time's greater mysteries through theoretical studies far outstripping the pace of mortal science. The product is a power that not only punishes Celerity, but any who bend the rules of space and time.

Spend 1 one point of Blood and a simple action to summon a localized space-time disturbance. This disturbance manifests as a glowing ball of swirling particles floating above your hand. The disturbance remains for 10 minutes or until you end the power. While active, you may use the Temporal Anomaly to attack in one or two ways:

- **Chronoton Strike:** You may concentrate the particles around your hands or melee weapon, converting the attack damage to aggravated. In addition, whenever you attack, the disturbance caused by your attack nullifies any bonus to your target's Dodge pool provided by Celerity or similar powers, including the focus benefit.
- **Chronoton Bolt:** You may initiate an opposed challenge to discharge some of the particles as a projectile, attacking a target in your line of sight using the Temporis test pool. If you succeed in an opposed challenge your target suffers 2 points of aggravated damage. However, if she has activated a Celerity or Temporis power this turn, she suffers 3 points of aggravated damage instead.

This power affects non-vampire characters that have active powers or abilities that allow them to take actions during Celerity rounds, such as werewolves with sufficient levels of Rage, or changelings with the Quicksilver art active.

Exceptional Success
If you are using Chronoton Bolt, your attack causes 3 points of aggravated damage or 4 points of aggravated damage if your target has activated a Celerity or Temporis power this turn.

STITCH IN TIME

Temporis ●●●●● ●

When you can control time itself, you become the master of your own fate. Where before you may have been able to pause or stop time, your mastery of Temporis has become so great that you are able briefly turn back the hands of time itself. Your skill allows you to even undo damage inflicted upon you as if it never existed.

Immediately upon losing a challenge that would result in your taking one or more points of damage, or a physical challenge that causes you to be Grappled, moved, or harmed, you may spend 2 points of Blood to negate the attack as if it never happened. You may use this power outside your initiative order and even if you do not have an action this round. This discipline works even on damage that may not be resisted or negated.

Temporis Luminary Powers

OUTSIDE THE HOURGLASS

Temporis ●●●●● ●●

For a clan with power over time, the Sages so often seem to lack it. Since the rift in their clan first formed, they have feared the pretenders and their Celerity, terrified at the effortless speed they came to manifest without study of the forces they manipulate. Although this power is the height of Temporis and the greatest expression of speed it can muster, the Sages fear Celerity will find a way to be faster still. Practitioners who have attempted to push beyond the bounds of this power have reported seeing bizarre visions and mysterious figures silently warning them to stop. Those rumored to have ignored such warnings have never returned to tell their tale.

Whenever you activate Clotho's Gift, you gain one additional round of actions to be resolved during the third Celerity round. In addition, you may use an additional one of your actions granted by Clotho's Gift to activate a Mental or Social power. For example, if you have the Stamina focus, you may use a total of 2 of your additional actions on Mental or Social powers. If you do not have the Stamina focus, you may use one of your additional actions in this way. This is an exception to the rule that states you cannot use Mental or Social powers during Celerity rounds.



Thanatosis

"Have you heard about our lord and savior? No?
Well then, allow me to introduce you to the power of the Baron."

— Castor Crane, Samedi

Thanatosis Elder Powers

ONE FOOT IN THE GRAVE

Thanatosis ●●●●● ●

The Baron delights in those who seek his power, for the aid he grants them comes at the expense of their lifeforce. He realizes that all power is temporal and that as lord of the dead, all will return to the earth. With this ability, you can bestow the power of the grave upon your servants, granting them greater strength while dragging them closer to their demise.

Your blood carries a portion of deathly energy that, when imbibed by the living, grants them a portion of the power of death. Whenever you feed your blood to a retainer, you may choose to activate this power, if you do, your retainer becomes both a ghoul and a zombie. These retainers remain valid targets for powers that affect the living but are also considered valid targets for the Bone Path of Necromancy and other powers that affect zombies. However, the Bone Path power Destroy Husk will not function against them as they are still alive. In addition, giving blood to a ghoul in this manner raises its NPC rating by 1 point to a maximum of 6.

Ghouls made into zombies are considered valid targets for the Bone Path power Death's Puppetry but retain the ability to spend Blood. If a ghoul goes 3 months without an application of this power, but still consumes vampire blood, it ceases to be a zombie and loses the benefits of this power and any zombie effects placed upon it.





RIGOR MORTIS

Thanatosis ●●●●● ●

Before the rotting process begins, a corpse exists in a state of rigidity caused by hydrolysis in the muscles. Through your purview over death and decay, you can inflict a paralysis like rigor mortis on a creature. Once targeted, your victim must literally break bones and tear cartilage before she can move normally.

Spend 2 points of Blood, use your standard action, and make an opposed challenge using the Thanatosis test pool. If you succeed in the opposed challenge you inflict a supernatural rigor mortis on your opponent, locking up her joints and muscles preventing her from moving. Thereafter, she takes 1 normal damage for every movement step she takes. This damage cannot be reduced or negated. Once the opponent has taken a total of 6 steps and 6 points of damage in this way the power ends. A character can only be affected by one use of Rigor Mortis at a time. If a character decides not to move, this power's effects end in 5 minutes.

Exceptional Success
Your target's paralysis undermines her balance, immediately knocking her prone (see **MET VTM, Chapter Six: Core Systems, page 277**).

Thanatosis Luminary Powers

FALLOWED GROUND

Thanatosis ●●●●● ●●

You stand upon the earth like a discarded and decaying scarecrow of undeath. A conduit to Oblivion, you radiate an aura of decay that denies the restorative effects of any supernatural powers. Your cadaverous affinity to death calls out to the forgotten spirits that rest hidden beyond as you channel your powers through the befouled earth.

Spend 3 points of Blood and your simple action as you cause necrotic energies to gather around you. Ghostly spirits coalesce from the other side of the Shroud as the barrier between the living and the dead thins. Any healing or regeneration effects that are used within 5 steps of you or that would heal anyone within 5 steps of you such as healing by spending Blood, are negated regardless of their source. Note this does not affect damage reduction powers or equipment such as Fortitude or armor. You are immune to this effect, but should another character have this power active within 5 steps of you, you will be affected.

In addition, anyone standing within this area is considered a valid target for your Thanatosis powers without the need of establishing a Grapple. Instead of the normal Blood and action cost or Grapple requirement, spend 1 point of Blood and standard action. If you succeed in a challenge using the Thanatosis test pool, you may choose the effects of one of the Thanatosis powers you possess and apply it to your target.

Valeren

"Look into my eyes and I will show you the righteousness of my fury."
— Ulla of Andorra, Salubri Warrior

Valeren Elder Powers

RAMPART OF FAITH

Valeren ●●●●● ●

The concept of faith as a shield is found in many religions, as believers seek protection through devotion to a higher power. Regardless of what faith guides your actions, you have found strength in your beliefs and can channel your devotion to help ward off evil forces. Those who learn this power become obsessed with maintaining their spiritual purity and often seek council or confession to ease their burdens.

Whenever you are defending in an opposed challenge with your Willpower as part of your test pool, you may activate this power immediately without spending an action. Spend 1 point of Blood as you call for divine protection, shouting your entreaty to the divine. Once done, you may add your current Morality score to your defensive pool, minus your current number of Beast traits.

When determining your current Beast traits, you must subtract for any temporary Beast traits you might gain, such as from the power Revelry of the Great Beast.



PERFECT STANCE

Valeren ●●●●● ●

A true martial artist recognizes that success or failure is often the product of angles, positioning, posturing, and balance. With the right alignment of factors, a defense that is seemingly impenetrable is overcome. Through your faith and intuition you can devise a combat style that overcomes your foes while protecting yourself from harm.

Spend your simple action and up to 3 points of Blood to activate this power. For each point of Blood spent you may choose a single combat maneuver or equipment quality to guard yourself against. (see **MET VTM, Chapter Thirteen: Influence and Equipment, page 515**). While this power is active, any attempt to employ the selected quality or combat maneuver against you is simply ineffective – your stance, posturing, and movement effectively nullifies them by targeting weak spots or protecting vital areas. You may not choose qualities or combat maneuvers that do not directly affect you, such as Rapid Reload or Burst of Speed.

In addition to weapon qualities and combat maneuvers, you may choose supernatural qualities from fetishes or treasures granting you immunity from them. However, you must possess at least 3 dots in the Occult skill or an appropriate Lore specialization for the item used against you.

While this power is active, anyone with at least 1 dot in the Brawl, Melee, or Athletics skills will be aware of which qualities and combat maneuvers are ineffective against you. However, your opponents will not know which supernatural qualities, if any, you are immune to unless they possess 3 dots in the Occult skill. Your immunity to the qualities chosen applies regardless of whether your opponent has access to them from equipment, through powers, or even from magic items such as fetishes or treasures. You may switch one or more of the qualities or combat maneuvers you are immune to by activating this power again.

Valeren Luminary Powers

WARRIOR'S EMINENCE

Valeren ●●●●● ●●

Your zeal and affinity for the combative arts is such that any who would fight in your name carry a portion of your power. By exerting your will upon the battlefield, you can cause grievous injury by the force of your presence alone and hinder any aid and relief to your enemies.

To activate this power, spend 3 points of Blood and your standard action to invoke a powerful aura of righteousness and valor. Any damage done to your enemies by you or by any number of allies within your line of sight up to your dots in the Medicine skill is considered aggravated damage. Additionally, the cost of any powers or effects that would result in a healing are increased by 1 point of Blood, Gnosis, Glamour, or appropriate fuel type. For example, a vampire must now spend 2 points of Blood to heal 1 point of normal damage, and the Obeah power King's Blessing requires 4 points of Blood. Passive regenerative effects, such as a werewolf's regeneration, are rendered inert unless the subject spends a point of Gnosis or comparable fuel to allow her regeneration to function for the turn. While this power is active your countenance becomes menacing and impressive and all will recognize you as the source of these effects.

This effect negates any power that would reduce damage to non-aggravated damage, except Healer's Eminence. If one or more parties on opposite sides of a battle have both Healer's Eminence and Warrior's Eminence active, the effects negate one another, and damage and healing is handled normally.

Vicissitude

"GATHER ROUND! GATHER ROUND! WE ARE THE BACCHANAL CARNIVAL!
Experience sights never seen or unseen! Sounds never heard or unheard!
Smells you'll . . . probably wish you've never smelled . . . ?
Enter our tents with an open mind, an open heart, and maybe . . .
just maybe . . . you'll leave changed by the experience . . . ."

— Lucian "Spike" Zantosa, Tzimisce

Vicissitude Elder Powers

COCOON

Vicissitude ●●●●● ●

Given enough time and privacy you can spin your own protective cocoon by secreting a jelly-like substance from your skin composed of liquefied bone and congealed blood. The revolting enclosure hides you from the outside world allowing you to repair yourself at an accelerated rate. Like a caterpillar transforming into a butterfly, you emerge as a new creature, completely healed.

Spend 3 points of Blood and 3 standard actions to excrete a supernatural cocoon that covers your entire body and protects you from attack. While within the Cocoon you gain a number of restorative and protective powers. Every minute spent in the Cocoon converts 1 level of aggravated damage you have incurred to normal damage. If you have no aggravated damage, you instead heal 1 level of normal damage every minute. For every 30 minutes in the Cocoon, you regain 1 spent Willpower point. While within the Cocoon you cannot be supernaturally observed by powers such as Clairvoyance. In addition, upon leaving the cocoon any previous familiarity others have established with you are reset (see **MET VTM, Chapter Four: Disciplines, page 114**).

From the inside of the Cocoon, you have limited visibility to your surroundings. While you cannot see or hear, you will sense if anyone approaches within 3 steps, or if the Cocoon takes damage.

Once crafted, the Cocoon has a number of health levels equal to your total number of Vicissitude powers, including elder powers, luminary powers, and techniques. If a Cocoon loses all of its health levels, its benefits end and you can be attacked as normal. You may choose to affix a Cocoon to its surroundings as you create it. If you do, it cannot be moved for as long as it has health levels remaining.

VIRTUOSO DEL CORPO

Vicissitude ●●●●● ●

Although some vampires decry the notion that Vicissitude is an art, the Tzimisce say such closed-minded critics are held back by a perspective rooted in humanity or a weak stomach; both of which they can fix. For you, your mastery of the body sculpting powers of Vicissitude has reached a truly elite level. Indeed, Tzimisce of such skill are highly sought after, both by supplicating clients and as artists whose creations never fail to amaze and entertain. Interesting, creative or especially ironic applications of Virtuoso del Corpo have been known to bring macabre artists great acclaim.

Once learned, these powers are added to your list of Boncraft effects and are considered Bonecraft powers for all purposes.





- **Bauble:** You can reduce your subject to an object no smaller than half her original size, such as an ottoman or a lamp. While in this form she maintains awareness of her surroundings but is unable to move unless you specifically granted her limbs for that purpose. Similarly, unless you crafted your subject in such a way as to permit her to spend Blood, you subject cannot spend Blood or use Physical or Social disciplines while in this form. Further, your subject cannot speak unless you sculpt them a mouth. If your subject was not given a mouth, limbs to move, or the ability to spend Blood, she cannot use powers that require those things. However, she retains any Fortitude powers she may have. Any specimens must be incapacitated in order to be sculpted into a Bauble.
- **Chiropteran Marauder:** By connecting the subject's limbs to her body with thin membranes you or your target can achieve flight in a limited fashion. If someone with Chiropteran Marauder falls from height, they can spread their arms and use these proto-wings to glide safely to the ground. In addition, they may fly three steps per turn by spending both a simple and standard action.
- **Kraken's Kiss:** By applying this modification to yourself or another you can alter a mouth to become oversized and alien, possibly with a cephalopod's beak or an insect-like proboscis. Surprisingly, it does not impair speech. When someone with Kraken's Kiss drinks blood, it allows her to drain 2 points of Blood as a simple action after a Grapple has been established. If desired, Kraken's Kiss can also be used to force a Blood trait into a victim.
- **Living Weapon:** You can craft a series of horns and bone spurs which protrude from your body, honing it into a capable and effective weapon. Your Brawl attacks gain the Reach quality plus one other Melee weapon quality that you choose when you apply this modification.
- **Simplified:** You have selected a single purpose for your subject and liberated her of any cumbersome structure or musculature that you deem unnecessary for her chosen task. This task must be non-combat in nature, such as doing your laundry, driving your car, or holding a mirror while showering you in obsequious praise. The application of this modification causes your target to take on an exaggerated and grotesque form, with awkward limbs and unnatural proportions. She receives a -5 penalty to her Physical attribute when not performing the task you have chosen, or a +2 bonus to her Physical attribute when she is performing that task, or something that effectively uses the same set of motions. Any specimens must be incapacitated in order to undergo this application of Virtuoso del Corpo.
- **Skin Trap:** By altering the composition of the skin, it becomes severely adhesive, similar to the inside of a Venus Flytrap. You do not need to spend Willpower to perform the Grapple combat maneuver, and you receive a +2 bonus when attempting to Grapple.
- **Skittering Legs:** Though versatile, human musculature is often outclassed by lesser animals. By applying Virtuoso del Corpo to yourself or another, you modify their form in such a way as to increase the movement rate by up to 5 steps per action; however, the movement must always be in a straight line without turns or side steps.

Vicissitude Luminary Powers

AZHI DAHAKA

Vicissitude ●●●●● ●●

The ultimate goal of a Seeker is Azhi Dahaka – the penultimate state of shape mastery named after a Persian god. While some conjecture that this state is philosophical in nature akin to a state of mind similar to Golconda, others believe that it is an achievable state of physical preeminence and mental impermanence gained through a deeper understanding of Vicissitude. The Seekers who practice this power have declared it the highest expression of their art, believing it capable of granting spiritual communion with the Eldest.

Once learned, this power is always active. You gain every attribute focus. Any powers or flaws that remove focuses, such as Total Insanity or the Stolen Potential flaw, still apply.

Once per night, you may also spend 3 uninterrupted standard actions to reassign your bonus attribute dots from one attribute category to another. For example, if you had 4 bonus attribute dots in the Physical category, you could reassign 2 to the Mental category and 2 to the Social category. When you do this, you may also change your Archetype. However, you may still only gain a benefit from your Archetype once per hour. Changing your Archetype does not reset this effect. Each night upon waking you will revert to the original attribute and bonus attribute dots recorded on your character sheet, along with your recorded Archetype.

RAVENOUS CONGLOMERATION

Vicissitude ●●●●● ●●

By loosening the cohesion of your own muscles and skin you can defy the natural boundaries of shape, evolving into a superior hybrid composition of multiple forms. You may alter this form to suit your needs, choosing among the various shapes within your repertoire. Most who look upon the form of a Ravenous Conglomeration find it terrifying in the extreme; the fuel for nightmares and horror films. You, however, see it for what it is — the very essence of Vicissitude made manifest.

Once learned, this power is always active. You are no longer bound by the rule limiting you to a single major transformation power at a single time. Instead, you may assume up to 2 major transformations simultaneously, becoming a horrifying gestalt of monstrous features. You may also choose to combine the effects of your Bonecraft alterations with another major transformation, though retaining your Bonecraft effects in this way counts as one of your major transformations. You may not activate the same power twice.

You may also spend 4 points of Blood and a simple action to activate any number of your transformation powers instead of paying their individual blood and action costs. This activation is subject to your limits above.

If one of your assumed forms renders you immaterial or unable to attack, such as Blood Form, Mist Form, or Tenebrous Form, your combined form is unable to attack.

> *Example: Roscoe, Paladin to Regent Temoch, is challenged to monomacy by the head of the Ultraconservatives. As the contest begins, Roscoe spends 4 points of Blood and his simple action to activate Ravenous Conglomeration. Roscoe may choose to activate up to 2 major transformation powers, or he may activate one major transformative power and substitute a number of Bonecraft alterations up to his maximum in exchange for another major transformation. He may also activate any number of minor transformations as well. In addition to his Vicissitude powers, Roscoe also has 4 dots of Protean. He chooses to activate Horrid Form, Shape of the Beast, Feral Claws, and Eyes of the Beast, erupting into a terrifying amalgamation of fur, muscle, and claws with burning red eyes.*

Visceratika

"They brought us into the world to fight and die for them. They put us in chains and destroyed us when we refused to obey. They made us fear-invoking to behold so that no one would have us. But we refused to be ashamed. We refused to be slaves. We refused to be broken. We survived. We endure. We will never go back; never again."

— Azrael, Anarch Gargoyle Warlord

Visceratika Elder Powers

CATACLYSMIC UPHEAVAL

Visceratika ●●●●● ●

Your affinity for stone has granted you a devastating control over the earth and everything that stands upon it. Simply by touching the ground you can generate powerful tremors and terrible havoc. The ground, the rocks within the Earth, ancient foundations, and newly planted steel supports all bend to your will, crushing your enemies.

Spend 2 points of Blood and your standard action to touch the ground, calling the earth to rise to you as it carries boulders, pipes, and foundational beams in a crushing attack against your foes. You may make an opposed challenge against everyone within 10 steps. You may exempt a number of allies from the challenge equal to your dots of the Survival skill. Any who lose the challenge suffer 3 points of damage that cannot be reduced or negated as the ground on which they stand crushes them. Should you desire, those affected are dragged and must take up to 5 steps in your direction. You may ignore previous immovable obstacles, such as boulders and support beams when moving your opponents. Should you spend 1 point of Willpower to retest any of these opposed challenges, you also gain that retest for the remainder of the opposed challenges without spending further Willpower. If you spend the Willpower to retest after some challenges are already resolved, you cannot go back to previous challenges you have lost and apply that Willpower retest retroactively.

Exceptional Success
Targets against whom you achieve an exceptional success suffer an additional point of normal damage that cannot be reduced or negated. In addition, they are knocked prone (see **MET VTM, Chapter Six: Core Systems, page 277**).

METEOR

Visceratika ●●●●● ●

While airborne combat is usually about speed, grace, and mobility, for you it is simply about one thing: momentum. Your stony physique gives you additional advantages over fleshy combatants, allowing you to fly faster and hit harder.

Once purchased this power is always active and gives you several advantages when using Aerial Combat Maneuvers.

