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**Theban Sorcery**

**Mechanics**

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COILS OF THE DRAGON

Addendum Alteration

9. Coils of the Dragon

a. Cost of Coils
   i. Each individual Coil is considered a separate discipline rated ● to ●●●● dots when determining XP cost.
   ii. Example: Joe the Dragon has the first tier of the Coil of Beast. This cost him 7 xp.
       To get the second tier would be 14 xp. If he then wanted the first tier of the Coil of Blood, it would be 7 xp as it is a separate discipline.

b. Anoushka’s Ladder [Ordo Dracul]
   i. Available only to the Sworn of the Ladder.

c. Coils of Banesi. ●●
   :i. ●●: Possession of this tier permits the character one additional Resolve action per downtime period.

d. Coils of Beast
   i. Supernaturally induced Frenzy may be ignored with the expenditure of a Willpower at Level 1 and ignored outright with Level 3.

e. Coils of Flesh [Ordo Dracul]
   i. ●: The benefit of this coil cannot lower effective Blood Potency below one dot for the purpose of determining ●.

e. Coils of the Soul [Ordo Dracul]
   i. ● through ●●●: Mid Approval to learn from player characters, High Approval otherwise (Low Approval for NPCs).
   ii. Enliven the Face: Replace the benefit with the following, “This tier doubles the Dragon’s current Humanity for the purposes of determining the penalties of low Humanity as found in the MES Requiem addendum.”
      1. Example: A character with this tier who has Humanity 2 would consider his Humanity at 4 dots for the drawbacks listed in section II. E. 2.
   iii. ●●●●: High Approval

g. Coils of Slumber [Ancient Mysteries]
   i. Mid Approval
   ii. The Coil of Slumber presented in Night Horrors: Immortal Sinners is reserved for the office of NST.

Anoushka’s Ladder (Ordo Dracul -- Page 176)

Knowledge of these powers is forbidden. Dragons found to have studied them should expect to be severely punished. Knowledge of these powers is one of the few ways for a Dragon to be driven out of the Ordo Dracul -- though most such Kindred are rendered into ash within a few nights thereafter. The "rungs" or tiers of these philosophies are included in the total number of dots a character has learned in the Coils of the Dragon. Therefore, learning these forbidden ways increases the cost of learning new tiers of the Coils of the Dragon in the future. Though these are not philosophically compatible with the Coils, the effort and will necessary to learn them is the same. These powers may not even exist in all chronicles. The Storyteller is encouraged to carefully consider the ramifications of any apocryphal Coil on her chronicle before choosing to include them.

The Sworn of the Ladder believe the mystic changes wrought on a vampire by Anoushka’s Ladder are the first steps towards divine forgiveness. If any rungs exist beyond the known three, they may lead a practitioner back to a mortal existence or the eternal freedom of a guiltless death. According to Rites of the Dragon, however, it was not the purpose of the Ordo Dracul to regain its lost mortality, but to transcend the curse of vampirism. Dracula did not seek forgiveness, but to overcome his damnation through an understanding of the forces of change and a profound
strength of will. In the eyes of many within the Ordo Dracul, the course towards a divine pardon requires many steps backward. Reversing damnation is folly; the way out is through. Thus the changes manifested in a vampire through these rare and difficult powers are considered contrary to the aims of the covenant. That is, if Anoushka's Ladder is even real. Many, even among the Sworn of the Ladder, suppose that tales of the Upright who learned the so-called rungs of Anoushka's Ladder are, in fact, tales of blessed flukes and unrepeatable circumstances. It's possible for a Ladder-Sworn vampire to do everything necessary and still be unable to learn these secrets. To learn a rung of Anoushka's Ladder, a character must have at least nine dots in other coils. To enjoy the benefits of any of these rungs, the character must have a Humanity of 8 or higher. Should a character's Humanity fall below the threshold necessary for a rung she knows, she gains no benefit from that rung until her Humanity is raised again.

**First Rung:** Rise Above Thirst -- As long as the character's Humanity is 8 or higher, she spends just one Vitae to rise each week. If the character has also mastered the first tier of the Coil of Blood, this expenditure of Vitae enables her to stay awake for seven days plus her Resolve. The character suffers no penalty for actions undertaken during the daytime, though she is still burned by sunlight.

**Second Rung:** Divorce the Clan -- As long as the character's Humanity is 9 or higher, she is not affected by her clan or bloodline weakness if she has gone at least one day and one night without using a Discipline, whether that Discipline is associated with her clan or not. As soon as the character uses one of her Discipline powers, the effects of her clan and bloodline weakness return.