- You may use the Dive Bomb or Plummet Aerial Combat Maneuvers without spending Willpower.
- When using Plummet your test pool is not reduced by 2 and you may affect opponents that have the Stamina focus.
- When using Dive Bomb your attack does an additional level of damage. Further, you may use this power without being able to fly but you must be 6 steps vertically higher than your opponent.
- When using Elude or Dive Bomb you may use up to 3 movement steps to pass through or into substances you can affect with Bond With the Mountain without paying an additional standard action cost to activate that power.

In addition, if you wish to use an Aerial Combat maneuver but do not possess a means of flight (such as the 1-point Gargoyle merit Flight), you may spend a point of Blood to briefly manifest stony wings which grant you the needed propulsion for the turn.

Visceratika Luminary Powers

ROCKHEART

Visceratika ●●●●● ●●

You are one of the Created – more stone than vampire. Your heart no longer beats but rests in its stony chamber inside your chest. Stronger than any wood that could pierce it, it has dulled you to the emotional and mental influences of others, including the Beast that sleeps inside you.

Once purchased this power is always active. Your heart becomes solid stone, making you immune to the Pierce Heart Combat Maneuver for as long as your heart remains in your body. Any time you test for frenzy you may spend 1 Blood to automatically win the challenge. Additionally, you may choose to resist any mental or social challenges using your Physical Traits + Survival instead of the normal test pool required. Further whenever you spend a point of Willpower to retest a Social power, you immediately regain the Willpower spent for that challenge. If your heart is removed from your body, this power and all of its benefits end.



A MATTER OF DEBATE

While a city may earn its reputation through extravagant Elysium gatherings, a salon gives the individual the opportunity to shine. The relaxed atmosphere, the freedom from official court responsibilities, and the carefully manicured guest list all give rise to the opportunity for guests to engage with their fellow kindred unburdened by formality. As such, any kindred worth her salt never misses a salon.

Elder Viscardi had amassed a considerable following as a result of his extravagant salons. The Toreador was known for hosting them throughout the world at various cities where he enjoyed Hospitality. News of one of his events would cause the elite to clamor for an invitation; however, Viscardi maintained his own selection process. His typical guest list could include figures of notoriety or members of rival sects just as easily as locals, Camarilla luminaries, or city officers. Few kindred truly understood that the salons were a means to an end, a way for the elder to maintain a thumb on the pulse of the modern world by learning from the young.

His talent for parties was only one of the elder's many tools. When not hosting salons, Viscardi was the leader of a league of elders known to wield incredible sway and resources. While Ventrue preferred more direct means of control, this Toreador wielded power by informing the members of his inner circle of what he deemed trendy or worthwhile.

As Viscardi looked across the room at his vernal salon, he was not surprised to see uninvited guests mixed with his many invitees. The main room was lavishly decorated, an appealing palette of vivid colors and rich textures amidst an expansive backdrop of city lights. A ghoul piano player in a corner dais provided the evening's ambiance. Live music was a rarity in Elysium as kine musicians were considered too risky for large gatherings, but Viscardi knew that keeping one as a ghoul was a demonstration of wealth and abundance; especially when one could scarcely feature the same entertainment more than once in a season.

The splendor was all too familiar for many of the city's residents — another exclusive party, held in another tall building, with another nighttime city view. This left the vampire residents with a tendency to seize on whatever incidental amusements presented themselves, and Viscardi was known to enjoy unorthodox forms of entertainment. This occasion did not disappoint.

The evening's reverie was disrupted as two voices began to rise, the conversation between them intensifying. Heads began to turn throughout the room, curious at the provocation, though not so quickly as to infer concern or a genuine interest.

At a cluster of standing tables in the corner of the room, Alexander Morgan (formerly known as Miguel Jimenez) and Ibrahim Kemal al-Omari stood facing one another. Their raised voices prompted the musician to cease playing, which only prompted more attention toward the pair.

Morgan was a capable Ventrue known for keeping company with both politicians and underworld figures. He maintained an active voice in city affairs and frequently used his influence for the betterment of the Camarilla. He stood confidently, yet not aggressively, with a bold voice and a pose that might have harkened back to a Roman orator.

His Nosferatu counterpart, al-Omari, stood before him unphased. He was known as the Janissary, after the Ottoman soldiers famed for their bravery and dedication. Many assumed he belonged to this order in his mortal days, but the Nosferatu offered no confirmation. His demeanor and attire were appropriate for the evening, albeit unremarkable. He was known for being direct and precise, and it was rare to see him engaged in any sort of spectacle.

The pair's exchange quickly drew the attention of the evening's host who approached nonchalantly. While a lesser and younger host might be aghast at the disruption, Viscardi's love for verbal exchange had lingered since the time of his Embrace. He regarded the two evenly.

"Might I enquire as to the nature of your disagreement?"

Morgan was the first to answer. "We are discussing the Masquerade and how it is best maintained. To preserve all kindred, I insist we must wholly remove ourselves from any communication via modern technology. We simply cannot trust that . . . ."

The Nosferatu chose this moment to interject. "I feel differently," he said simply and with confidence, offering no elaboration.

Viscardi saw an opportunity before him and was never one to let such an occasion for amusement pass. "Perhaps you two would care to debate this more formally? Surely a topic as vital to our survival as the Masquerade merits our greater attention. Since the disagreement involves how to better serve it, surely no fault or scandal could be found regardless of the outcome."

The unlikely pair each turned to face one another and regarding the other before returning their attention to the host. The Nosferatu was the first to answer. "I agree. However, while it is customary to wager a measure of status on the outcome, I propose that the winner receive a major boon from the loser."

It was Morgan's turn to answer. He paused a moment before responding as if measuring his opponent, nothing the soldier's resolve behind his steely gaze. He knew better than to underestimate the Nosferatu, but this debate was exactly what he wanted. "I accept," he said with a nod, "and let the Harpies find fault with the loser, should he not make good on the offered boon." He turned to Viscardi. "Will you judge for us?"

The Toreador was happy to oblige.

* * *

". . . SchreckNet was a profound failure." Morgan paused momentarily for emphasis. "Imagine the hubris of putting all our sensitive information in a single place and guaranteeing its safety. It was akin to erecting a giant granary and expecting rats not to show up."

The debate was nearing its end. Viscardi had given each participant five minutes to make his case. Each of the two stated their case with reason; however, at the conclusion, the Toreador stated that he was undecided. At his direction, the pair was to freely engage with the other until the elder reached his decision.

". . . In retrospect, SchreckNet was conceptually flawed, yes," responded al-Omari. "Housing everything within a single network meant that a breach could expose it all. Yet severing our relationship with technology is foolhardy. It is a reality that we must find a way to use technology to our advantage or it will be wielded against us."

Morgan saw an opening and pressed. "What guarantee can you give, then, that the next iteration will be completely safe? Such a guarantee is impossible!"

The Nosferatu, veteran of a thousand battles, was unshaken. "Tell me," he countered, "if you built a house but found a rodent in it, would you blame its architect? Vermin are pervasive because it is in their nature, and we have not abandoned living in houses simply because we cannot guarantee their exclusion."

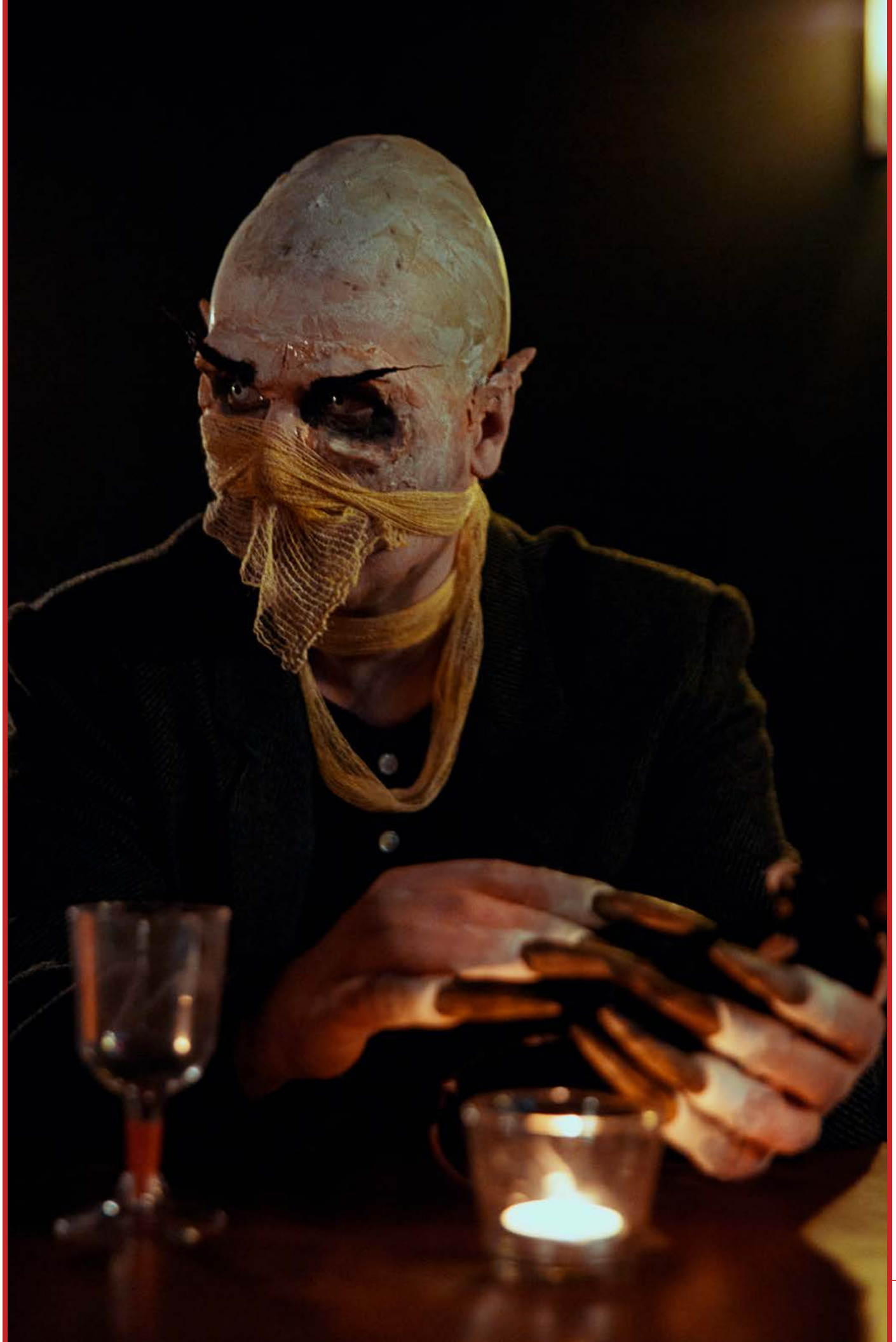
"What, then, would you suggest as a means of preserving our safety?"

The Nosferatu thought for a moment. "It is the same with any pest. First you must accept that you can never eradicate them. Instead, we must also learn to build better houses, and to keep anything sensitive out of reach."

This simplification earned Viscardi's satisfaction who nodded in support. "I agree with this reasoning. While previous attempts have been ill-fated, it is too early to make the determination that we must communicate entirely outside of modern technology. Surely, we can learn to do better, and we must.

"Mister al-Omari, I declare you the winner. Please accept my congratulations for your victory, but I congratulate both you and Mister Morgan for your performances." The Toreador began to applaud, and the room quickly followed suit.

As the applause trailed, Alexander Morgan wasted no time in formally offering the agreed upon boon. The crowd soon dispersed in search of other distractions.



* * *

The two met later at their prearranged time. Alexander Morgan had chosen a nearby office building for their follow-up discussion, selecting a floor under renovation. Al-Omari exited the stairwell to find the Ventrue already waiting for him, alone, with a bright look in his eye. His client was pleased, it seemed. He returned to the stairwell before revealing his presence to give the appearance of entering naturally.

"That went wonderfully," said the Ventrue. "Are you certain you don't do this often?"

"Let's just say it's been a while. Your suggestions were helpful, but I hope you don't mind that I took a different tack with my argument."

"Not at all. I think it played well in front of the group. Your performance was admirable and any loss of face on my part was incidental. All went exactly as arranged."

Al-Omari nodded and took in his surroundings a bit more. Construction materials were staged throughout the floor in preparation of a new tenant. A sign, still covered in plastic, was mounted on the wall: "UTION CYBERSECURITY." He gestured toward it.

"Is this your company?"

The Ventrue nodded. "Yes, it's one of them. It's working on the communication security protocols we discussed. Thanks to our exchange, I expect it's one of many local tech firms throughout the city that's going to receive an influx of capital from Viscardi and his allies."

Morgan knew enough about the Toreador to know an investment was all but guaranteed. He had taken steps to conceal his position in the various tech companies he had chosen, working through intermediaries. Many were owned through an alias of his, Miguel Jimenez.

"Then all is satisfactory?" asked al-Omari.

"Yes, it is. Please also accept my compliments on your suggestion to 'bet' the agreed upon boon as payment during the performance. That maneuver ensured the Harpy will record the transaction but won't suspect the nature of our exchange."

The Nosferatu smiled. "Now *that*, I have some practice at."

He had reason to be pleased. In addition to obtaining the boon, al-Omari's performance had helped reshape the narrative surrounding his clan after their touted network was compromised. If Morgan's scheme worked and the elder's interest could reignite a demand for network security throughout the Camarilla, his allies who were on the outs would once again find their services in demand.

The two surveyed the city together for a few more minutes, discussing their next steps before separating to return to the salon.


No. 3105
ZAC

— Chapter VI —

ALTERNATIVE MERITS & FLAWS

"Wait, what? You're going to do what . . . ? No, stop . . . . ahhhhh!!!!"

— Peter Smith, traveling vacuum cleaner salesman and future Lasombra who found himself on the wrong bus during a Sabbat mass embrace event.

Clan merits and flaws can be found in **MET VTM, Chapter Five: Merits & Flaws, page 238**. Additional clan merits can be found in **MET VTM Volume 2 Issue 1, Chapter Three, page 25**. In this Chapter we provide expanded merits specific to clan Baali as well as updated Morality merits. In addition, we have included new clan specific flaws.

Expanded Clan Merits: Baali

"A Baali is a phantom; something you tell your childer about to keep them from associating with Autarkis. Of course, they're all the more scarier because they are real."

— Aela the Dread Wolf Kord,
Elder of clan Gangrel and Prince of Las Vegas

Here, we present limited additional clan merits for clan Baali. The merits listed below under "Baali" can be purchased by characters that are Baali or a Baali bloodline. The merits listed below under "Bloodline: Angellis Ater" may only be purchased by members of that bloodline. These merits are alternatives that may be purchased with Storyteller permission. These merits are not available to adopted members, allies, revenants, or ghouls, even if the ghoul's domitor is a member of the Baali. Unless otherwise stated, you can only purchase a single merit of each price point.



Baali

ATHENAEUM OF THE HIVE (2-POINT MERIT)

Throughout the centuries, innumerous souls have fallen prey to the temptations of the Baali, selling off portions of their souls in exchange for power. As souls are in essence collections of memories and life experiences, a claimant with access to an individual's soul has a claim to these memories as well. As a member of the Baali clan, you have access to these troves of information, and can assign two Academic specializations for each dot of the Academics skill you purchase, rather than one.

In addition, whenever you initiate an opposed discipline challenge that calls for you to use your Mental attribute as part of your test pool, you can utilize the power's focus benefit even if you do not possess the appropriate attribute focus. For example, you may use Athenaeum of the Hive to gain the focus benefit for the Auspex power Telepathy, but do not gain the focus benefit for Psychic Projection since it does not require a challenge.

DARK MAGICS (3-POINT MERIT)

You have made a Faustian pact with a demon to learn the secrets of blood magic. With this merit, you may learn a single path of Thaumaturgy and you can purchase its powers at out-of-clan costs. Whenever you use any of the powers of your chosen thaumaturgical path, an infernal taint washes over your aura and then disappears in the same way the use of Daimonion alters your aura.

Bloodline: Angellis Ater

FAVORED OF THE DECANI (1-POINT MERIT)

Your demonic patron is one of the Decani Council, the powerful ruling body of the infernal. Once per game session, before you attempt a challenge using your Daimonion test pool you can call upon your patron to manifest in your soul, aiding your efforts. By doing so, you automatically succeed at the challenge, achieving a normal success. Alternatively, after winning a challenge using the Daimonion test pool, you can use this merit to convert your normal success to an exceptional success. However, because your demonic patron has aided your efforts, for the next hour your aura remains stained with their infernal influence.

SONG OF THE FIFTH TRUMPET (2-POINT MERIT)

The demonic powers of the Baali are despised by all vampires. To humanity, they are proof that heaven and hell exist; a revelation that most humans are incapable of processing. Whenever you use a Daimonion power in front of mortals, the observers assume you are a lesser figure associated with Hell or the equivalent afterlife from their chosen faith. As a result, mortal witnesses are scared out of their mind and enter into a catatonic state. Afterwards they refuse to talk about what happened and are unable to recall specifics of the event. In the case of secular or atheistic witnesses, they refuse to acknowledge what they saw as anything more than an elaborate hoax thereby preserving the Masquerade.

In addition, while in the presence of anyone who has made an infernal pact, a deal with the devil, or even an unfulfilled promise to dark and hidden entities, you hear a soft and ominous harmony. While you do not know the specifics of this deal, you know that the person or persons have, or are likely willing, to be aided by the infernal. Consult your Storyteller prior to the game to be notified of any characters present who are infernal. In addition, your Storyteller will notify you if during play you encounter an NPC who is or may be willing to enter into an infernal arrangement.

This merit, if used against the clan's interests, can expose infernalists; however, although some backstabbing or blackmail is expected among the Baali, those who defect or who flagrantly expose others in ways that do not advance the clan's interests are deemed traitors to the Baali. The Storyteller, playing the part of Hell, will adjudicate if a demonic response is warranted. In addition to any retribution imposed by the Storyteller, an offending character shall lose this merit and shall not receive an XP refund.

SHADOWS OF THE PAST (3-POINT MERIT)

You are one of the original Black Angels or a direct descendant of those that Azaneal converted. As such, your Lasombra heritage remains intact and your in-clan disciplines are Daemonion, Obtenebration, and Dominate. In addition, when you select this merit, you may select up to 3 points of Lasombra-specific merits which you receive at no cost. This is an exception to the rule prohibiting you from taking multiple clan merits at the same cost. You cannot select a merit that makes you a member of a bloodline nor can you select merits that are typically only able to be purchased by a member of a bloodline. Finally, you are considered a Lasombra for discounts that would apply to purchasing Paths of Enlightenment merits. Shadows of the Past may only be purchased during character creation.

Updated Morality Merits

"'Hypocrisy? I never claimed that my nature is a better adaptation. Humanity is supreme in its purpose; empathy with prey as to cloak one's nature. Better hunting. Safer results. But the ideals are so anemic."

— The Acadian, Ventrue Harpy of Vancouver

The Morality Merits found in **MET VTM, Chapter Five: Merits and Flaws, page 253**, represent a vampire's departure from traditional morality and adoption of an inhuman ethos. This process represents a tremendous change in a character's outlook and perspective as she seeks not only escape from ravages of the Beast, but also pursues enlightenment through devotion to her new path. The material presented here is intended to work in conjunction with the existing Morality Merits material by offering additional benefits for path adherents and new ways to access the paths at a reduced cost.

Addendum to Morality Merits

PATH OF HARMONY

Alteration: Members of the Ahrimanes bloodline may purchase the Path of Harmony merit for 2 points, rather than 3.

PATH OF LILITH

Alteration: Members of the Lhiannan bloodline may purchase the Path of Lilith merit for 2 points, rather than 3.

SABBAT RARITY ADJUSTMENT FOR PATHS OF ENLIGHTENMENT

Alteration: The discount provided by this adjustment is cumulative with any discounts provided to clans or bloodlines. Therefore, a Sabbat Lasombra may purchase the Morality Merit Path of Night for 1 XP, or she may purchase the Path Adherent merit (see below) for the Path of Night for free.

Addition to the paths for the Sabbat Setting:

- Uncommon Paths: Path of Nocturnal Redemption



Additional Merits

"Why tell a lie when the truth is usually a more vicious weapon?"

— Bastien Sprski, Tzimisce
and part-time "Toreador" Harpy

MORALITY MERITS

PATH ADHERENT (2-POINT MERIT)

You have begun the process of a major transformation, taking your first steps on a Path of Enlightenment. By purchasing the Path Adherent merit you receive the benefits of a Path of Enlightenment Morality merit, as well as the appearance of someone who is on a Path, but you do not receive the benefits from the Expanded Path Mechanics section below. However, because you have just begun on the Path of Enlightenment, your Beast is not as subdued as that of a master. If you commit an action that is considered a level 1 sin by your Morality path, it counts as a level 2 sin instead. If you commit an action considered a level 4 sin by your Morality path, it counts as a level 5 sin instead.

In addition, when you purchase the Path Adherent merit you apply any path discount to that purchase that you would have received due to your clan, bloodline, or setting adjustment for your sect, as if you had purchased the actual Path of Enlightenment Mortality merit that you benefit from. For example, in the Sabbat setting you may purchase the Path of Caine as a 1 point merit. Applying that discount to the purchase of Path Adherent, you may purchase Path Adherent for the Path of Caine at no cost.

After purchasing this merit, you may change it to the full Path of Enlightenment merit for your chosen path by paying the difference in XP costs, provided the purchase would not surpass the maximum of seven merit points. You must also spend 6 downtime actions, or 3 downtime actions if you are learning from a teacher.



PATH OF ENTELECHY (3 POINT MERIT)

The Path of Entelechy embraces the ancient ideal of the Brujah clan, namely the need to protect what is left of the humanity of every vampire. The path acknowledges three truths: Enkratia the Inner Strength; Reie the Courage; and Saphrosyne the Self-Control. By mastering each of these truths, a Philosopher seeks to achieve Entelechy; a state of self-perfection. Lust, hunger, and passion all feed the Beast and draw forth a frenzied state of uncontrol. The Beast is not part of one's true nature and must not be allowed to influence a vampire's actions.

Adherents to this path constantly seek to test themselves and others to resist the urges that would rile their Beast to action. Helping others control their impulses allows adherents to learn more about controlling their own. Those who cause harm or succumb to the desires of the Beast should be disciplined. To allow such behaviors to go unpunished is to allow the Beast to flourish, and to do nothing is the same as if the adherent herself had committed the crime.

You do not gain Beast traits when performing a sin so long as you commit that sin in order to learn about yourself or to drive yourself or others to seek higher accomplishment. If you act on impulse, commit theft, robbery, or vandalism, or cause deliberate harm to a mortal, you gain Beast traits as though you committed a level 1 sin. If you allow others to fall to the Beast, murder an innocent, or allow a crime to go unpunished, you gain Beast traits as if you had committed a level 4 sin. Followers of this path are called Philosophers.

Members of the Brujah clan and its bloodlines can purchase this merit for 2 points, rather than 3.

PATH OF NOCTURNAL REDEMPTION (3-POINT MERIT)

Primarily a Sabbat path, followers of the Path of Nocturnal Redemption believe that there must be a higher power and that humanity has failed it. They find evidence to support this belief in the sin and degradation flourishing throughout the world. Vampires are the divine answer to this failure; the dark angels who exist in a state of purgatory on earth as a scourge upon sin.

As children of Caine, vampires must seek redemption; not only for the sins of their creator, but also for their own failings. While adherents to this path no longer concern themselves with human morality, they do believe the vampiric condition is represented by the seven cardinal sins. As part of their quest to experience both sin and virtue, adherents follow a cycle of bestial indulgence and redemption that they refer to as the Divine Tide. By embracing the ebb and flow of sin followed by introspection and meditation on the act of sin, a follower of the Divine Tide can gain a deeper, more spiritual understanding of the vampiric condition. Through this understanding she can redeem herself, and in turn her creator, by guiding and taking confession from those who have lost their faith and succumbed to sin.

You do not gain Beast traits when performing a sin so long as you submit to the Divine Tide by embracing it and seeking forgiveness in order to understand the Beast and find redemption. If you resist the Divine Tide by refusing to indulge, or if you fail to seek knowledge of the Curse when there is little or no risk to yourself, you gain Beast traits as though you committed a level 1 sin. If you refuse to learn from those with greater understanding, kill a mortal touched by the divine without first offering her the Embrace, or refuse to seek confession and redemption, you gain Beast traits as if committing a level 4 sin. Followers of this path are called Martyrs.

PATH OF THE HIVE (3-POINT MERIT)

An ancient path originally followed by Clan Baali, the Abelenes act as shepherds guiding and protecting Creation from their true enemy: demons, devils, and fallen angels, all trapped in slumber by the One Above. The children of these slumbering horrors give them power and risk their awakening with every mention of their name.

Followers believe that Abel was resurrected as an immortal angel of vengeance, charged to be his brother's shepherd and to cull from Caine's flock to reclaim the blood his brother had stolen from him. Abelenes believe that all vampires are children of the light and blessed by the One Above, guiding humanity and shielding them against the Children of the Sleepers.

The swarm needs to endure, and to that end the Children must remain imprisoned. Disciples of Moloch study demonology as a means to an end, collecting vast amounts of forbidden knowledge to learn the obscured True Names of the Sleepers so they may better supplicate them into perpetual dreaming. Abelenes are renowned occultists and incredibly skilled blood sorcerers who congregate in Nests, with no central authority. The path itself was rebuilt to espouse the precepts of the Order of Moloch and all followers of the path are, without exception, members of the Order.

You do not gain Beast traits when performing a sin so long as you commit that sin in an effort to thwart the machinations of the Sleepers and their children, including other Baali. If you swear fealty to the Fallen, the Sleepers, or other demonic forces, or if you fail to heed the counsel of the Swarm and are disloyal to other Abelenes, you gain Beast traits as if you had committed a level 1 sin. If you refuse to commit atrocities to keep the Sleepers dormant or if you selfishly use your knowledge and prowess to amass personal power you gain Beast traits as if you had committed a level 4 sin. Followers of this path are called Abelenes or the Children of Moloch.

Members of the Baali clan can purchase this merit for 2 points, rather than 3. Baali who purchase the Moloch's Heir Merit may purchase this merit for free.

— THE ABELENE HERESY —

Caine, unable to sate God with offerings of terrestrial gifts, went to his brother for help. Abel sacrificed his most prized goat in a blood offering to God and was blessed. Caine, having seen this, sacrificed the first part of his joy: his brother. For this murder, Caine and his children were cursed to gain no sustenance without sacrificing joy for toil. The Abelene Heresy continues that story and teaches that following his death at the hands of his brother, Abel was revived as an angel of vengeance. An enraged Lucifer cursed Abel, making the sun anathema to him. In turn, vampires were born of Abel not of Caine, and they exist to protect humanity from the forces of Hell.

Vampire Sects and the Paths of Enlightenment

"Maintaining your humanity is of the utmost importance, though most elders seem to have forgotten this. We were all once mortal, even the most monstrous of us. Never let your beast destroy that last shred of who you once were, or else you may find yourself on a dark and dangerous path . . . ."

— Lillian Tyler, Elder Toreador

Each of the major vampire sects maintains its own stance with regards to the paths and their tolerance of them. While the Anarch Movement is permissive with regard to expression of thought, it takes a firm stance against Paths of Enlightenment for fear of Sabbat ideology infiltrating their ranks. Similarly, the Camarilla takes a conservative stance toward paths, treating any path followers with suspicion. While the Sabbat is relatively liberal, it still forbids paths which it feels run contradictory to the Code of Milan and has at one time banned Paths practiced by groups that have fallen out of favor. Leaders of every sect have no qualms about forbidding those paths which might encourage deviant behavior, while tolerating those that make its members easier to manage. Still, exceptions to these rules may occur on a case-by-case basis. A sect's list of accepted and heretical paths can change as part of a significant assembly or legislative event.

ACCEPTED PATHS

A path considered *Accepted* by a sect is viewed as meritorious or praiseworthy. This may be because the path is favored by the sect's rulers, or because its views are generally in line with the sect's goals and objectives. Practitioners of these paths are accepted and welcomed, and those known as masters of their paths are given special privilege for their wisdom and perspective.

HERETICAL PATHS

Paths considered *Heretical* by a sect are viewed as threatening and antithetical to a sect's mission or beliefs. Practitioners of these paths are shunned and may find themselves subject to poor treatment or investigation by authorities. In some sects, practitioners of these paths are subject to Status Bans.

OTHER PATHS

There exists a third category of paths that are neither accepted nor heretical. These paths may be relatively new such that a sect's ruling body has yet to make a determination about them, or paths which are established but not sufficiently in alignment with a sect's goals to earn formal sanction. Practitioners of these paths are generally left alone and allowed to teach their path in small numbers. However, any widespread adoption of these paths may draw attention. For that reason, practitioners of paths not yet accepted are often eager to have their paths officially sanctioned.

HERETICAL AND ACCEPTED PATHS

The following is a list of the major vampire sects and their positions on some of the common paths. Chronicles may use this list as a starting point when they begin, making any adjustments to suit their story. Storytellers may choose to offer players the option of changing a sect's position on a path at a major event, such as a Conclave. Adding a path to the list of Accepted Paths is likely to take a great deal of political backing, as vampires are skeptical by nature. Declaring a Path Heretical may prove easier if a significant number of its practitioners are caught in a major scandal.

CAMARILLA

Accepted Paths: None.

Heretical Paths: The Camarilla considers all paths Heretical. Should it change its stance to consider any paths non-Heretical, practitioners of those paths will no longer suffer from a Lesser Ban.

SABBAT

Accepted Paths: Path of Caine, Path of Cathari, Path of Chivalry, Path of Death and the Soul, Path of the Feral Heart, Path of Heaven, Path of Honorable Accord, Path of Metamorphosis, Path of Night, Path of Orion, and Path of Power & the Inner Voice.

Heretical Paths: Path of Evil Revelations. The Path of Harmony and the Path of Lilith were once considered Heretical, but as of 2006 are no longer Heretical. The Sabbat has not added them to the list of Accepted paths.

INDEPENDENT ALLIANCE

Accepted Paths: Path of Ecstasy, Path of Death and the Soul, Path of Scorched Heart, Path of Night, and Path of Typhon-Set.

Heretical Paths: Path of Caine and the Path of Evil Revelations.

ANARCH MOVEMENT

Accepted Paths: None.

Heretical Paths: The Anarch Movement considers all paths Heretical based on its paranoia of establishment thinking. However, a growing movement of Gangrel and Brujah are petitioning to change this stance. Should the Anarch Movement change its position to consider any paths non-Heretical, practitioners of those paths will no longer suffer from a Major Ban.

Expanded Path Mechanics

"Your position is perfectly reasonable. That said, loyalty is a higher virtue than reason or morality."

— Kasper Towarzek, Tremere

Characters who purchase Path of Enlightenment merits are capable of instructing others in their path in a much shorter time than it would take to learn the path independently. They may grant instruction in either the Path of Enlightenment merit for their same path, or the Path Adherent merit for their same path. Instructing a character in a path requires that both the instructor and student spend 3 downtime actions each in study. A student who wishes to go from being Path Adherent to having the full Path of Enlightenment may spend 3 downtime actions in conjunction with a teacher or 6 downtime actions in self-study. Indeed, learning a Path of Enlightenment from a renowned master is a frequent boast among path devotees.

A vampire on a path can gain additional benefits or face additional consequences depending on whether her Path is considered Accepted or Heretical in her sect. If a path is neither Accepted or Heretical, the character receives no additional benefit.

If a vampire's path is among the Accepted paths in her sect, she gains the innate status *Enlightened* if she has purchased the corresponding Path of Enlightenment merit. If instead her path is among the Heretical Paths, she may have been given special dispensation by a ranking authority to practice per path, subject to the Storyteller. This may be because of favors owed, as an experiment, or as an act of charity. The authority granting permission and the means through which it was obtained

should be worked on with your Storyteller. Some authorities will never grant permission for certain paths.

One exception to this is the Path of Evil Revelations, for which no sect and no authority will grant dispensation. Instead, Corruptors are considered to have the *Enlightened* status with regard to the forces of Hell and may employ it in their dealings with the infernally aligned.

ENLIGHTENED (INNATE)

Through countless hours of study and reflection, you have reached the pinnacle of understanding as part of your path. While others may disagree with your beliefs, they must still accept the mastery you have attained through your philosophical rigor. You can provide guidance and perspective to others to help them find peace with themselves.

- **Passive Bonus:** While you hold the status *Enlightened*, you are regarded as someone who has reached a state of mastery in her path. When you use the Animal Ken skill to reduce a character's Beast traits, and if one or more of those Beast traits would not have been gained by someone on your path, you alleviate one additional Beast trait.
- **Spend Bonus:** You may spend the *Enlightened* status to abstain from a single activity which might run contradictory to the tenets of your path. You must give a short explanation as to why this action conflicts with your path, but once you do everyone must respect your choice not to participate provided that decision does not allow you to skirt to your sect's primary set of laws (i.e., the Traditions or the Code of Milan). In such a case, reasonable accommodation should be made for you. Vampires on paths are, of course, free to ask for accommodations outside of spending this status, but others are under no obligation to grant it.

GOLCONDA SEEKERS AND *ENLIGHTENED*

As an optional rule, Storytellers may decide that a sect has recognized the pursuit of Golconda, granting players with the Golconda Seeker the *Enlightened* status. Characters who have both the Golconda Seeker merit and the *Enlightened* status are accorded great respect for their mastery of the Beast. They may apply the passive benefit of the *Enlightened* status of alleviating one additional Beast trait when reducing the Beast traits of any vampire, regardless of how they were earned.

At present, the Camarilla and Anarch Movement are the most likely to consider such a measure but have not yet formally recognized Golconda. However, the Sabbat maintains several ideologies that make it unlikely to acknowledge Golconda, as well as a general belief that the pursuit of Humanity constitutes weakness.



Alternative Clan Specific Flaws

"It is hubris to believe in our own infallibility. I have lived as countless individuals in my lifetime, Cainite and mortal alike; it is how it came to be that I am said to have 'a thousand faces.' In all that time, I have never attained the perfection that is Astraea; she is beyond even my skill as a Tzimisce."

— Constantin Odobleja, Tzimisce

The alternative flaws listed in this chapter present clan-specific flaws that may be purchased with Storyteller permission. Clan-specific flaws are only available to vampires Embraced into that clan or any of its bloodlines unless otherwise noted. These flaws are not available and can never be applied to "adopted" clan members, allies, revenants, or ghouls even if the ghoul's domitor is a member of the clan. For more information, see **MET VTM, Chapter Five: Merits & Flaws, page 238.**

Greater Clans

"On so many nights I would have wished for a more docile child, a more willing servant, a more blameless scion. But to the Camarilla I could not have given a more beautiful gift than the admission of true dominion into nightly society. So may my failed claims to a legitimate childe take a back seat to the weighty task that undoubtedly awaits you."

— Elisabeth Stromer, Ventrue and former Prince of Nuremberg in a letter to her childe Benjamin Vogt

The alternative flaws listed below are clan-specific flaws for the greater clans. The greater clans include clan Assamite, Brujah, Followers of Set, Gangrel, Giovanni, Lasombra, Malkavian, Nosferatu, Toreador, Tremere, Tzimisce, and Ventrue. Although not a clan per se, the Caitiff are also counted as a greater clan for this purpose. For more information on the greater clans see **MET VTM, Chapter Three: Character Creation, page 88.**

Assamite

DUAL CASTE (1-POINT FLAW)

You have manifested the blood-borne weakness of another caste in addition to that of your own, effectively giving you two clan weaknesses. By purchasing this flaw, a Warrior receives the Sorcerer's limited concealment; a Sorcerer is cursed with the Vizier's obsessive dementia; or a Vizier gains the vitae addiction of a Warrior.

DILUTED BLOOD (2-POINT FLAW)

Somehow your vitae is not suited for the toxic effects of the Quietus discipline requiring you to make more effort to transform your Blood into poisons and other caustic substances. All of your Blood point costs for Quietus powers are increased by one. In addition, you may not purchase the technique Retain the Quick Blood.

UNBROKEN (3-POINT FLAW)

For whatever reason, the Tremere curse is stronger in you than in most of your clanmates. This was no great liability while all Assamites were so afflicted; however, when ur-Shulgi cast the Breaking, the great ritual's power did not fully cleanse you. You now suffer from a thirst for Cainite blood – but for you, the very substance you crave is a poison. You take 1 point of aggravated damage when you ingest any non-Assamite vampire blood. This damage cannot be reduced or negated. In addition, you cannot commit or benefit from diablerie.





Brujah

COLDLY LOGICAL (1-POINT FLAW)

Unlike most modern Brujah, you are particularly devoid of emotional capacity in a manner similar to the True Brujah bloodline. You have no emotional understanding of others and lack the ability to feel the passions that the rest of the clan typically exhibits. Although you are still quick to anger like other Brujah, until your Beast rises to the surface you remain cold and emotionless. In addition to the normal Brujah weakness you also suffer the True Brujah bloodline weakness. Members of the True Brujah bloodline cannot take flaw.

COWARDLY BEAST (2-POINT FLAW)

In modern nights, the Brujah are a fiery group of warriors, individualists, and rebels, driven to both success and failure by their tempestuous nature. While you share their blood, you lack the fire of their convictions. Your Beast is a coward, and while other Brujah often frenzy in rage, your Beast always frenzies out of fear. Whenever you would suffer a rage frenzy you suffer a fear frenzy instead.

UNCONTROLLABLE (3-POINT FLAW)

Your Beast is never quiet; it is always at the surface, picking at your psyche, begging you to make rash and dangerous decisions. If you have fewer than 2 Beast traits, you always test to resist frenzy as if you had 2 Beast traits. Should this cause you to test for frenzy, the standard Brujah clan weakness applies to the difficulty of the challenge; the only exception is if you are of a bloodline that does not have the standard Brujah clan weakness.

Follower of Set

LOW DOWN AND DIRTY (1-POINT FLAW)

You are the epitome of scum and villainy, carrying a vile air that inspires parents to clutch their children as you walk past and creates suspicion in upstanding people. As a result, you cannot purchase the Elite influence background. In addition, any contacts and allies you possess are always of an unsavory nature, and you cannot choose a contact or ally specialization who is an upstanding member of society.

TEMPERAMENT OF STORMS (2-POINT FLAW)

Long before his incarnation as a liberator, Set was the god of darkness and storm. As a result of your Embrace, your Beast is constantly on edge during calm weather and normal indoor illumination. Unless there is a storm brewing in your area or the brightness of your surroundings is near dark, your difficulty to resist frenzy is increased by 2.

SERPENTINE PHYSIOLOGY (3-POINT FLAW)

Your embrace did more than just turn you into an undead creature of the night; it left you twisted into a human serpent hybrid. Your tongue is always forked, and your eyes resemble those of a real snake. Even your skeletal structure has changed, and you move in an awkward and strange manner as if you are uncomfortable on two legs. Abnormally alien in appearance, you are an obvious breach of the Masquerade. Even if you use the powers of Obfuscate to conceal your true appearance, your mannerisms are still seen as particularly alien, especially to humans. You may not purchase the merits Personal Masquerade or Whisper of Life and you cannot spend Blood to appear more lifelike.

Gangrel

ROADKILL (1-POINT FLAW)

While most Gangrel can blend into the animal kingdom by involving their Shape of the Beast, your animal form appears to be very, very dead. Whenever you choose to invoke your Shape of the Beast you appear as a zombified version of your animal forms. Your skin is rotting away, your entrails drag behind you, your skull is cracked open, etc. It is readily apparent to all observers that an animal in your condition should not be able to function. You are a breach of the Masquerade when you are in your Shape of the Beast unless you utilize Obfuscate or a similar power to alter your appearance or hide outright. Fleshcraft cannot negate the effects of this flaw. You may not take this flaw if you are a Gangrel bloodline without Protean as an in-clan discipline.

SPECIES SPEECH (2-POINT FLAW)

You identify with a specific type of animal so strongly that your Animalism is limited to summoning, speaking to, and commanding animals only of that type. Other animals do not respond to your uses of Animalism at all. Consult your Storyteller for what types of animals are appropriate for this flaw; the choice should be fairly limiting. You may not take this flaw if you are a member of a Gangrel bloodline that does not have Animalism as an in-clan discipline.