**Third Rung:** The Open Cage -- As long as the character's Humanity is 10, she is not subject to the Beast. The character no longer experiences frenzy of any sort. She cannot "ride the wave" and is not subject to frenzy under any circumstances.

There is no Fourth Rung.

**The Coil Of Blood** (Vampire: The Requiem -- Page 149)

Vampires must feed on living blood to survive, and only the weakest of the Kindred can draw sustenance from the blood of animals. The Coil of Blood seeks to lift this requirement, allowing the Kindred to feed on their own terms, rather than forever be slaves to their hunger.

**First Tier:** Blood Seeps Slowly -- The Dragon's undead body doesn't demand as much Vitae to animate itself as do those of other, less enlightened Kindred. The player need spend only one Vitae for his character to wake for a number of nights equal to the vampire's Resolve. So, a Kindred with a Resolve of 2 loses a Vitae every other night for rising.

**Second Tier:** Blood of Beasts -- No matter what the vampire's Blood Potency is, she can take sustenance from animals and humans.

**Third Tier:** Perspicacious Blood -- The character gains three Vitae for every two Vitae she takes from a human, and receives double the Vitae consumed from Kindred or other supernatural vessels.

**Fourth Tier:** Orphaned Blood -- This tier only exists in theory. The Ordo Dracul has not uncovered concrete proof that this exists (or at least, such proof hasn't been disseminated to the covenant at large). It is up to the Storyteller as to if this power is obtainable in your chronicle. The Kindred becomes immune to the effects of blood ties.
vampire receives bonuses based on blood ties to affect the character with Disciplines, though she retains the bonus when affecting kin with her own powers. She can choose to have her blood "read" as related to any clan whose blood she has tasted, or no clan at all. The character can still discern the tastes of another's blood, as usual.

The Coil Of Banes  ( Vampire: The Requiem -- Page 149 )
The two major banes of the Requiem are fire and sunlight. Any attempt to conquer the curse of vampirism must overcome these two obstacles. While no vampire has yet managed to truly surmount them, the Coil of Banes provides a place to start.

First Tier:  Conquer the Red Fear -- The character gains a +2 bonus to resist fear frenzy triggered by fire or sunlight. Fear frenzies triggered by other stimuli occur as normal.

Second Tier:  Surmounting the Daysleep -- The player can spend a Willpower point for the character to remain awake for an entire day without penalty (though the character must still take precautions to remain out of the sunlight and "waking" the next night still costs a Vitae). Dice pools during the day are still limited by Humanity. If the character does sleep and is disturbed, add three dice to the player's wake-up roll.

Third Tier:  Sun's Forgotten Kiss -- Sunlight at twilight and dawn causes only bashing damage to the Dragon, rather than aggravated. After the sun has fully risen, however, its rays cause aggravated damage as usual. At sea or on a mountaintop, the sun might fully rise within a mere five minutes and take some time to set (10 minutes). In a dense forest or deep in a city, the sun might rise slowly (10 minutes) and set quickly (five minutes).

Fourth Tier:  Mortal Burns -- This tier only exists in theory. The Ordo Dracul has not uncovered concrete proof that this exists (or at least, such proof hasn't been disseminated to the covenant at large). It is up to the Storyteller as to if this power is obtainable in your chronicle. Fire causes lethal, not aggravated, damage to the Dragon. Note that, for a Dragon with Resilience, this means that fire damage can no longer be downgraded by that Discipline. The character still suffers aggravated damage from sunlight.

The Coil Of Flesh  ( Ordo Dracul -- Page 175 )
A vampire's body is unable to perform some of its most basic functions -- breathing, blushing, sweating -- without being coaxed with Vitae. The Coil of Flesh restores some of a Kindred's control over her body, so that she may more easily disguise herself as mortal and, perhaps, reconnect with some internal remnant of the human she once was. By passing among the kine, the Kindred has an opportunity to study change and examine artifacts that would otherwise be unreachable.

First Tier:  The Man Wakes -- The character’s Blood Potency is considered to be two dots lower when calculating the length of torpor and determining the potency of Kindred Vitae necessary to revive her by force.

Second Tier:  A Taste of Life -- The character can summon up the blush of life and the ability to eat food for one scene with a single Vitae. As long as the character has food in her stomach, she suffers no penalties to rolls to resist frenzy based on her hunger.

Third Tier:  The Face of Man -- The character's hair and nails can be made to grow each day with a single Vitae. This Vitae is in addition to that paid to wake each day. What's more, the character can will her image to appear either clear or blurred in photographs, videos and other visual media with no Willpower expenditure necessary for the
scene. Clear images persist for a number of months equal to 12 minus the Kindred's Blood Potency. A Willpower dot must still be spent to make a clear image of the vampire permanent.