RAT IN A CAGE (3-POINT FLAW)

You abhor being restrained or caged. Any time your movement is restricted you gain a Beast trait and must test for a rage frenzy. Your movement is considered restricted if you are being prevented from leaving a room, if you become restrained with handcuffs, if you are subject to a Grapple, or if you are affected by a power that lowers your movement. You may not incur this penalty more than once per hour.

Giovanni

ALL MY FRIENDS ARE DEAD (1-POINT FLAW)

You are not comfortable among the living and avoid interacting with them. You prefer the company of the undead, especially zombies and ghosts. Vampires are at best tolerable. You may not purchase more than 2 dots in any background category relating to the mortal world. This includes the Influence, Contacts, Allies, and Herd backgrounds.

SHROUD INEPT (2-POINT FLAW)

You have trouble affecting the land of the dead, making many uses of Necromancy particularly costly. Whenever you try to affect the Shroud or anything on the other side of it, including most uses of Path of Sepulchre and Ash Path, you must spend an additional simple action in addition to any action cost.

SHADOW WALKER (3-POINT FLAW)

By its nature the Giovanni clan is inexorably tied to the realm beyond the physical. Giovanni suffering from this flaw are so tied to the Shadowlands that even in the lands of the living they are forced to interact with the world of the dead. To shadow walkers, objects in the Shadowlands are as real as anything to be found in the physical world. Such vampires find that the ghosts of walls may impede their flight. This flaw is similar to the Ash Path power Dead Hand except that Shadow Walker is always on and it in no way allows the character possessing the flaw to perceive beyond the Shroud. Giovanni suffering from this flaw take 1 fewer step per action (simple and standard) as they navigate around ghostly impediments.





Lasombra

DEATH'S REFLECTION (1-POINT FLAW)

You cast a reflection normally, which would cancel out your clan weakness, except that your reflection always shows the state you would be in if you were dead. Any Lasombra older than a few decades appear to be skeletal, and younger vampires appear as rotting corpses.

INSUBORDINATE (2-POINT FLAW)

Your need to be in charge is so strong, you have a hard time following anyone else's orders. When given a task or told to actively do something, you tend to do the opposite on principle or find some other way to undermine the results. Orders that compel passivity, such as "don't move", or "don't Dread Gaze the Archbishop", do not incite a contradictory reaction. If you willingly choose to follow the orders given or if you are forced to follow those orders, your Beast rebels and you gain a Beast trait. Any Beast traits gained from this flaw are cumulative with any that you might incur from violating your path.

MÅNGHA'S DISDAIN (3-POINT FLAW)

While your clan's shadowy powers are dispelled by sunlight, your Obtenebration is also dispelled by moonlight, severely limiting your ability to use these powers. Unless the moon is in its New Moon or Crescent phases, your powers of Obtenebration are dispelled when used outdoors (even if it is cloudy). Consult your Storyteller on the phase of the moon prior to starting each game session.

Malkavian

FEEDING FETISH (1-POINT FLAW)

You have a particular ritual when it comes to feeding. Perhaps you only bite your prey in a certain spot, or perhaps you only feed in a certain location or at a certain time. This obsession inconveniences you on a nightly basis as hunting becomes a tedious task. You must spend an additional downtime action to avoid entering the next game at half your normal Blood pool (round up). If you use the Herd background to feed, you must spend an additional 5 minutes outside of game to satisfy your fetish.

NUMBER ONE FAN (2-POINT FLAW)

Every so often, the effects of the Kiss do not work quite right, and you become the subject of someone's adoration or even obsession. This person may seek to inject themselves into your life until you finally find a way to deal with or dispose of them. Your Storyteller will portray your fan and is the final arbiter on how this flaw troubles you. Fortunately, you cannot have more than one fan at any given time, but if you kill or somehow cut ties with your fan you will attract another for as long as you have this flaw.

OVERSTIMULATED (3-POINT FLAW)

Malkavians notice things that many others do not, sometimes neglecting their surroundings. That means keeping their eyes and ears open far longer than anyone else, and in this case more often than they want to. Your attentiveness to everything around you causes you to become overstimulated and makes you easily distracted when trying to focus. You suffer a -2 penalty to all test pools involving your Awareness and Investigation skills.



Nosferatu

ANOSMIA (1-POINT FLAW)

You have no sense of smell or taste. The vilest odors and flavors imaginable cannot affect you; in fact, you do not even recognize their presence. You automatically lose any challenges based on these senses and any powers that rely on your ability to taste or smell something always fails (such as A Taste for Blood). You cannot purchase the Acute Sense merit for smell or taste.

FOUL BLOOD (2-POINT FLAW)

The vitae flowing through your veins tastes truly awful. Due to the wrenching, retching, and discomfort your blood causes and the difficulty it has staying down, you must spend twice the amount of Blood points as normal to create a ghoul, embrace a childe, or to teach someone a discipline. Anyone who you seek to blood bond must drink an additional trait of your Blood within the same night as well for the next stage to take hold. Those who ingest points of your Blood for sustenance receive full nourishment; however, they will note it tastes particularly bad.

PARASITIC INFESTATION (3-POINT FLAW)

Living in the dark has made your body a home to all manner of creepy crawlies and bloodsuckers. Your skin is infested with ticks, lice, and leeches of all descriptions. They constantly bite and burrow, and having fed on your vitae, they have become very hard to kill. Not only are you unable to command them, you have also tried everything to get rid of them and still they persist. Whatever the reason, they find you so succulent that upon waking you find your Blood pool has been reduced by their constant feeding. If you have 3 or fewer dots of the Generation background, reduce your maximum Blood pool by 3 points. If you have 4 or more dots of the Generation background, reduce your maximum Blood pool by 6 points. In addition, the constant itch keeps you on edge, increasing the difficulty of any frenzy tests by 2.





Toreador

ARTLESS (1-POINT FLAW)

You never developed an artistic skill. You have tried and failed at everything. You are forever a Poseur, and you have no ability to judge a masterpiece from trash. In fact, if you had the choice, you would choose the trash. You cannot purchase the Performance or Crafts skills. Your lack of artistic talent translates into your other skills as well. For example, even if you were to master the higher levels of Brawl or Dodge, observants would find your movements lacking in grace, albeit effective. Similarly, if you produced a paper using Academics, your arguments would be inelegant, but accurate.

OBSESSION (2-POINT FLAW)

While all Toreador are entranced by the beauty of art and performances, your obsession is ingrained in your Beast. You must spend 2 Willpower to resist the urge of giving a new or particularly interesting piece of art or performance your undivided attention. If you are interrupted during an enraptured state, you gain a Beast trait.

LIVING ART (3-POINT FLAW)

Some Toreador believe the human form is unrivaled in its beauty, diversity, and allure. You must spend an additional point of Willpower to resist the effects of the Presence power of Awe, cumulative with any other increased costs such as that from the Appearance focus. In addition, when interacting with characters with the Appearance focus you suffer a -2 penalty to your defensive pools to resist their Social powers.

Tremere

SPELL COMPONENTS (1-POINT FLAW)

You fancy yourself a wizard from fantastical literature. Your Haven (or dormitory in the Chantry) is a warehouse of occult items and ingredients, all of which you believe are necessary to successfully use your powers of Thaumaturgy. This causes some of your colleagues to raise their eyebrows at you. While your habit is not technically necessary, it is a deep-rooted compulsion causing you to collect and incorporate these components into your casting. You must spend 1 downtime action each month to gather spell components, but you may delegate this task to another character. The perishable nature of these spell components makes stockpiling useless. If at any time you do not have access to your spell components, you must spend 1 point of Willpower to use Thaumaturgy. If you do, you may use Thaumaturgy for the next hour. You are free to invent your own ingredients and mixology as appropriate. Using spell components during combat does not require additional actions.

PEDANTIC (2-POINT FLAW)

You cannot help yourself – you simply know more about most topics than others, and you feel the need to share it. You are not trying to make others feel stupid; you are trying to educate them, and you cannot abide leaving any information out. This is particularly annoying to your peers and your loquaciousness can make you an unpaid source of facts and information. Unless you spend a Willpower, you find it impossible to hold back information on a subject you are being directly questioned about. If you spend a point of Willpower in this way, you can refrain from offering your expertise for 10 minutes. Luckily, you have learned not to insert your expertise into every conversation you overhear. This compulsion only extends to facts and information; you do not feel compelled to share sensitive material such as clan secrets and incriminating information when questioned. This flaw does not apply in combat or in situations where injury is imminent.

TWICE BOUND TO THE COUNCIL (3-POINT FLAW)

In a bygone era, newly embraced Tremere were made to drink the blood of the Council of Seven in an arcane ritual. Although this has worn off in nearly all Tremere, you somehow still bear residual effects. You are considered to have drunk twice the blood of each of the Tremere Council of Seven (consider the Tremere clan weakness already applied), and you seek to carry out their will as best as possible. Consequently, you suffer the effects of having drunk the blood of your direct superior, and any higher ranking Tremere in your chain of command, even if you have not. Even if you disagree with your superior this effect persists and will continue until such a time that she is removed from your chain of command, whereupon, unless you buy off the flaw, she will likely be replaced with another for whom you have the same level of devotion.

Tzimisce

HUMBLE GARDENER (1-POINT FLAW)

Your unbreakable need to be close to your homeland goes beyond the need to rest in the proximity of your ancestral soil. Instead, you must also cultivate and tend to flora from the region. You must spend 1 downtime between game sessions to keep these plants healthy. If you fail to spend the downtime action as required, the plants will wither and die causing you to begin the next game with 1 Beast trait.

REVENANT FAMILY WEAKNESS (2-POINT FLAW)

You were once part of a revenant family. Following the Embrace, you suffered the double whammy of your clan's weakness and an additional weakness akin to your revenant family's limitation. Choose the flaw from the Revenant family you came from. Members of a Tzimisce bloodline that come from a Revenant family, such as Bratovich, cannot take this flaw.

- **Bratovitch:** The Bratovitch are monsters at their very core, spurred on by hot tempers and lacking a concept of self-control. For the purposes of determining the need to test for frenzy or powers that interact with Beast traits (such as Quell the Beast), they are always considered to have 1 Beast trait higher than their current total. For example, a Bratovitch with 2 Beast traits must test for frenzy as if she had 3 Beast traits. As this is a penalty and not an actual Beast trait, it cannot be reduced or eliminated by powers or effects such as spending time with someone who has the Animal Ken skill. This penalty has no effect on Morality loss.
- **Obertus:** This family's weakness is an obsessive search for information. Once an Obertus has been exposed to a puzzle or trail of knowledge she does not possess, she will ignore all other responsibilities. You gain the Impatient flaw when prevented from continuing your search for information and the Intolerance flaw toward anyone trying to distract you from your goals.
- **Grimaldi:** All Grimaldi intrinsically fixate on a particular member of their pack. You must choose a member of your pack to whom you shall treat as having a Vinculum rating of 5. Should this individual die or if you are separated from her at length, you will fixate on a different pack member. If you are not a member of the Sabbat sect and do not have a pack, you must select another vampire in your proximity. Once selected, you will treat that vampire as if you had a 3 point blood bond to her. Should this individual die or if you are separated from her for 2 months, you will fixate on a different vampire.
- **Zantosa:** This revenant's family weakness is obsession with pleasure and sensation, becoming easily addicted to any sort of hedonistic good time. If you fail to engage in a pleasurable sensation or ignore any of your other addictions and vices, your maximum Willpower is reduced by 1 for the remainder of the evening.

SCAR TISSUE (3-POINT FLAW)

You are a walking mess of scars. Although you heal damage with uncanny efficiency, your body does not respond well to the effects of Vicissitude alterations. You may still practice Vicissitude freely, including using transformation powers such as Horrid Form and Blood Form, but your body cannot utilize any beneficial alterations from Bonecraft, and any comparable Vicissitude techniques or elder powers. In addition, you cannot use Malleable Visage on yourself. Carpathians and Kolduns may not take this flaw.





Ventrue

STUFFED SHIRT (1-POINT FLAW)

You have an antiquated worldview, one based upon regressive norms and outdated customs. While this might simply be awkward for some, you have a bluntness about it that rubs people the wrong way. Anyone who spends status to give you the Vulgar negative status trait immediately regains any spent status. While this flaw does not compel your character to act poorly, it does reflect a reputation for poor behavior.

NON-SERVIAM (2-POINT FLAW)

Whether due to an isolated upbringing or a deep resentment for the working class, you cannot perform servile or menial tasks. You cannot work a job as part of your background and, unless you are compelled to do so through Dominate, you are unable to perform any task a servant should, such as driving a car, taking notes at a meeting, or running your own errands. You very likely make it a point to keep servants or retainers on hand but will be nearly helpless should they abandon you. In addition, you suffer a –2 penalty to all test pools for tasks that a servant should perform.

COWARDLY BLOOD (3-POINT FLAW)

You have never been good at asserting yourself and commanding others. While this can manifest in any number of ways in your personality and in how you interact with others, it is so deeply ingrained into your being that you must spend Blood to successfully use Dominate on others. Any Dominate power that normally costs no Blood requires you to spend 1 Blood to activate.

Caitiff

DISCIPLINE ILLITERATE (1-POINT FLAW)

It's hard for your blood to adapt to powers not native to it. It takes you an additional downtime action to learn an out-of-clan discipline. In addition, you may not benefit from the Efficient Learner merit.

BAD LUCK (2-POINT FLAW)

Some vampires have all the luck; you are not one of them. Once a night your Storyteller may turn a successful non-combat related challenge into a failure as long as it would not result in you suffering serious harm.

BLACKENED AURA (3-POINT FLAW)

In addition to bearing the stigma of your Caitiff blood, your aura has been permanently stained with black veins. Anyone looking at your aura will see this as a sign that you have committed diablerie. Good luck explaining your way out of this. This aura may not be modified or hidden through powers such as Soul Mask or Innocence of the Child's Heart.

Lesser Clans

"I fear you misunderstand my intentions. I am here to help you, not harm you. I can show the path to the power you seek. All you need to do is simply sign here."

— Talon the Reaper, clan Baali

The alternative flaws listed below are clan-specific flaws for the lesser clans. The lesser clans include clan Baali, Cappadocians, Ravnos, and Salubri. For more information on the lesser clans see **MET VTM, Chapter Three: Character Creation, page 89**.



Baali

DEVIL'S MARK (1-POINT FLAW)

You possess an anatomical aberration commonly associated with those that traffic with the infernal and demonic. Possible deformities include malformed teeth, a horrid stench, horrific excretions, tough and warty hide, and vestigial wings. While you can hide these through Obfuscate you cannot erase them with Vicissitude. Those with Lore specializations in the infernal will recognize them as indicators of infernal taint.

CARRION COMFORT (2-POINT FLAW)

Certain Baali associate too closely with spirits of corruption and plague to take pleasure from normal feeding. You are one such Baali and must consume either the cold blood of the dead or the carrion that feeds on rotting corpses. This hardship prevents you from purchasing the Herd background. In addition, you cannot feed on the living and must spend an additional downtime action feeding or you enter the game at half your normal Blood pool (round up).

INFERNAL THRALL (3-POINT FLAW)

You knew it was a bad idea at the time, but you have gotten yourself indebted to infernal forces. Even worse – you have gained nothing of lasting value for it. You are indebted to a demon master as if you had taken the Infernal Power merit, however, you do not receive an Infernal Power or any benefits. You may not receive or use an Infernal Power through any means, such as the Infernal Heritage merit, until this flaw is removed. Additionally, if you fail to obey any of your demonic master's orders, you immediately take 5 points of aggravated damage that cannot be reduced or negated by any means.

Cappadocian

SELECTIVE MEMORY (1-POINT FLAW)

Despite your studious nature (or in lieu of it) you have trouble remembering the finer details of esoteric knowledge. You suffer a -3 penalty to all Lore checks. Should you fail to make a Lore check, you will recall incorrect facts believing them to be true.

SPECTERS OF THE PAST (2-POINT FLAW)

While some Cappadocians are gifted with prescience, you are cursed with apocalyptic visions, walking nightmares, and tormenting trances. When you suspect the presence of a Giovanni or are knowingly in the presence of one, your subconscious is filled with disturbing visions, sensations, and sounds reminiscent of the past crimes committed against your clan. You suffer a –2 penalty to all offensive test pools for 2 turns. After 2 turns you can overcome your fears and no longer suffer the penalty.

FALLING APART (3-POINT FLAW)

Your physical form is barely holding together. You leave small bits of you behind when moving too fast or exerting yourself. These pieces quickly fall apart to tiny piles of ash, and while they provide no mechanical benefit such as familiarity and cannot be used for any Blood magic rituals, a discerning tracker might be able to follow you. In addition, when contacted with extreme force you lose much larger chunks of yourself. Any time you take 3 or more damage from a physical attack (before Fortitude) you automatically lose 1 point of Blood as you reflexively spend it to keep yourself in one piece. This expenditure of Blood does not count towards your maximum Blood spend for a turn. If you have no Blood to expend, you fall into torpor.

Ravnos

DEAD GIVEAWAY (1-POINT FLAW)

Your illusions always contain a notable flaw and, as such, are easier to disbelieve. Characters trying to pierce your illusions gain a +1 wild card bonus. The manifestation of this flaw within your illusions is often the same, allowing anyone who is aware of the flaw to tie you to your handiwork.

LOST SVADHARMA (2-POINT FLAW)

You once knew your role in the social and cosmic order, but when the time came to fulfill it you failed. Now that duty and responsibility have passed you by, leaving you with an unknown purpose to your existence. The Week of Nightmares did you no favors either. You are one of the few surviving members of your clan and you have no understanding why you survived. You find it hard to focus on difficult tasks, unable to assure yourself that the feat ahead is within your capabilities. You cannot use your Archetype to retest.

CONFUSING REALITIES (3-POINT FLAW)

What is real? What is illusion? You have trouble telling the two apart and, in most cases, you would rather live in a world of illusions than the real world. You must spend a point of Willpower to disbelieve any uses of Chimeristry or similar illusory powers. In addition, you suffer a -2 penalty on all Awareness and Investigation skill test pools involving breaking a power that tricks the mind such as Obfuscate or the Garou Gift Coyotes Mantle.

Salubri

UNBLINKING EYES (1-POINT FLAW)

You have developed a peculiar and potentially incriminating behavior. While most vampires have learned to continue blinking to appear normal, you have lost all ability to blink. This inability keeps you from closing your third eye. Obviously, this causes you great risk in situations where your clan is not accepted. You cannot take this flaw and the Fusion flaw.

FUSION (2-POINT FLAW)

Whenever your third eye is closed, it heals shut, perhaps due to your Beast's desperation to blend in. This causes difficulty when you use the powers of your Blood. Any power that causes your eye to open causes you 1 point of normal damage as the flesh tears itself apart to reveal the eye. You suffer this penalty even with successive uses of your power, as your third eye closes and heals after each use. This damage cannot be reduced or negated by armor or supernatural resistances, such as Fortitude.

VOW OF PEACE (3-POINT FLAW)

You despise violence of all kinds, possibly as a seeker of Golconda, a follower of Saulot, or due to a mortal belief. In order to attempt any power or action that directly results in physical harm, you must spend a point of Willpower before attempting to do so. If you do, you have momentarily suppressed your beliefs and may take harmful action against your chosen target for the next 10 minutes. If a single action would cause you to harm multiple people, you do not have to spend more than 3 points of Willpower to take action. An action that unexpectedly or indirectly leads to damage does not require you to spend Willpower. In addition, if you are forced into violence by a compulsion caused by another's supernatural power such as Dominate, you are not forced to also spend a point of Willpower.



Rare Bloodlines

"The underground of this city is a theater of legend and mystery, and at its heart is a place called Sanctuary. We are its players, and when the curtain falls we become no different than the audience as we have witnessed the past unfold; as we reenact and commit the same sins as the ancients did before our time."

— Juarez, Autarkis Gargoyle

The alternative flaws listed below are for two rare bloodlines: the Daughters of Cacophony and the Gargoyles. Your Storyteller can explain more about the specific bloodlines represented in your chronicle's setting. For more information on bloodlines and bloodline merits and flaws, please see **MET VTM, Chapter Five: Merits and Flaws, page 237**.

Daughter of Cacophony

STAGE FRIGHT (1-POINT FLAW)

You are terrified of being the focal point of attention, especially when it involves you performing. You must spend a point of Willpower to sing or perform in front of groups larger than 5 people. This number includes all visible witnesses and enemy combatants. While this does not affect most of your Melpominee powers, it likely requires you to spend a Willpower before using Madrigal.

NO ENCORE (2-POINT FLAW)

Who can expect you to perform under these conditions? The Sheriff is coming in much too slowly and – WHERE ARE THE BRUJAH??? Not only will there be no encore after your performances, but you may only use Melpominee in a single combat per night. Any Melpominee use in a subsequent combat requires you to spend a point of Willpower to overcome your frustrations.

TONE DEAF (3-POINT FLAW)

Your voice may convey supernatural effects when you empower it with Melpominee but there is no disguising that you cannot sing very well. In fact, you would not make it past the audition round of any singing competition. You cannot purchase the Performance: Singing skill higher than 2 dots.



Gargoyle



STONE SCARECROW (1-POINT FLAW)

Carvings of Gargoyles were commonly used in medieval times. Their two main purposes were to scare off evil and to divert rainwater. The frightening nature of gargoyles was partly due to the medieval artist's responsibility to mold public behavior through intimidating images. The purpose was to frighten and startle man amid his everyday life. These fantastic beasts were destined to be a clear and constant reminder that both the devil and original sin exist. Like the gargoyle statues of old, you exude a palpable aura of dread among humans and they will not willingly come within 5 steps of you, instead actively seeking to avoid your presence. In addition, you cannot purchase the Allies or Contacts Backgrounds. This flaw may not be overcome with Fleshcraft or Mask of 1000 Faces, but you may still hide using Unseen Presence.

LEAD FOOT (2-POINT FLAW)

Like a geologic process, your movement is deliberate and determined. Your stone nature inhibits your movement, slowing your steps and reaction. Your initiative is reduced by -2 and you may not use the Burst of Speed combat maneuver.

CLAY PIGEON (3-POINT FLAW)

Unlike other Gargoyles that look and feel like stone, your creation or Embrace left your body soft like clay. As such, you cannot possess the Stamina focus nor can you benefit from the focus effects of Bond with the Mountain or Armor of Terra. You still retain the negative effects of your clan flaw.

SOMETHING FOR EVERYONE

On the third night of the 4th Sacred Symposium, Ammon, Lord of Whispers, childe of Nebsemi, Defender of El Kharge, shifted to the side in his comfortably stuffed chair. Around him, the procedural negotiations of the Independent Alliance had once again grown tedious. Ammon watched silently as the list of outstanding agenda items ws read, many of which were left over from the previous summit.

While Ammon and his fellow Followers of Set had made remarkable progress with the Giovanni in the early formation of the Alliance, the addition of the Lasombra *antitribu* posed numerous complications. The Magisters had quickly demonstrated that their years of Camarilla marginalization had only inflamed their egos. Policies that were nearly settled years ago with the Giovanni at the genesis of the Alliance were reopened at their request. After nearly 6 years of this, Ammon wondered how many of their continued bureaucratic inquiries were genuine and how many were mere posturing. Still, the founders had offered them full partnership, and therefore he had to endure their tireless need to debate policy.

At least his chair was tolerable. Having spent centuries as a High Priest in the Cult of Taweret, he had come to appreciate a good chair. Presiding over innumerable acts of worship, sacrifice, and debauchery could prove a miserable affair without proper seating. Ammon stiffened to recall how terribly furnished the previous summit was. The Necromancers had chosen a dark and musty crypt to host the talks, perhaps drawing upon on common themes between clans. The setting was so uncomfortable that on the final night, Ammon made it a point to suggest that the Followers of Set host the next meeting. The motion was enthusiastically seconded by the Lasombra *antitribu*, hinting that they shared his dissatisfaction. The Giovanni, bewildered at the unification behind the request, had agreed. Unfortunately, that was one of the few things on which they had reached a consensus.

The Independent Alliance was deadlocked on several matters of policy, much to the frustration of Ammon and his counterparts. All parties had hoped by now to have finished a formal set of guidelines and procedures to govern their partnership; however, the procedure for handling criminals remained unsettled. While the Followers of Set supported the right of local leaders to punish and destroy offenders entirely on their own, the Giovanni found the possibility of non-Giovanni killing off their family unsettling. They insisted that any capital punishment against member clans receive sanctioning from

that clan's enforcing body. Ammon's clan found the idea unnecessarily bureaucratic and objected. Unfortunately, the Magisters were little help and remained indecisive. Carefully cultivated informants among the Lasombra suggested that a sort of shadowy judiciary existed among them, but that it was undecided whether to reveal itself.

That is not to say they lacked common ground. All three clans were united in their distaste for the Camarilla's expansionist policies. Each clan also supported the right of Alliance members to pursue learning without interference. This included not only one's preferences for lore and study, but also one's Path of Enlightenment (in most cases), and magical studies. The Lasombra *antitribu* were delighted at this policy, and the clan was seeing a resurgence in their art of Abyss Mysticism. The Setites were also profiting through this arrangement. Collaboration with the Giovanni had led to the re-establishment of a Necromancy practice for the Followers of Set. Amusingly, when the Setites offered to aid the Giovanni in kind with Thaumaturgy, the Venetians balked once they realized it involved their clan engaging in the worship of Set's various aspects. The Giovanni, meanwhile, had enjoyed necromantic breakthroughs of their own.

Across the table, a wizened voice interrupted. Viviana Giovanni was a matronly woman who Ammon found patient and thorough; a diplomat who represented the interests of her clan and family with strength and patience. "Before we get too bogged down, I wish to address our joint venture: the excavation of the tomb of Osokoron the First. The initial phase has yielded some objects of historical significance, but not the artifact we are seeking. I have arranged for them to be displayed here for our archaeologists and researchers to review.

"There was also the matter of a Nosferatu thief caught at the site. I have deferred judgement upon the transgressor to others as we have not yet formalized our diplomatic standing and internal policy in dealing with the Camarilla. Let us hope that of all the things on the agenda this weekend, we can at least accomplish *that*."

Ammon couldn't agree more. With several nights left to go, he hoped at least some progress could be made. Ammon suspected that Viviana was being less than forthright about the excavation. He began to wonder: was it too late to get the Sages or the Carpathians back? It certainly was, he decided. Fortunately, his plans for this weekend involved far more than diplomacy.

* * *

As recently as 10 years ago Ismail Iywaz would never have believed that Giovanni knew how to party. While his own clan's knack for celebration was widely known, he thought few other clans, if any, could keep pace with the Followers of Set. Certainly not the Necromancers.

Ismail stood on a private balcony overlooking a packed dance floor. Large speakers throughout the room pulsed with music as bodies twisted, the heartbeat of a celebration taking place during the Independent Alliance's 4th Sacred Symposium. Ismail noted many of his own clan among the celebrants, enthralled by the rhythm of the bass. He found this especially amusing, given that few of them likely still had hearts inside their chests. He turned and began walking throughout the club he had secured for the event.

Ismail had learned the power of revelry and indulgence in the early days following his embrace. After spending 16 years of his mortal life in the military, he soon realized he could accomplish more by entertaining politicians than he ever could with violence. His network of influential figures quickly grew as his exclusive parties gained legendary renown. Soon, he found himself highly sought after as a political lobbyist, a position he used to further his clan's agenda throughout the globe.

This weekend, the other clans were certainly holding their own. He passed a fainting couch where a bewildered Neonate, a Dunsirn, was being fawned upon by three priestesses toying with his red hair. He was likely unaware that his hair was considered a sign of favor of Set, who was believed to have been red-haired. Ismail suspected the youth would wake up tomorrow night with some blood-induced feelings about the trio.

He entered another room where a crowd was gathered. At one end stood a woman in a white rhinestone gown, Queen Sybil of Las Vegas. Her strapless dress revealed portions of a coiling serpentine tattoo that encircled her body. She was accompanied by a variety of colorfully dressed circus performers holding bows, axes, and other weapons. After first becoming acquainted with them in New Orleans, had become especially fond of the Cirque Noir, a company of supernatural entertainers. While a group of Anarchs managed to secure a controlling interest in the troupe, the Independent Alliance secured a portion of the company for her as well. Queen Sybil arranged a residency for the group in Las Vegas where, on select nights, they held vampire-only shows.

At the other end of the room, a struggling Nosferatu was securely bound to an oversized target. Two nearby guards leveled weapons at the man, putting an end to his struggling.

"Does the accused have anything to say?" Sybil asked in a mockingly procedural tone. Ismail stopped to hear the prisoner's reply.

"I... I didn't steal anything! This is absurd — I'm *acknowledged*! Doesn't that mean anything to you people?" His question drew scattered laughter throughout the crowd.

Queen Sybil was unmoved. "Hmm... No, it doesn't. We do things just a little differently here. In my city, fortunes get made and lives destroyed at the Lord of Chaos's whim, every day of the week, every night of the year." Sybil, beaming, turned to address the crowd as well as the accused.

"Too bad you raised the stakes so high that we can't decide this with dice or cards," she said, breaking into a smile. "But hey, at least we can add some Vegas flair...."

Sybil nodded and a nearby contortionist bent into a handstand, holding a bow and arrow with the tips of her toes. She maneuvered her arrow to a nearby flame, lighting it, and took aim at the target. As she drew the bow, the crowd's building excitement obscured Ismail's view. He continued walking as the crowd's bloodlust intensified. Moments later, a chorus of shouts pursued him, but whether it was because the archer had hit or missed, he couldn't discern.

Ismail descended a set of metal stairs to a basement area where the Vipers had set up a makeshift arena. The bloodline delighted in expressing its devotion to Set through sacred combat and was welcoming challengers of all clans and bloodlines. The spectacle



had drawn a variety of spectators, many of them wagering on the outcomes. Ismail saw the purpose of his meandering, a gray-haired Lasombra with a patrician's face. He nonchalantly sat next to him as the previous combat ended. He opted to not waste time on formalities.

"You said your thief was reliable, Heliodorus. Sybil has done her best, but after he was caught breaking into Viviana's warehouse, there's a good chance he has a piece of wood in his chest right about now."

The man's reply held little amusement. "No, I said *I* was reliable. The thief, however, is expendable. While he was caught in a failed effort, I had a secondary slip in. Your suppositions were correct — Viviana was indeed planning on keeping the staff for herself. While my other agent was unable to extract the object, she managed to hide it. Meanwhile, our captive friend has been relieved of any incriminating memories."

"What good does that do me? Our agreement was for delivery of the staff."

"Yes, and I have. The staff was concealed among a collection of objects brought here for the archaeological exhibition. You should have little trouble recovering it under reduced scrutiny."

Ismail frowned. "This isn't ideal, Heliodorus, but it is manageable. And don't think I'm paying you twice for sending two people in."

The old Lasombra's eyes narrowed, but he offered no argument. Ismail reached into a pocket and withdrew his phone, texting away hurriedly. He knew just who to ask for help.

* * *

"...As it turns out, our initial examinations of the Tablet of Tithes produced a variety of hasty conclusions. As we have since learned, the names referenced in the tablet are honorifics, that is, epithets, referencing the city's rulers."

A buzzing in E. H. Carrington's coat pocket momentarily distracted him from his lecture. He gazed out at his audience, the three-dozen or so who had been invited to a special discussion regarding the Independent Alliance's archaeological, philosophical, and magical studies held during the Sacred Symposium. He flipped ahead in his notes and resumed.

"Similar to many early historical tablets, the stone is a record of a transaction, specifically, of vessels owed to various lords. Some of those rulers can easily be discerned from their epithet. For example, we can easily presume who 'The Lord of Storms' is. Others, however, are unclear."

Carrington gestured to the screen behind him which displayed a zoomed in portion of the Tablet of Tithes.

"This line here, for example, references 'The Learned One'. One might be tempted to infer a guess solely based upon that, but other possible translations include 'The Enlightened One', or perhaps more poetically, 'Lord of Unclouded Vision". In addition, it's worth mentioning that the tablet's language does not use the declension common to romance languages which identifies gender and quantity. Rather, nouns are modified according to the object's standing, with separate tiers for the higher born. This makes it even more difficult to identify which figures the names in the tablet represent."

Carrington paused again, noting several nods throughout the audience. This next part was the crux of his thesis.

"Now, you may wonder what this means to our exploration of pre-historical vampire philosophies. My hypothesis is that just as the modern paths evolved from the 'Roads' embraced during the Dark Ages, the Roads themselves are offshoots from an alternate morality whose influence we can see in the grammatical structure of this tablet. In romance languages, declension modifies nouns according to gender and quantity — the relevant social distinctions of their times. This language also reflects the relevant social distinctions, specifically, one's status as kindred or kine. Here, what I'm calling the 'servile declension', is applied both to humans and lowly-born vampires. One might extrapolate that we see a relic of this mindset in our continued use of the term 'Ancillae' in referring to vampires who have grown past the Neonate stage, yet the name quite literally means 'servant girl' in Latin.

"These are the sorts of topics my staff and I at the Dusk Institute explore as part of our research. You may be familiar with our kine operations which deal primarily in self-help transformations with the intention of normalizing Set or Set-adjacent worship. We also take a deep interest in the Paths of Enlightenment, both as a gateway toward self-actualization and as a means of understanding the vampiric condition throughout history. I thank you for your time, and I will be available during the break if you have any questions."

The applause that followed was significant, though not exuberant, as befit an audience of Sorcerers, Necromancers, Mystics, and Academics. Carrington lingered at the podium for a few moments, taking it in before departing the stage.

Remembering his phone, he withdrew it from his breast pocket just as he saw a trio of Abyss Mystics approaching him. Having made the mistake of being drawn into a prolonged debate about proto-Abyssal studies earlier in the week, he had little desire to renew the discussion.

"Excuse me, I have to take this," he said, pointing to the device and withdrawing to a side room.

He checked his messages and found a new one among them. "THE STAFF IS HERE. SECURE THE SHIPMENT FROM THE DIG SITE. TELL NO ONE ELSE. - I" Carrington smiled. This alliance was finally starting to pay off.

— Chapter VII —

CORE RULES & DRAMATIC SYSTEMS UPDATES

"The Ivory Tower has shown its cracks. It has failed me like it has failed so many others. You want me to prove my loyalty to the Sword of Caine? Let me demonstrate exactly how cracked their precious tower is, Archbishop. I will show you loyalty if you show me blood."

— Anonymous former Camarilla Gargoyle

Mind's Eye Theatre Vampire: The Masquerade launched the foundation of the Mind's Eye Theatre system from By Night Studios. Subsequent books, such as **Mind's Eye Theatre Werewolf: The Apocalypse** and **Mind's Eye Theatre Changeling: The Dreaming**, upgraded the core foundation of these rules and systems to meet the ever-changing needs of our audience. This Chapter continues that tradition by presenting Aerial Combat Maneuvers and Feeding & Blood Resonance (Optional Rules).

Aerial Combat Maneuvers

"I understand that you are a very powerful young man, but tell me . . . can you fly?"

— Lord Alexander McBaine Luminary, Tremere

These combat maneuvers supplement the combat maneuvers starting on **MET VTM, Chapter Six: Core Systems, page 281**.

Aerial combat maneuvers take advantage of the speed, grace, and mobility that comes with the gift of flight. These tactics allow you to outmaneuver your foes with greater agility. Aerial combat maneuvers require you to have the ability to fly or glide in some fashion, as well as have at least 1 dot in the Dodge skill. Some examples of disciplines and merits that grant the ability to fly are the Protean power Shape of the Beast, the Thaumaturgy power Flight, the Chiropteran Marauder adaptation from Vicissitude, the Gargoyle Flight merit, and the Nosferatu Unnatural Adaptation selection of Patagia. Shapeshifters and other creatures that can fly may use these maneuvers as well.

These combat maneuvers are additional choices to the list of combat maneuvers a character may use for free once per combat depending on her focus. A character with the Strength focus who can fly and who uses the Grapple combat maneuver for free may not then use the Dive Bomb combat maneuver for free based on her focus.



- If you possess the Strength attribute focus, you can perform Dive Bomb or Plummet once per combat without spending Willpower.
- If you possess the Dexterity attribute focus, you can perform Elude or Strafe once per combat without spending Willpower.
- If you possess the Stamina attribute focus, you cannot be affected by Plummet, unless your attacker has a higher base Physical attribute than you. This defensive bonus applies even if you are unable to make use of aerial combat maneuvers.

Elude: The nature of aerial maneuvering allows for a great number of escape vectors, permitting you to evade attacks using sudden bursts of agility. Spend your simple action to immediately move six steps in the direction of your choice.

Strafe: This round, you swoop and evade while making a ranged attack. This requires either a weapon that allows you to attack from range or a power that allows you to target from range, but you may not make an unarmed or melee attack unless you have an effect that extends your range (such as Flick or the Reach Quality). You may apply a +2 bonus to one Dodge test pool this round.

Dive Bomb: You plunge from height and attack your target with greater speed and momentum. Spend both your simple and standard action as you make your attack. You must be at least six steps away and airborne to use this combat maneuver. Your greater maneuverability allows you to ignore any bonuses your target has to her Dodge-based defense pools, such as the Dexterity focus bonus to Celerity and the Slippery Customer merit bonus. Bonuses to your target's defense pools which are not Dodge-based, such as from Protective Gear, are not negated.

Plummet: If you succeed in a Plummet attack, your target takes 3 fewer points of damage and is considered Grappled as the two of you enter freefall. Both of you move 10 feet downward, plus an additional 10 feet for every previous consecutive turn the two of you have been in freefall. If this causes either of you to hit the ground, your maneuvering allows you to land on top of your Grappled target. She takes 1 point of damage, and an additional point of damage for every previous consecutive turn she's been in involved freefall. If your opponent breaks the Grapple and can fly or glide, she may end the freefall.

Blood Resonance (Optional Rules)

"You'll have to excuse me as I'm having a bit of a difficult night. My Rudolfo is having a depressive episode and he didn't bother to tell me. As I was saying, you're Bloodhunted for your crimes against this domain. Normally, I'd do that with a bit more pomp, but I hope just this once you'll understand."

— Prince Marguerite of Montpelier, Toreador

You are what you eat, as the adage goes. While the Ventrue are known for their strict feeding preferences, vampires of all clans tend to develop their own personal tastes with regard to whom they feed upon. These preferences may be for deeply personal reasons, such as a religious belief, a set of values, or a superstition developed over years. Some vampires insist they can taste the emotions of their victims, and that certain sentiments enhance the experience of feeding. The emotional state of a feeding vessel, as it applies to her blood is her Resonance; a function of her state of mind and her environment.

NOTE: Although this section contains some nods to the tabletop role-playing game **Vampire: The Masquerade 5th Edition ("V5")**, nothing in this book affects the V5 continuity.



Humors

The concept of humors originated in Ancient Greece and spread throughout Europe and the Middle East. It remained an influential model until the 16th century when it gave way to modern anatomy. As it was the dominant medical paradigm throughout most of recorded history, in spite of science having advanced beyond its simple taxonomy, many vampires use humorism to explain blood Resonance.

Humorism states that there are 4 fluids that make up the human anatomy. Imbalances in these humors cause an array of conditions, such as depression, lethargy, aggression, or manic episodes. Medicine, therefore, sought to restore the balance between humors through a variety of means. Vampires understand that by feeding from vessels with differing levels of the humors, one can temporarily alter one's own emotional state or physiology. Further still, it has become known that certain disciplines function better with an abundance of certain humors.

— ANIMAL BLOOD —

Vampires are divided as to whether animals can produce vitae potent enough to have its own blood Resonance. Because openly admitting to regularly feeding on animals would provoke embarrassment, the potential merits of animal blood are rarely discussed. In most cases, an animal should not have a Dyscrasia. However, the Storyteller may assign one to an animal if she feels it's appropriate.

The Four Humors

Vampires who consume blood with an excess of a specific humor experience specific types of emotion. While these emotions generally have no mechanical effect, they should be used as tools by players and Storytellers to enhance the role-playing experience. How long the emotional experience caused by a specific humor affects the vampire that ingested that blood is at the discretion of the Storyteller and the player. The four humors are:

CHOLERIC

Yellow bile is the choleric humor. Vampires who consume blood with an excess of this humor experience sensations of anger, violence, passion, envy, or aggression.