**Fourth Tier:**  The Bruise of Life -- This tier only exists in theory. The Ordo Dracul has not uncovered concrete proof that this exists (or at least, such proof hasn't been disseminated to the covenant at large). It is up to the Storyteller as to if this power is obtainable in your chronicle. The character's flesh is able to heal bashing damage exactly as a mortal does: One point of bashing damage heals every 15 minutes. This quasi-natural healing cannot take place, however, if the character is currently has any Health box marked with an aggravated wound.

**The Coil Of Slumber**  ( Night Horrors: Immortal Sinners -- Page 87 )

The creator of this coil, Jacob Skinner, is now working on the Fourth Tier, which he hopes will mitigate the Fog of Eternity. He expects to chrysalis into this new power sometime in the next decade.

**First Tier:**  The Sleep Of Early Years -- First, the vampire learning the Coil learns to focus his sleeping mind so the weight of his sins are not so heavy and dreams are easier to shrug off. The character’s Humanity rating counts as if it were 2 higher for the purpose of determining torpor duration.

**Second Tier:**  Denial of Morpheus -- At this Tier of understanding, the character has learned to fight for wakefulness even when gripped in torpor. The character acts as though all torpor were voluntary, so may make a Resolve + Composure roll to attempt to wake up once per torpor period. A character in voluntary torpor may roll twice per base period.

**Third Tier:**  Stir The Blood -- The character has now gained some measure of control over his torpid blood, and is able to stir his Vitae into action despite the thickness brought on by age. The character's Blood Potency is halved (round up) when determining torpor length before any additions for excessive damage that apply. This ability stacks with the First Tier.

**The Coil Of The Beast**  ( Vampire: The Requiem -- Page 149 )

The Beast seeks always to subsume the Man, which is probably the most serious impairment on the Coils of the Dragon. If legends are true, the order's founder struggled with his Beast even before his Embrace, and so it only makes sense that he would have pioneered a means to control it.

**First Tier:**  Chastise the Beast -- The player spends a Willpower point for his character to resist a frenzy of any kind automatically. The player may choose to roll Resolve + Composure as usual for his character to resist frenzy, spending the Willpower only if the roll fails.

**Second Tier:**  Lure the Beast -- "Riding the wave" does not cost a Willpower point, and it requires a base of only three successes, not five. All other rules still apply.

**Third Tier:**  Exhaust the Beast -- The character may spend an hour per night in frenzy (usually doing so under controlled conditions such as in a locked room or far from mortals). For the rest of the night, the character does not enter frenzy unless she wishes to do so, no matter how strong the trigger is.
Fourth Tier: **Saddle the Beast** -- This tier only exists in theory. The Ordo Dracul has not uncovered concrete proof that this exists (or at least, such proof hasn't been disseminated to the covenant at large). It is up to the Storyteller as to if this power is obtainable in your chronicle. The character can "ride the wave" for a number of turns per night equal to her Resolve dots without rolling to activate the frenzy. These turns may be consecutive, or they can be scattered intermittently throughout the night in any way the character likes. Turns spent in frenzy this way do not contribute to the cumulative -1 penalties on subsequent attempts to ride the wave during that same night.

**The Coil Of The Soul ( Ordo Dracul -- Page 175 )**

The fourth Coil, the Coil of the Soul, isn't widely practiced in the Ordo Dracul. The more tangible, physical aspects of the vampiric curse seem to be easier to alter -- or more insufferable, in the minds of modern vampires -- than the spiritual ones on which this Coil focuses. Plus, with sociological and psychological mores seeming to change so quickly in the modern night, finding effective teachers of this lesser-known Coil of the Soul has become difficult.

First Tier: **Enliven the Face** -- Humanity no longer acts as a cap for dice pools involving interactions with mortals. The Kindred has retrained her body to mimic the nonverbal cues of being alive, and it responds almost naturally to the cues of others. She must still expend Vitae to activate the "blush of life," however.

Second Tier: **Salve the Mind** -- The player may spend a Willpower point to re-roll the Humanity roll to avoid a derangement after a failed degeneration roll (though the Storyteller may demand a suitable explanation for the expenditure and a description of what it represents for the character). The player may not spend a Willpower point in this way on the degeneration roll itself, however.

Third Tier: **Quiet the Soul** -- The player may spend a Willpower point to ignore all derangements the character has gained since her Embrace. This temporary sanity lasts for one scene, and then her derangements come crashing back. If the character has derangements that were acquired before her Embrace, this tier does nothing to mitigate them.