MELANCHOLIC

Black bile is the melancholic humor. Vampires who consume blood with an excess of this humor experience sensations of sadness, fear, awareness, or melancholy.

PHLEGMATIC

Phlegm gives the phlegmatic humor. Vampires who consume blood with an excess of this humor experience sensations of apathy, clam, lethargy, or indifference.

SANGUINE

Blood is the sanguine humor. Vampires who consume blood with an excess of this humor experience sensations of enthusiasm, vitality, excitement, or joy.

Dyscrasia

A *Dyscrasia* is a state that results from a significant deficiency or excess of one or more of the four humors. Traditionally, this is caused by a biological dysfunction. For vampires, a Dyscrasia is a strong emotional state in a feeding vessel. If the vessel's blood is consumed while the vessel has a Dyscrasia, the condition will temporarily affect the vampire, manifesting as an unconscious process. While all vampires are aware of the humors, the workings of Dyscrasias are far from an exact science and, according to some, are merely a psycho-somatic response.

TAPPING A DYSCRASIA

When a vampire feeds from a vessel with a Dyscrasia, the Storyteller will provide the player with a card that she can use at any time, including outside her character's initiative or during Celerity rounds. Using this card gives the character a one-time benefit depending on the type of Dyscrasia. Unless otherwise stated, this benefit lasts for only a single challenge. A vampire can only benefit from a single Dyscrasia. If the character later feeds from another human or animal, the player must forfeit her card as the blood in her character's system is diluted but she may receive a new Dyscrasia if the vessel has one, resulting in the player receiving a new card. A Dyscrasia must be used before the end of the night or its benefits will expire (players should also return the cards to the Storyteller so she doesn't have to keep making new ones). The Storyteller will determine if the criteria for using a Dyscrasia benefit is applicable but should allow some leeway.

CHOLERIC DYSCRASIAS

- **Bully:** Gain a +1 wild card bonus to your offensive test pool in a single Physical or Social challenge against a character of equal or lower social standing.
- **Cycle of Violence:** Gain a +1 wild card bonus to your offensive test pool in a single Physical challenge if you are attempting to bite or Grapple your target.
- **Envy:** Gain a +1 wild card bonus to your offensive test pool in a single Physical or Social challenge against a character of equal or higher social standing.
- **Principled:** You may spend this Dyscrasia in lieu of spending a point of Willpower to retest when involved in a challenge against an ideological enemy. Most often, this is a vampire from a different sect.
- **Vengeful:** Gain a +1 wild card bonus in a single challenge against a character if you have lost a previous challenge to her in the same night.
- **Vicious:** You may spend this Dyscrasia in lieu of spending a point of Willpower to retest when involved in a challenge using the Intimidation skill.
- **Driving:** You may spend this Dyscrasia in lieu of spending Blood to activate a single Celerity, Potence, or Temporis power, including elder powers, luminary powers, or techniques. Using this Dyscrasia in place of Blood to activate the power will not count against your maximum Blood spend per turn.

MELANCHOLIC DYSCRASIAS

- **In Mourning:** Gain a +1 wild card bonus to your defensive test pool in a single challenge involving Presence, Serpentis, or Thaumaturgy: Path of Corruption.
- **Lost Love:** Gain a +1 wild card bonus to your offensive test pool in a single challenge involving Presence.
- **Lost Relative:** You may spend this Dyscrasia to remove all of your current Derangement points. This may not remove a Malkavian's final Derangement point.

- **Massive Failure:** You may spend this Dyscrasia in lieu of spending a point of Willpower to retest if you have already lost a challenge to your opponent in the same night.
- **Nostalgic:** You may spend this Dyscrasia in lieu of spending a point of Willpower to retest when involved in a challenge using the Empathy skill.
- **Recalling:** If you are the defender, you may spend this Dyscrasia in lieu of spending a point of Willpower to retest if the aggressor is using a power that you have seen her use at least 1 time before during the same night.

PHLEGMATIC DYSCRASIAS

- **Chill:** You may spend this Dyscrasia to gain a +3 wild card bonus to a single test to resist frenzy.
- **Comfortably Numb:** You may spend this Dyscrasia when an exceptional success is achieved against you in a Physical or Social challenge to convert that success into a normal one. If an effect automatically makes your opponent's success an exceptional success, determine if an exceptional success occurs through normal means.
- **Eating Your Emotions:** You may spend this Dyscrasia to remove 2 Beast traits.
- **Given Up:** Gain a +3 wild card bonus to your defensive test pool on your current challenge if you relented to the previous challenge. The previous challenge must have taken place within the last 5 minutes and cannot have involved an ally.
- **Lone Wolf:** Gain a +1 wild card bonus to your test pool when acting alone. If allies or other characters are assisting you, you cannot claim this bonus.
- **Procrastinate:** Gain a +1 bonus to your test pool on a single challenge if you have voluntarily lowered your initiative by -5 or more during this round. This cannot be used in conjunction with a surprise action.
- **Reflection:** You may spend this Dyscrasia in lieu of spending Blood to activate a single Auspex or Necromancy power, including elder powers, luminary powers, or techniques. Using this Dyscrasia in place of Blood to activate the power will not count against your maximum Blood spend per turn.

SANGUINE DYSCRASIAS

- **Contagious Enthusiasm:** Gain a +1 wild card bonus to your test pool against 1 target who you are touching.
- **Smell Game:** Gain a +1 wild card bonus to your offensive test pool in a challenge that involves your sense of smell.
- **High on Life:** You may spend this Dyscrasia in place of a point of Blood to appear lifelike, including a beating heart, a normal coloration, and a passable autonomic system. You will appear lifelike for one hour, and you may use this benefit even if you are on a path. During this time, you gain a +2 bonus against any challenge that could determine if you are a vampire. This benefit ends immediately if you feed.
- **Manic High:** Gain a +1 wild card bonus to your test pool if you succeeded in the last challenge you engaged in. The previous challenge must have taken place within 1 minute of the current challenge.
- **True Love:** You may spend this Dyscrasia to gain a +2 bonus to your defensive test pool for a single challenge when using the assist defender mass combat tactic.
- **Stirring:** You may spend this Dyscrasia in lieu of spending Blood to activate a single Presence or Thaumaturgy power, including elder powers, luminary powers, or techniques. Using this Dyscrasia in place of Blood to activate the power will not count against your maximum Blood spend per turn.

Advanced Feeding (Optional Rules)

"Ah, I see you're a left-biter. I'm more a right-biter, myself. I probably would have been a left-biter too, but my sire trained it out of me when I was young, saying it was bad luck. Isn't it crazy that they used to do that? Oh – hey, I think your guy's bleeding out...."

— Grey Ferret, Nosferatu Warrenmaster

The feeding system presented in **MET VTM** allows for efficient simulation of a vampire's pursuit of sustenance; however, the introduction of the blood Resonance system motivates players to seek out particular types of vitae to maximize their advantages. To incorporate Resonance of the blood into **Mind's Eye Theater**, this optional system allows Storytellers to maintain a sense of scarcity and competition for resources while giving players the ability to choose their character's preferred vessel from the feeding options as determined by the Storyteller. As such, the rules here replace the existing rules that allow players to spend downtime actions toward feeding. This system has two primary components: *Feeding Vessels* and the *Rack*.

Feeding Vessels

This component is represented by Feeding Cards that contain information about the mortal that the vampire feeds on (see **Feeding Cards** below). Players make their Feeding Vessel selection by choosing a Feeding Card from the Rack component of the system (see **The Rack** below). The Feeding Card chosen represents their preferred Feeding Vessel. The Feeding Card shows which type of blood Resonance the Feeding Vessel has, and players can choose their Feeding Vessel based on its characteristics. When a player chooses a Feeding Vessel, she removes the Feeding Card from the table. If the Feeding Vessel has a Dyscrasia, the player keeps the Feeding Card until its benefit is spent or the card is requested by the Storyteller (see **Dyscrasia** below). Each card that yields such a Dyscrasia benefit can be used one-time. The one-time benefit is applied to the character by handing the Feeding Card to the Storyteller.

Players should discreetly select their Feeding Vessel from the Rack, so other players are not aware of any advantage she might gain. As explained below, and at the Storyteller's discretion, not every Feeding Vessel has to yield a Dyscrasia benefit. If the player selects a Feeding Card that does not have a Dyscrasia benefit, the player should note the blood Resonance on the Feedling Card for role-playing purposes and at some point give the Feeding Card to the Storyteller.

The Rack

This component of the system consists of multiple Feeding Vessels represented by multiple Feeding Cards. The Feeding Cards are placed face-up on a table for the players to make their selection. The table with the cards laid out represents the Rack; the best part of town to feed where vampires can prey upon vessels with ease. At the start of the game, the Storyteller will select Feeding Cards and place them face up on the table. Players who arrive early to the game will find the Rack full of potential choices. Players who arrive later may find that their preferred

Resonance is unavailable and have to choose from the remaining options. If the Storyteller allows, and it has been established during the course of game play, special table sections of Feeding Vessels represent by Feeding Cards can be set aside where only select characters may feed such as elders, court officers, members of the Prince's clan, or specific characters that are only permitted in certain territories (see **Feeding Territories** below).

Feeding Cards

Vessels for both the Feeding Vessels system and the Rack system are represented by Feeding Cards. Choosing a Feeding Card simulates the act of selecting a vessel and feeding from her. As vampires are savvy predators, this action is by default Masquerade-safe. Characters are assumed to have taken all necessary precautions as part of their feeding, such as avoiding being caught, licking wounds, applying the Kiss, and even the use of helpful disciplines. In addition, characters are allowed to read the Feeding Cards, and will know in advance which Resonance each Feeding Vessel contains and if the Feeding Vessel contains a Dyscrasia, and may choose a Feeding Vessel that best suits her preferences or her agenda for that night. If a character's preferred Resonance is not found among the Feeding Vessels, she will have to choose between what is available or go hunting.





Qualities of Feeding Cards

Feeding Cards can take a variety of shapes and forms, but at a minimum, each should have 4 qualities:

NUMBER

Each Feeding Card will have a number. Typically, this is just to assist the Storyteller keep track of the Feeding Cards, but it may have significance to characters with feeding restrictions (see **Feeding Restrictions** below).

In addition, and at the Storyteller's option, the Feeding Card number could represent vessels who are under the effects of substances or who have other interesting traits about them. The Storyteller may choose to make these qualities discreet by selecting certain numbers in advance and informing players after they have made their selection.

RESONANCE

The Feeding Card will also indicate its type of Resonance from among the 4 humors. Animals may be available for feeding as well if the Storyteller wishes to add them.

DYSCRASIA

The Dyscrasia indicates the benefit the character receives from feeding from the vessel. If the Feeding Vessel has a Dyscrasia, the player takes the selected Feeding Card with her and her character can use the benefit at a later time by giving the card to the Storyteller. As most Resonance amounts to taste, a Storyteller is not required to include a Dyscrasia on every Feeding Card. If no Dyscrasia is gained from the vessel, that should be indicated on the Feeding Card.

DESCRIPTOR

In addition to the above qualities, Storytellers are encouraged to provide additional information on each Feeding Card to bring more depth to the vessels represented by the Feeding Cards, such as appearance, occupation, or other notable characteristics. Storytellers should adjust this information from game to game as needed depending on the number of attendees and other story related factors that may influence the types of Feeding Vessels represented by the Feeding Cards.

Feeding Restrictions

Characters with feeding restrictions do not have the same range of choices that other characters have. Most commonly, this is due to the Prey Exclusion flaw or the Ventrue clan weakness. As further explained below, players whose characters have a feeding restriction must look at the Feeding Card's number to determine if that Feeding Vessel is appropriate.

PREY EXCLUSION

Characters with this flaw are unable to draw sustenance from a certain type of Feeding Vessel. To represent this, the Storyteller will designate a small range of Feeding Card numbers. Feeding Cards whose numbers fall within that range cannot be fed upon by that character. In most cases, the number range assigned should not account for more than 10% of the total deck of Feeding Cards. The Storyteller should establish a different rule for each character such that characters with exclusions are not avoiding the same Feeding Vessels.

> *Example: Lionel the Brujah has a Prey Exclusion for teachers. His Storyteller is working with roughly 100 Feeding Cards and tells the player of Lionel that he cannot prey upon any Feeding Vessel represented by a Feeding Card whose number ends in a 3. The next game, the player arrives later in the night and sees 5 Feeding Cards left on table in the Rack section. He sees 2 Feeding Cards he likes and notes their numbers: 62 and 33. The Feeding Card with the number 33 on it happens to be a teacher, and Lionel cannot feed upon it. Lionel notes this and picks the other Feeding Card.*

VENTRUE CLAN WEAKNESS

Characters with this flaw are only able to draw sustenance from a certain type of Feeding Vessel. To represent this, the Storyteller designates a small range of Feeding Card numbers for the player. Feeding Cards whose numbers fall within that range are among the category preferred by that character. In most cases, the number range chosen should account for roughly 20% of the total deck of Feeding Cards to represent the care the Ventrue must take to secure their preferred Feeding Vessels. The Storyteller should establish a different rule for each character such that Ventrue players are not competing for the same Feeding Vessels.

> *Example: Nisha the Ventrue has a feeding preference for distance runners. Her Storyteller is working with roughly 100 Feeding Cards and tells the player of Nisha that she may only select Feeding Cards with numbers that end in a 5 or a 9. The next game, the player of Nisha arrives and sees 8 Feeding Cards left on the table in the Rack section. She notes their numbers: 45, 68, 73, 74, 88, 89, 91, and 96. Of these, Nisha may only feed on the vessels represented by Feeding Cards numbered 45 or 89. She chooses the Feeding Card numbered 89.*

Given their limitation, Ventrue are known to take great pains to ensure they have preferred access to Feeding Vessels. They will also carefully guard their feeding preference such that their rivals are not able to determine their preference and diminish the available supply.



Sample Feeding Cards

The following are examples of Feeding Cards and the information they should have. Feeding Cards can be purchased from *By Night Studios* or created by the Storyteller.

— NUMBER —
50

— RESONANCE —
Phlegmatic (apathy, clam, lethargy, or indifference)

— DYSCRASIA —
Procrastinate: Gain a +1 bonus to your test pool if you voluntarily lower your initiative by -5 or more. This cannot be used in conjunction with a surprise action.

— DESCRIPTOR —

— NUMBER —
91

— RESONANCE —
Sanguine (enthusiasm, vitality, excitement, or joy)

— DYSCRASIA —
Manic High: Gain a +1 wild card bonus to your test pool if you succeeded in the last challenge you engaged in. The previous challenge must have taken place within 1 minute of the current challenge.

— DESCRIPTOR —

— NUMBER —
75

— RESONANCE —
Melancholic (sadness, fear, awareness, or melancholy)

— DYSCRASIA —
None

— DESCRIPTOR —

— NUMBER —
14

— RESONANCE —
Choleric (anger, violence, passion, envy, or aggression)

— DYSCRASIA —
Cycle of Violence: Gain a +1 wild card bonus to your offensive test pool in a physical challenge if you're attempting to bite or grapple your target.

— DESCRIPTOR —

Go Fish: Feeding Outside of the Rack

A player may decide that she wants to feed outside of the Rack. She may do this for any reason, such as if the Rack is depleted or if she wants a different blood Resonance than what is available. To do this, she must spend 15 minutes outside of the game and find a Storyteller who has access to the deck of Feeding Cards. She then engages in a simple challenge. If she wins, the Storyteller will present her with 3 Feeding Cards for her to choose from. If she ties, the Storyteller will present her with 2 Feeding Cards, and if she loses, the Storyteller will present her with one Feeding Card. The feeding character may then choose a Feeding Vessel from the options presented. If she does not want to feed from the vessels provided, she must wait another 15 minutes to try again.



ALTERATIONS TO HERD BACKGROUND

Instead of the standard benefits to the Herd background, apply the following: if the character seeking to feed has the Herd Background, she will get one additional Feeding Card for each dot of Herd the character has. If the character permanently suffers from the Prey Exclusion flaw or the Ventrue clan weakness, all additional Feeding Cards added through the Herd bonus will be considered of an appropriate type for the character, even if their number does not fall within the card range set forth by the Storyteller.

VISITING PLAYERS

Visiting or first-time players can cause some complications when it comes to feeding. These players may not want to have their characters feed in the Rack, as they may not have secured Hospitality just yet. The Storyteller should allow those characters to have fed elsewhere, entering the game with full Blood (subject to any feeding modifiers), but without a Feeding Card. This allows them to skip any line at game check-in. Alternatively, the Storyteller may place a number of Feeding Cards in an area designated just for visitors to represent areas outside of the city that are inaccessible to the domain's residents.

Feeding Territories (Optional Rules)

"Even in our darkest times, when we are at our most monstrous, we can still be virtuous if we are but willing to confront the beastly desires and contain them. Though it can be difficult to remember when it is all stained with so much crimson . . . ."

— Sue McCarthy, Tremere

A Storyteller may allow for feeding territories. A feeding territory is a prearranged area in town where only select vampires may feed. Most typically, these are set up through a mandate from the domain's leadership. The domain's Authority will publicly declare that a certain area is considered reserved for feeding by a certain group.

If a Storyteller wishes to allow for feeding territories, she will begin by determining how many additional areas there are within a city where vampires can safely feed and how large those areas are. The number and size of these areas are up to her, and subject to the style of chronicle she wishes to run. If her chronicle involves the players surrounded by enemies and constantly battling for control, she may wish to limit these additional areas. However, she may also wish to add new areas if the players successfully capture territory or develop existing territory into ideal feeding spots. Similarly, if the characters lose control of a territory due to the presence of hunters, werewolves, a rival sect, or any other reason, the Storyteller may remove or revoke territories. A territory may also change in size for a variety of factors, such a change in population or economic factors.

Territory Table

TERRITORY RATING	NUMBER OF CARDS	AVERAGE NUMBER OF VAMPIRES
Small	2 Feeding Cards	1 to 2
Moderate	4 Feeding Cards	2 to 3
Notable	6 Feeding Cards	4 to 5
Significant	8 Feeding Cards	5 to 7
Large	10 Feeding Cards	6 to 8

Example: Steven is running a chronicle based in Chicago. In addition to the Rack, he determines that there are 5 other feeding territories available: 2 small territories on the South and West sides of the domain, a moderate territory in the South Side, and one notable territory in the Gold Coast area. Steven also decides that there is an additional large territory controlled by NPC Anarchs and a significant territory controlled by a group of NPC Loyalist Assamites. For now, these last two areas are inaccessible to the PCs.

ASSIGNING TERRITORIES

By default, feeding territories are unassigned. The domain's Authority may assign a feeding territory through public proclamation and to what classification she wants. For example, she may designate an area the territory of a specific pack or a clan, or she may grant territory to an individual or even reserve an area for herself. Thereafter, the domain's residents are expected to abide by it. As a domain's territories are considered commonly known information, the Storyteller should mark these areas when setting up the feeding table (see **Setting Up the Feeding Table** below).

Domain leaders are free to indulge in as much self-dealing or favor-trading as their positions allow in assigning territories. A domain's residents are known to grumble if a large territory is reserved for too small a group of vampires, especially during lean times. However, a sufficiently powerful leader can do as she pleases.

POACHING FROM OTHER TERRITORIES

When the Rack is depleted, the nearby feeding territories begin to look very tempting. Poaching in another's territory can lead to consequences, but only if one is caught. A vampire may suspect that her territory has been poached by encountering fewer Feeding Vessels but cannot be certain unless the offender is caught in the act or leaves evidence of her trespass behind.

If a character wishes to poach from another territory, she should notify the Storyteller. If any characters have spent downtime actions to patrol the territory, the Storyteller will perform a simple challenge with the poaching character for each downtime action spent on patrol. If the character wins or ties on the simple challenge, she goes unnoticed. If she loses the simple challenge, she is caught by the character who spent that downtime action.



AVERAGE ATTENDANCE	STANDARD NUMBER OF FEEDING CARDS
10 Players	14 Feeding Cards
20 Players	28 Feeding Cards
30 Players	42 Feeding Cards
40 Players	56 Feeding Cards
40+ Players	Add 7 cards for every 5 players



FACTOR	ADJUSTMENT (ROUND FRACTIONS UP)
Minor Masquerade Violations	Reduce the card total by 1/10th
Notable Masquerade Violations	Reduce the card total by 2/10ths
Severe Masquerade Violations	Reduce the card total by 3/10ths
Mood: Slightly Festive	Increase the card total by 1/10th
Mood: Notably Festive	Increase the card total by 2/10ths
Mood: Very Festive	Increase the card total by 3/10ths

— SETTING UP THE FEEDING TABLE —

— STEP 1: PREPARE THE AREA —

The Storyteller needs to designate an area to represent the Rack, ideally a table with plenty of space, located near the check-in area. She will also need to prepare the game's deck of Feeding Cards in advance. If the game has any feeding territories arranged, she will separate those Feeding Cards and indicate which areas are which.

— STEP 2: DETERMINE THE NUMBER OF CARDS —

The Storyteller should choose at least one Feeding Card for every player she expects to attend the game session (regular attendees plus visitors) and add 2 additional Feeding Cards for every 5 players that will be in attendance at the game session to allow for some variety.
For example, if a Storyteller is preparing for a game which regularly has 18 to 20 players, she should lay out 28 Feeding Cards.

The Storyteller is also free to adjust the total number of Feeding Cards to suit the current mood and climate of her chronicle. For example, if there was a significant Masquerade breach during the last game, the Storyteller should reduce the number of Feeding Vessels available. Alternatively, if an event is happening in the domain that makes feeding easier such as a festival, sporting event, or the start of the tourist season, she can add additional Feeding Cards to represent this.

At her discretion, the Storyteller may also determine additional factors that influence the total number of Feeding Cards. If desired, she may apply these factors to any feeding territories within the game.

— STEP 3: CARD SELECTION —

The Storyteller will populate the Rack with the available Feeding Vessels, as well as any feeding territories. This can be done by taking random Feeding Cards from the deck to simulate a true luck of the draw. Alternately, the Storyteller may wish to capture the current mood of the city by manually selecting or excluding certain blood Resonances and Dyscrasias. This can be done to better reflect an ongoing plot or in reaction to the players' actions.

— STEP 4: FEEDING —

Once the Feeding Cards are laid out, the players can line up in the order they arrived. Players should give one another space when making their selections so that each player's choice remains discreet. If a player wishes to feed later in the night, she may spend 15 minutes out of game and return to the table.

THE DECISION

The abandoned office building was just as they had left it: boarded up, windows blacked out, and doors firmly locked. They often came here to think. Decisions such as the one they were mulling could not be made lightly. The ramifications would be broad. Existences would change and likely some would end. The lock was rusted a little, but it clicked open with a little force. As they pulled the door shut behind them, they could already hear the voices. A faint and indecipherable amalgam of reporters, writers, and editors, all discussing their projects as the gopher takes coffee orders. Anazi drifted through the voices, their eyes firmly shut, not needing to see to maneuver in these familiar halls . . . .

Back and forth Anazi walked, pacing up and down the long-abandoned but meticulously clean newsroom halls; always moving, never still. One particularly coherent thought drowned out the others . . . .

Underestimate us, overlook us, build your "perfect" empire; we will be here long after you are gone.

It was time to put the proverbial pen to paper. But first they must replay the events that had brought Anazi to this crossroads. Ambling turned to purpose as Anazi entered the old board room. It was here stories bore fruit or died on the vine. Here was where futures unfold, where the stories are given life, or where they are sentenced to death. Anazi closed the boardroom door behind them and turned to the long mahogany table as the story began to take shape:

"We warned you about meddling with human politics, Prince, and look at what it will cost you . . . ."

Anazi's words floated out of their mind into the real word, their audible noise bringing old memories forward to the present. The first of those that had betrayed them, overlooked them, and downright ignored them . . . .

The ghostly memory of the Prince simply stared back at Anazi from the other end of the table. Her back was to the sole window in the room. A defiant and confident frown was plastered on her face. Anazi remembered that look; the Prince gave it often, every time Anazi tried to warn the Prince against the arrogance of her actions. Now even upon the face of this conjured facsimile of the Prince, it was etched in stone, right where the expression of remorse should be — no, where it will be, soon enough.

Outside the window behind the oblivious Prince, smoke began rising. To mortals it would be reported as a string of arsonist attacks. Anazi knew the fire would be brought down from Above, wielded by His minions against the foul stain of vampirism. The smell of burning ash wafted through the room. We see it now, Anazi thought, the Prince will see it soon enough. Yet despite all those warnings the arrogant Ventrue, Elder and Prince, took no heed and refused to see the coming future.

"You're wrong, Anazi, I trust the Oracle."





The princely apparition shook her head, refusing to believe the reality of the situation to come. She's stupid to refuse it; our prophecies will be reality soon enough, Anazi thought. We're sure of that. But we can wait; we know patience. The anger and frustration inside Anazi grew as they thought back to that conversation long ago.

Like an Editor-in-Chief, annoyed at a delinquent and useless beat writer, Anazi slammed a fist on the table, playing into the role they had assigned themselves in this trip through Anazi's memories.

"You'll be alone, with an empire of ashes.
Remember that moment, as we always will."

The figure of the Prince faded from view like a puff of smoke being blown into the night sky. The smell of brine now permeated the room. The gentle sound of rippling water played on the edge of Anazi's consciousness. The staccato footfalls of the bootheels of Anazi's next memory entered the room.

Taller was this woman; the business attire of the last figure replaced with skintight leather that had been weathered by the salt water that hung in the air. This one was as blind as her lover the Prince. She hadn't even contemplated her betrayal yet. But Anazi could see it. Like the retreating tide she would withdraw out to sea.

"And Baron... you'll abandon us. And her.
You'll lose her forever."

Confusion washed over the Lasombra's ghostly face, like clouds gathering in front of the moon. As a member of the Camarilla, lover to the Prince, and feared by the city, the words Anazi spoke were lies to her. Blatant lies. She couldn't comprehend them, couldn't entertain them. But Anazi had heard, so had others. The pair's bond was becoming adulterated. The whispered rumors had spread. All was not right in the House of Kings and Shadows.

"Baron? What? No, you're wrong, Anazi, this is my home.
I would never — Just ask the Oracle."

Anazi knew it couldn't last and the Lasombra was stupid to deny it. Stupid to cling to a lover (a Ventrue one at that) and a home with nothing but faith — faith in the "effortless talent" of a false prophet, assuring everyone that everything would be just fine, and that the Prince's plan was sound. You can't take the wandering out of a wanderer. Born at sea, the Lasombra would never be happy on land. A betrayal out of a betrayer. That's what all Lasombra were, especially this one, as a human and a vampire. Anazi knew it when they had first met the Corsair. Anazi knew it then and they knew it now more than ever. They would all know it soon enough . . . .

"You should have listened to me. Instead, you will betray her,
your love. You will abandon her for the sea. When you return,
those you bring with you will fall at your feet as you watch
everything you love perish."

With a dismissive wave of their hand Anazi turned their back on the memory, confident that they had done all they could to make the betrayer see the truth. The memory withdrew from Anazi's mind like a retreating tide. Anazi knew what came next; no, who came next.

What little light penetrated the abandoned boardroom faded as Anazi closed their eyes. In the darkness there was a new light; a light of truth creeping out from the door frame of a hidden room. It was a room hidden at the end of a maze of twisting hallways.

Centuries of learning, meticulous planning, and limitless anticipation and prognostication told Anazi where to go. Anazi could travel these winding paths with ease now. While not always a straightforward path, the destination — that solitary room — was always the same: the truth.

"And *you*."

The phantom man that stood at the entrance of the maze of hallways far behind Anazi looked utterly lost, unable to see that path forward. Without the ability to navigate the strands of possibility, this so-called Oracle was a prophetic waste. An Augur who couldn't see the future if it was drawn out for him by a cartographer. A Seer who lazily threw out predictions that anyone with two brain cells could match to a million different scenarios.

Standing with their hand on the door Anazi looked back, through the walls that this false prophet could not navigate.

"You can't even see and yet others follow your words blindly.
Your vague promises are treated like gospel. Your half-truths
are evaluated as factuality. Always trusted, never wrong,
but never truly right."

The rival false prophet homed in on Anazi's words, moving with careless abandon through the maze between the two Malkavians. Behind him trailed the faceless forms of those that believed the truth the false prophet had spun from lies.

"You're wrong, Anazi. Unlike you, I'm a true Oracle
born of talent. You toil and try and fail, but I simply know.
Do what you do best: blend in, scuttle off, and stay out of our way."

Even now, in Anazi's own conjured consciousness, the false prophet was using Anazi's voice to help guide him to the truth, because the supposed prophet could not find it himself. "Every time Malkavian," Anazi thought, "I will remember every single time one of you told me that. Every time my expertise was overlooked and ignored. Every time you stood on the brink of another foolish decision and stepped forward anyway. Eventually, one of those blind missteps will be your last."

"Soon, they will come. They will bring hellfire
down on all of you. Sun will breach your havens,
wood will pierce your hearts, and the wicked will
feed on your corpses. Because you couldn't be patient.
You couldn't weather the storms. You couldn't listen."



The words of Anazi echoed through the empty boardroom to find home in the imagined minds of the maze runners. The truth they spoke was deafening; the apparitions cowered briefly, not accustomed to this tone from Anazi. As if sensing impending doom, they scattered, foolishly taking any path that might lead to the exit from this nightmare. Anazi hoped that in the end this would be their true reaction. Even after it was too late, Anazi hoped they would finally acknowledge they had been wrong and Anazi had been right.

They were saying something now as they ran through the maze of possibilities; they were desperate for something. They were probably pleading for their help. Finally, they were willing to listen, but these appeals were too far off in the distance to hear. Anazi no longer cared if they listened. Anazi no longer wished to show them the truth. They had ignored Anazi for too long, shrugged off their assistance like a sport coat no longer in style. Anazi spoke one last time to the past, their decision finally made.

"We who spin the webs . . .
we understand how the strands are spun."

The oracle and his blind followers faded into dust as the walls of conjured memories crumbled into the present. Anazi turned the handle of the door, the lone substance left in the void of their mind. Anazi had decided. Truthfully, the decision had been made before they had even entered the abandoned building but Anazi had wanted to take one more trip through the memories; to experience the betrayal as fresh as if it had just occurred. Not to defend against their conscience but to feed their id, not their ego.

"We are alone, in the dark shadows of the nest
our consciousness has made. We are safe, of course,
as we always are. We looked for the patterns. We listened.
Now we will speak. Not with words but with actions.
We will sculpt the future. We will create the future.
We will craft the varnished truth.

They will come, because I will show them the way.
In your last moments, you'll wish you had listened."

Anazi left the abandoned newsroom, stepping back out into the warm night air and gazing up at the clear sky. Soon it would be filled with smoke and ash. The quiet sounds of the city would be filled with the cries of those who had ignored them and followed the fools who had discounted Anazi's warnings.

Anazi walked through the streets slowly, unseen and purposeful. Behind them, the breadcrumbs of truth laid out for the hunters to see. Little insignificant clues left in their wake and carefully placed for the discerning eye to discover. When assembled, they would lead straight to the foolish vampires that had ignored Anazi. It was not that the hunters would not have discovered the path on their own; Anazi was simply accelerating the inevitable.

Stepping off this dangerous path, letting the trail lead past and away from them, Anazi looked back one last time before entering the dark safety of their nest.

"Our truth is the only truth."

[Silence]

— Chapter VIII —

HUNTERS EXPANDED

"It is cowardice that motivates you, not wisdom."
— Jaws, Nosferatu



The greatest threat to vampires is the humans who know of their existence. To minimize that threat, every sect has ancient traditions and protocols to keep mortals distracted and oblivious to their machinations. No plan is foolproof however, and throughout history the truth of the existence of supernatural creatures has been revealed to the discerning few. Most mortals who learn of vampires seek to destroy them; a universal fact that permeates these modern nights.

These nights have seen the continued rise of the hunters. These hunters take many forms, from zealots and government operatives, to hedge magicians, psychics, and even conspiracy theorists. Driven by revenge, fear, jealousy, or righteous indignation, all hunters share the same goal: destruction of vampires and the other monsters that lurk in the shadows. As knowledgeable individuals and covert government agents work to locate and destroy the supernatural, vampires across the globe have been forced to reassess their actions and formulate new plans for their continued survival.

To expand upon the hunter threat, the rules presented below supplement the existing hunter mechanics contained in **MET VTM, Chapter Twelve: Allies and Antagonists**, and provide additional tools for Storytellers and greater challenges to player characters.

— EPIC NPCS —

Storytellers running an epic chronicle in which player characters have high levels of XP may wish to utilize the optional Epic Chronicle Stock NPC rules. These NPCs could be renowned Project Twilight hunters, high-ranking members of the Arcanum, or provincials of faith. Using this system, Stock NPCs have a rating between 1 and 10, with Stock NPCs rated between 6-10 providing an increased level of challenge. For example, a Stock NPC with a rating of 10 uses a test pool of 20 for most opposed challenges.

In addition, unlike most Stock NPCs, Epic Chronicle Stock NPCs possess, use, and regain Willpower. They have a Willpower pool equal to their Stock NPC rating. This is an exception to the rule preventing Stock NPCs from having and using Willpower. While they can use Willpower to retest, this Willpower does not factor into defense test pools when resisting Mental and Social challenges.

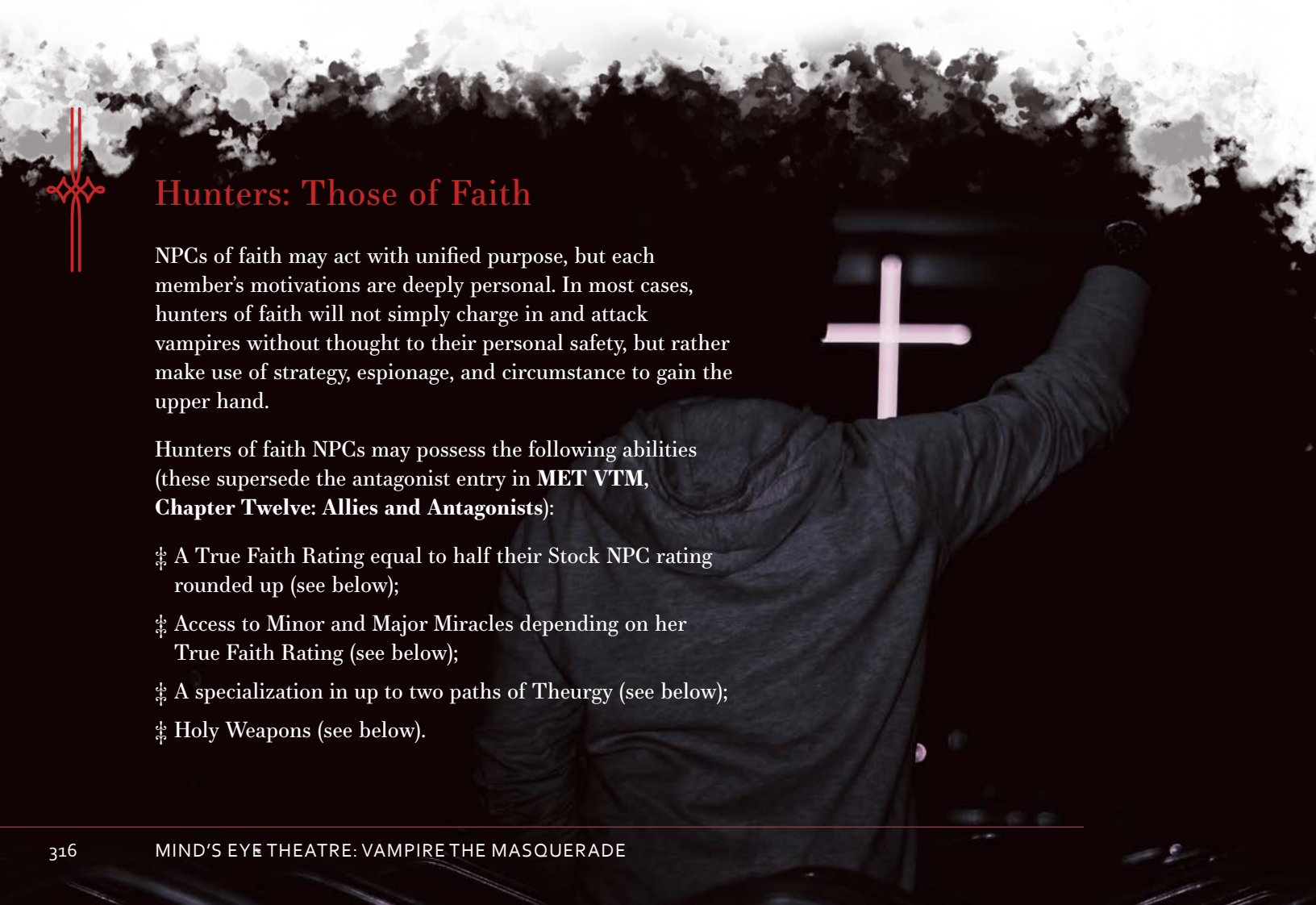


Hunter Groups, Individual Hunters, & Hunter Cells

Below are rules for creating Hunters of Faith, hunters that work for or with Project Twilight, and hunters who are part of the Arcanum; however, not all hunters are members of such formal organizations. Many hunters that stalk the night are single individuals or small collectives of like minded people who have had terrifying encounters with the supernatural and who now seek to avenge some wrong.

When creating unaffiliated individual hunters or small hunter cells, Storytellers should arm these NPCs with weapons that cause aggravated damage or that have the Staking quality. In addition, Storytellers may create hunters with the Psychic Numina or Hedge Magic Tools of the Trade if such abilities suit their hunter concept (see the **Hunters: Arcanum** below for details on Psychic Numina or Hedge Magic). Hunters that possess Truth Faith should be built pursuant to the **Hunters: Those of Faith** rules set forth below regardless of whether they are members of an organized religious group, sole actors, or members of an unaffiliated hunter cell. Hunters without True Faith should not have access to Truth Faith mechanics, Minor Miracles, Major Miracles, Theurgy, or Holy Items.

Under no circumstances should unaffiliated hunters have access to Drones and Serums (both of these Tools of the Trade are available only to Project Twilight hunters), and Imbued Items and Simulacrums (both of these Tools of the Trade are available to only the Arcanum). See below for more information on these specific Tools of the Trade.



Hunters: Those of Faith

NPCs of faith may act with unified purpose, but each member's motivations are deeply personal. In most cases, hunters of faith will not simply charge in and attack vampires without thought to their personal safety, but rather make use of strategy, espionage, and circumstance to gain the upper hand.

Hunters of faith NPCs may possess the following abilities (these supersede the antagonist entry in **MET VTM, Chapter Twelve: Allies and Antagonists**):

- A True Faith Rating equal to half their Stock NPC rating rounded up (see below);
- Access to Minor and Major Miracles depending on her True Faith Rating (see below);
- A specialization in up to two paths of Theurgy (see below);
- Holy Weapons (see below).

Tools of the Trade

True Faith

Those who are truly faithful, even beyond the zealotry of belief, are occasionally granted special blessings and abilities through their deep connection to the divine. Characters with True Faith are not mere believers; rather they possess a deeply personal sense of devotion. True Faith is not limited to the practitioners of a single religion and can manifest in devout followers who are not part of any organized hunter group. Although True Faith is a universal concept, it is rare to encounter such a devout individual.

True Faith is rated on a scale of 1 to 5. The powers afforded to the faithful depend on this rating, as described below. A character with True Faith cannot be Embraced. If a vampire attempts to Embrace a character with True Faith, the victim will simply die.

NPC of faith may specialize in True Faith. This grants her a True Faith rating and a number of True Faith traits equal to half her NPC rating rounded up, and grants her access to Miracles (see below). These traits are spent similar to Blood, but they return at the end of the night. For more on the effects of True Faith, see **MET VTM, Chapter Twelve: Allies and Antagonists, page 491**.

Minor Miracles

Hunters of Faith also gain the ability to perform Minor Miracles. Each night, a character who specializes in True Faith may call upon any one Minor Miracle of her choice for each level of her True Faith rating to a maximum of 5, granting the ability to use its effect for one hour. Any Blood or Gnosis cost required by these powers may be paid by spending a single point of True Faith.

- **In Bestia:** This Minor Miracle has the same effect as the Technique: Control the Savage Beast.
- **Domine Exaltetur Manus Ignis:** This Minor Miracle has the same effect as the Brujah Merit: Burning Wrath.
- **Praesidium ab Ignis:** This Minor Miracle has the same effect as the Technique: Flame's Bane (NOTE: does not register as infernal).
- **Verum Percutiens:** This Minor Miracle has the same effect as the Technique: Bull's Eye.
- **Terribilis Atque Ictu:** This Minor Miracle has the same effect as the Technique: Fearful Blow.
- **Manu Dei:** This Minor Miracle has the same effect as the Level 1 Werewolf Gift: Razor Claws.
- **Spatia Medicabilis Dextera Dei:** This Minor Miracle has the same effect as the Level 1 Werewolf Gift: Mother's Touch.
- **Celeritate est Contra Naturam:** This Minor Miracle has the same effect as the Technique: Bullet Time.
- **Ultima Forum:** This Minor Miracle has the same effect as the Technique: Final Strike.
- **Lux Dei:** This Minor Miracle has the same effect as the Level 1 Werewolf Gift: Ursa's Light.



MAJOR MIRACLES

Epic NPCs or Stock NPCs with a rating of 6 or higher who possess True Faith may call upon any one Major Miracle per night, granting the ability to use its effect for one hour. Any Blood or Gnosis cost required by these powers may be paid by spending a single point of True Faith. The Major Miracles are:

- **Irae Dei:** This Major Miracle grants Potence up to her Stock NPC rating rounded up, to a maximum of 5.
- **Praesidii Dei:** This Major Miracle grants Fortitude up to her Stock NPC rating rounded up, to a maximum of 5.
- **Celeritatis Dei:** This Major Miracle grants Celerity up to her Stock NPC rating rounded up, to a maximum of 5.
- **Gratiae Dei:** This Major Miracle grants the Werewolf Gift: Unicorn's Grace.

THEURGY

Hunters of Faith can specialize in a form of divine power known as Theurgy. Many of these powers are extremely rare. To simulate Theurgy, Hunters of Faith can purchase specializations in any of the following disciplines:

- **Via Necromantiae:** Grants access to Necromancy: Sepulchre Path;
- **Via Vindicta:** Grants access to Valeren (NOTE: a Theurgy practitioner does not manifest a third eye regardless of power level);
- **Via Praesidium:** Grants access to Obeah (NOTE: a Theurgy practitioner does not manifest a third eye regardless of power level);
- **Via Societas:** Grants access to Presence;
- **Via Veritas:** Grants access to Auspex;
- **Via Praeceptum:** Grants access to Dominate;
- **Via Ignis:** Grants access to Thaumaturgy: Path of Flame.

Hunters of Faith may specialize in up to two paths of Theurgy. Instead of spending Blood to fuel the powers of Theurgy, Hunters of Faith spend Mana. Hunters of Faith have a mana pool equal to twice their Stock NPC Rating. They can spend up to 2 Mana per turn. Mana is refreshed every morning when the hunter wakes.

HOLY WEAPONS

Hunters of Faith have access to weapons that have been blessed. While many Hunters of Faith make use of Minor Miracles, some hunters prefer bare fists and bladed weapons. A hunter with a True Faith rating of 3 or more may bless a melee or ranged weapon, applying the quality Strange Composition: Holy in addition to its normal two qualities. A weapon with the Holy quality deals aggravated damage to all supernatural creatures regardless of type. Supernatural creatures cannot hold or wield these weapons. These weapons do not do aggravated damage on awakened mortals, such as ghouls, kinfolk, or kithain; however, awakened mortals cannot hold or wield them.

The Holy quality lasts for 24 hours.

— Sample Hunters of Faith —

STOCK NPC: SHAMUS GLASS, DEVOTED PRACTITIONER

Stock NPC: Rating 4

Specializations: Via Veritas (Auspex), Investigation, Dodge, Firearms

Health Levels: ●●●●

Mana: ●●●●● ●●●

Special: True Faith Rating 2, Minor Miracles: Celeritate est Contra Naturam, Ultima Forum.

System: Shamus has a test pool of 8 in most challenges. In challenges involving Investigation, Dodge, or Firearms, the test pool is 13.

EPIC STOCK NPC: FATHER NATHANIAL OBER

Stock NPC: Rating 8

Specializations: Via Vindicta (Valaren), Via Ignis (Thaumaturgy: Path of Flame), Melee, Dodge, Drive, Investigation, Occult, Lore: Infernal, Lore: Vampire, Lore: Werewolves, Lore: Thaumaturgy, Lore: Necromancy

Health Levels: ●●●●● ●●●

Mana (2 per turn): ●●●●● ●●●●● ●●●●● ●

Willpower: ●●●●● ●●●

Special: True Faith Rating 4, Minor Miracles: Praesidium ab Ignis, in Bestia, Lux Dei, Domine Exaltetur Manus Ignis

Equipment: Gladius: Accurate, Deadly, Special Composition: Holy

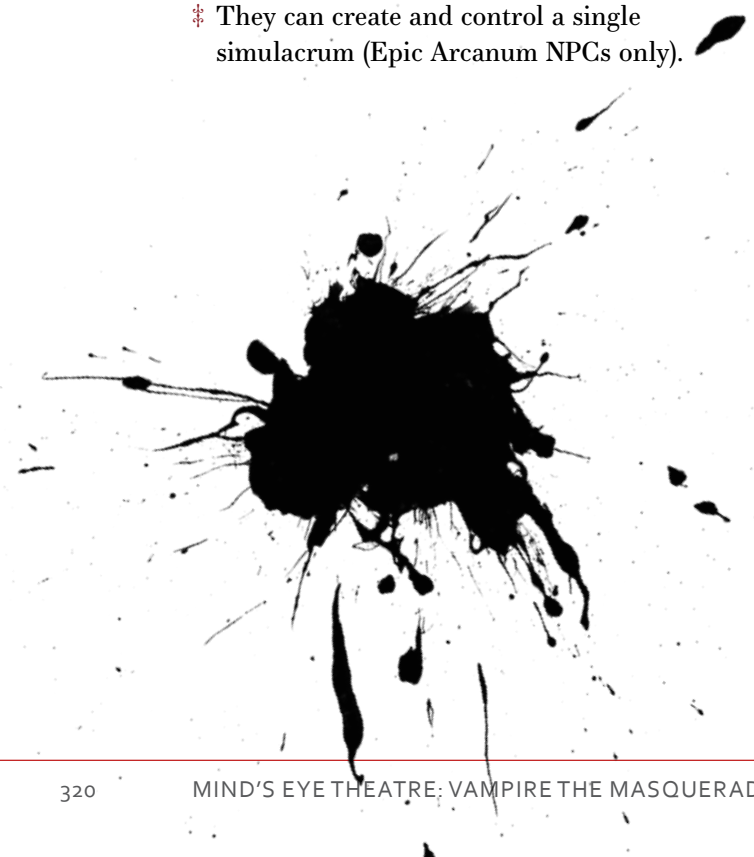
System: Nathanial has a test pool of 16 in most challenges. In challenges involving Melee, Dodge, Investigation, Drive, Occult or Lore: Infernal, the test pool is 21.

Hunters: Arcanum

Members of Arcanum are known for their secrecy and discretion. A society of occultists who recognize that there is more to their world than most people were willing to believe, as interest in the occult flourished the Arcanum established chapter houses throughout the world. Offering its members profound insight in the mystic and mythical, as knowledge of the supernatural grew so too did the Arcanum's concerns about the motivations and mechaniations of the paranormal. In these modern nights, members of the Arcanum are just as likely to be steadfast researchers as they are hunters looking to purge the world of perceived horrors.

Arcanum NPCs can possess the following abilities (these supersede the antagonist entry in **MET VTM, Chapter Twelve: Allies and Antagonists, page 492**).

- They may possess Psychic Numina (see below);
- They may specialize in paths of Hedge Magic (see below);
- They can create and utilize a number of Imbued Items up to their Stock NPC rating (see below);
- They can create and control a single simulacrum (Epic Arcanum NPCs only).



Tools of the Trade

Psychic Numina

Due to their study and exposure to the supernatural and paranormal, some members of the Arcanum have developed Psychic Numina and can purchase specializations in any of the following disciplines:

- Auspex;
- Dominate;
- Obfuscate;
- Thaumaturgy: Movement of the Mind;
- Thaumaturgy: Path of Technomancy.

Arcanum hunters with Psychic Numina use Focus to fuel the Psychic Numina, not Blood. Those with Psychic Numina have a Focus pool equal to twice their Stock NPC rating. In addition, they can spend 2 Focus points per turn. Focus is refreshed every morning upon waking.

Hedge Magic

Hedge Magic has existed among mortals in various forms since the beginning of recorded history. Unlike Psychic Numina which are innate abilities, Hedge Magic is learned through research and study. Over the course of a century, the Arcanum have amassed a number of paths of Hedge Magic.

Hedge Magic practitioners spend Mana to power Hedge Magic instead of Blood. To represent Hedge Magic, Arcanum members can purchase specializations in any of the following disciplines:

- Thaumaturgy: Lure of Flames;
- Thaumaturgy: Path of Conjuring;
- Thaumaturgy: Path of Corruption;
- Thaumaturgy: Green Path;
- Thaumaturgy: Neptune's Might;
- Thaumaturgy: Caelestikinesis;
- Thaumaturgy: Path of Weather Control;

- Necromancy: Ash Path;
- Necromancy: Bone Path;
- Necromancy: Sepulchre Path;
- Necromancy: Path of Grief.

Arcanists with Hedge Magic have a Mana pool equal to twice their Stock NPC rating. They can spend 2 Mana per turn. Mana is refreshed every morning when the Arcanist wakes.

IMBUED ITEMS

Created through modern techniques of alchemy and Hedge Magic, the Arcanum has a potent arsenal to observe and combat supernatural creatures, including a number of supernaturally enchanted weapons. Storytellers are encouraged to create their own Imbued Items by borrowing from any Blood Magic ritual that creates an object for limited use. Storytellers may also create Imbued Items by using the creation rules for talens located under Fetishes in the MET Werewolf: The Apocalypse Core Rulebook; however, such objects are powered by Mana and not Gnosis. Characters may not activate these items unless they have access to Mana, rendering captured items non-functional curiosities at best.

Imbued Items have the following characteristics:

- They must be activated by spending 1 point of Mana;
- The magic within an Imbued Item fades after one month unless 1 point of Mana is spent to reimbue it;
- The magic within an Imbued Item is depleted after one use and then must be reimbued;
- Reimbuing an item requires one night of dedicated study.

Example Imbued Items:

- **Revert to Original Configuration Stone ("R.O.C.S."):** Functions identically to Stone of True Form;
- **Heartseeker:** Works as a Shaft of Belated Quiescence;
- **Dead Eyes:** Stylish and Masterwork sunglasses that convey the effect of the Necromantic Ritual: Sepulchral Beacon;
- **Performance Enhancing Potions ("P.E.Ps."):** Healer's Poultice – Level 3 Talen (Restorative (2) and Purifying);
- **Really Aggressive Gene Elixir ("R.A.G.E."):** Acts as a Level 4 Talen (Accurate, Fast, Hazmat: Fire);
- **Death Scarf:** Acts as a Level 3 Talen (Masquerading: Vampire).

— Sample Arcanum Stock NPCs —

Stock NPC: Lenora Smith

Stock NPC: Rating 3

Specializations: Investigation, Necromancy: Sepulchre Path, Occult

Health Levels: ●●●

Willpower: ●●●●● ●

Imbued Items: Dead Eyes

System: Lenora has a test pool of 6 in most challenges. In challenges involving Investigation and Occult, her test pool is 11.

Epic Stock NPC: Alessio Rosales

Stock NPC: Rating 8

Specializations: Necromancy: Path of Grief, Necromancy: Path of Ash, Thaumaturgy: Path of Corruption, Dodge, Firearms, Occult, Survival, Lore: Shadowlands, Lore: Vampires, Lore: Wraths, Lore: Najaraga, Lore: Giovanni

Health Levels: ●●●●● ●●●

Mana (2 per turn): ●●●●● ●●●●● ●●●●● ●

Willpower: ●●●●● ●●●

Equipment: Pistol (Accurate, Fast), B.I.R.D.

Imbued Items: P.E.P. x2, Death Scarf, R.A.G.E., R.O.C.S.

System: Alessio has a test pool of 16 in most challenges. In challenges involving Dodge, Firearms, Occult, Survival, Lore: Shadowlands, her test pool is 21.

Simulacrum (Epic Arcanum NPCs Only)

These specialized Imbued Items represent magically powered and rudimentary intelligent creatures created by senior members of the Arcanum. As their creation requires a significant amount of effort and resources, they are only available to Epic Arcanum NPCs. Simulacrum function as Retainers under the Stock NPC rules in that they can act separately but are typically under the control of the Arcanist. They are considered to be magical constructs but are semi-sentient.

Simulacrum all have the following characteristics:

- They are dormant until activated with the expenditure of 1 Mana;
- Unlike most imbued items, their magic does not fade after one month;
- Simulacrum can be affected by mind-controlling powers, such as Dominate, but are immune to emotion-altering powers, such as Presence;
- Simulacrum can be created with the Giant Monster and Animal Retainer qualities.

Example Simulacrum

The Bilingual Investigation and Reconnaissance Drone ("B.I.R.D.") is a flying construct. While it looks and appears to be a normal bird, it is neither living nor fully sentient. Its use is limited to observing and reporting. These simulacra are usually used by senior members of the Arcanum to either guard places of import or to perform aerial scouting missions.

— Sample Simulacrum —

Stock NPC: B.I.R.D. Stock NPC

Stock NPC: Rating 4

Specializations: Investigation, Stealth, Athletics, Awareness

Bonus: Linguistics 2 (English, Japanese)

Health Levels: ●●●●

Animal Retainer Qualities: Fleet, Intelligent

System: This B.I.R.D. has a test pool of 8 in most challenges. In challenges involving Investigation, Stealth, Athletics, and Awareness, her test pool is 13.



Hunters: Project Twilight

Project Twilight encompassess government hunters that work for organizations with national or international reach. These NPCs are not the same as local authorities such as the town sheriff, county officers, or even run of the mill FBI Agents. As specialized operatives employed by many different governmental agencies, Project Twilight members are mysterious and powerful hunters who have access to cutting edge technology and who possess knowledge specific supernatural weaknesses. These NPCs should not be created as frivolous, disposable antagonists nor should they simply charge in and attack vampires without thought to their own safety. If Project Twilight operatives have been deployed to a city, something has gone terribly wrong for the vampires.

In addition to access to weapons that can cause aggravated damage to supernaturals (i.e. sliver weapons to use against werewolves, wooden stakes and flamethrowers to use against vampires, etc.), Project Twilight NPCs have access to the following tools of the trade:

- Drones (see below);
- Serums (Epic Project Twilight NPCs only).

Tools of the Trade

S.I.D. Drones

One of the most significant tools of Project Twilight is surveillance drones. Having evolved at a rapid pace, drone technology is utilized to locate and act against supernatural creatures. The use of drones is limited to NPCs and should not be acquired, captured, or created by player characters. Drones are treated similar to retainers in that they may act at the direction of the NPC controlling them who does so via remote control. All drones have the following characteristics:

- They are 5-point Stock NPCs;
- They are made from materials that render them inert after two weeks unless recharged at a Project Twilight base station;
- They are outfitted with a special A.I. program called Supernatural Influence Detection ("S.I.D.") (see below);
- They may purchase Animal Retainer qualities to simulate their differing capabilities;
- They may freely utilize Aerial Combat Maneuvers once per turn without spending Willpower;
- They are immune to Mental and Social powers that affect biological targets, such as Animalism, Dominate, and Presence. They are considered machines for the purposes of Technomancy and other powers affecting mechanical targets;
- They can be armed with ranged weapons that are built using the ranged weapon rules;
- They are created in a highly specialized environment by unmanned machines and cannot be created by player characters.

Project Twilight drones are not easily acquired. Drones used by Project Twilight are illegal for civilians to possess. All drones employed by Project Twilight have been outfitted with a special A.I. program called Supernatural Influence Detection ("S.I.D.") which codes their access to the assigned user's biometric data. Their inventory is also painstakingly monitored such that missing devices are tracked and agents are sent to retrieve them. Most vampires and other supernatural creatures know better than to attempt to capture and repurpose one of these drones, as possession of this hardware is pretext enough for Project Twilight to conduct a daytime raid for its retrieval.

Serums (Epic Project Twilight NPCs Only)

Epic NPC Project Twilight hunters have access to drug serums that offer an array of powerful effects to even the score against the supernatural. Project Twilight Epic NPCs may access 1 dose of serum per month for each level of their Stock NPC rating. Injecting oneself with a serum is a simple action and its effects last for one hour. Each serum bestows a number of dots of the listed discipline, equal to the NPC's stock rating (to maximum of 5) and does not require fuel to be spent to activate the effects, such as Blood. The use of a serum is severely taxing to the user and most NPCs may only be under the influence of a single serum at a time. Stock NPCs of rating 6 and higher can withstand up to 2 serums, and Stock NPCs of rating 10 can use up to 3 serums at a time.

- **Iron Blood:** The serum grants the user access to Fortitude.
- **Faeremones:** The serum grants the user access to Presence.
- **Quicksilver Serum:** The serum grants the user access to Celerity.
- **Riot Juice:** The serum grants the user access to Potence.
- **Smarties:** Each serum is attuned to a specific Mental or Social skill. This type of serum grants the user a +3 wild card bonus to any uses of that skill in addition to any skill specialization the NPC may possess.

When a serum wears off, its user experiences withdrawal symptoms for the next hour unless she takes another serum. These symptoms are typically a period of intense sensitivity in deep contrast to the abilities they just experienced, such as feelings of lethargy or weakness, extreme physical sensitivity, or a deep need for social isolation.

As part of the research that went into their creation, the serums are coded only to activate in conjunction with normal human biology. They have no effect when consumed by supernatural creatures, including ghouls or kinfolk, or when serum-infused blood is consumed by a vampire.

— Sample Project Twilight Stock NPCs —

Stock NPC: Agent Grimes

Stock NPC: Rating 5

Specializations: Drive, Firearms, Intimidation, Dodge, Melee

Health Levels: ●●●●●

Mana: ●●●●● ●●●

Equipment: Revolver (Accurate, Deadly), Katana (Accurate, Brutal), Wooden Handled Shovel (Staking, Deadly)

System: Agent Grimes has a test pool of 10 in most challenges. In challenges Drive, Firearms, Intimidation, Dodge, Melee, his test pool is 15.

— Sample Drone —

WASP Drone

Stock NPC Retainer: Rating 5

Specializations: Awareness, Stealth, Investigation, Occult, Computers

Special: To mimic its qualities it possesses the Animal Retainer traits Fleet (1), Stealthy (1), Intelligent (3)

System: WASP Drones have a test pool of 10 in most challenges. In challenges involving Awareness, Stealth, Investigation, Occult, Computers, its test pool is 15.

Epic Stock NPC: Special Agent A. Tomplait

Stock NPC: Rating 7

Specializations: Dodge, Drive, Firearms, Investigation, Occult, Stealth, Special: Drones.

Health Levels: ●●●●● ●●

Willpower: ●●●●● ●●

Equipment: Pistol (Accurate, Fast), WASP Drone

Serums: Smarties (Investigation), Smarties (Stealth), Quicksilver x 2

System: Agent Tomplait has a test pool of 14 in most challenges. In challenges involving Dodge, Firearms, Investigation, Occult, Stealth, her test pool is 19.

BACKERS



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— Nitara Elliot (formerly Sarah Driscol), Neonate of Clan Toreador

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"The politics of vampires is complicated, my young friend — much like the game of chess. One must always understand the climate of any court you attend and how you can use not only your resources but that of others to achieve your ends. Anything less and you shall miss your opportunity to excel. Tread lightly, but fiercely."

— Alexander Dupree, Elder Ventrue

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