Fourth Tier: **Free the Beast** -- This tier only exists in theory. The Ordo Dracul has not uncovered concrete proof that this exists (or at least, such proof hasn't been disseminated to the covenant at large). It is up to the Storyteller as to if this power is obtainable in your chronicle. The character can give her mind over to the Beast long enough to commit one heinous act. To do so, the character surrenders to frenzy by riding the wave. In exchange for this taste of freedom, the Beast protects the character from the memory of the event. The Kindred has no recollection of her actions during a frenzy of this sort, and not even the power of a Discipline can unearth a memory of it. No matter how vile the character's actions during such a frenzy, she cannot be required to make a degeneration roll for actions she is unaware of. If the character later learns (or is shown) what her Beast did with its freedom, the character loses her moral protection and must immediately check for degeneration as normal.

**The Way Of The Locust ( Ordo Dracul -- Page 176 )**

Knowledge of these powers is forbidden. Dragons found to have studied them should expect to be severely punished. Knowledge of these powers is one of the few ways for a Dragon to be driven out of the Ordo Dracul -- though most such Kindred are rendered into ash within a few nights thereafter. The "rungs" or tiers of these philosophies are included in the total number of dots a character has learned in the Coils of the Dragon. Therefore, learning these forbidden ways increases the cost of learning new tiers of the Coils of the Dragon in the future. Though these are not philosophically compatible with the Coils, the effort and will necessary to learn them is the
same. These powers may not even exist in all chronicles. The Storyteller is encouraged to carefully consider the ramifications of any apocryphal Coil on her chronicle before choosing to include them.

The Locust Oath to transcend the Kindred curse by any means possible has borne dark and wicked fruit. The Sworn of the Locust were always fascinated by the power of consuming the soul of a fellow Kindred, and their foul experiments have permitted them to expand that ability. The Locust-Sworn have learned, essentially, how to diablerize humans. It's an imperfect process, of course. Consumption by a vampire is not the ordained fate of the immortal soul (if, in truth, it is the soul of the victim that's obtained and not some other mystic aspect of the self). Therefore, a Locust can typically only contain a devoured mortal soul for a limited time. But while that spirit is held, the vampire can enjoy a host of its benefits. Performing diablerie on a human being does not cause an automatic Humanity loss (though it is still murder, sufficient to provoke degeneration checks based on the character's current Humanity). Diablerizing a mortal does not raise Blood Potency or permanently provide any new knowledge, Skills or Disciplines. It does still stain the aura of the diablerist, but only until the soul escapes. It is still darkly delightful and potentially addictive. When the Locust takes the last drop of mortal blood, she rolls Resolve + Stamina plus any bonuses earned by studying the following tiers, reflexively contested by the subject's Resolve + Composure. If the Kindred scores more successes, she captures her victim's soul; otherwise, it escapes. The Kindred can hold a soul for a number of nights equal to her Willpower dots minus the victim's Willpower dots; if the result is one night or less, the soul is kept until dawn. After that, the spirit wrenches itself violently free. In the process of freeing itself, the spirit also purges its host. The Kindred rolls her Stamina and keeps a number of Vitae equal to her successes. She vomits up any other Vitae, and his stolen soul with it. As long as the Locust has a captured human soul within herself, she gains the benefits of all the tiers she knows from the following list:

First Rung: Soul Mask -- The character's aura becomes as vivid as a mortal's and she casts a reflection. Specifically, she casts his own reflection -- but seen with the corner of the eye, the reflection appears to be that of the person whose soul she has stolen. The character also appears in all visual media without any cost in Willpower, though only until she loses her captured soul. Finally, the character does not provoke, and is not subject to, the effects of the predator's taint.

Second Rung: Marrow of the Spirit -- The character takes on an intangible but undeniable aspect of the victim. People who knew the imprisoned soul in its original, human body find the Kindred oddly familiar -- though there is often a degree of unease in this familiarity. The character benefits from the "9 Again" rule on Social actions made against people the victim knew in life. A spouse might momentarily mistake the character for the victim, for example, while a friend might trust the character when he claims to be the victim's brother.

Third Rung: Echo of the Soul -- The character can access the factual knowledge possessed by the victim. This does not mean that she can analyze, understand or apply it as the victim could. A character who has diablerized a military officer, for example, is able to recite tactical axioms but is unable to duplicate the dead officer's actual strategic ability. The character can recall information the victim knew in life, such as his passwords or his wife's middle name, with a successful Intelligence + Composure roll, made as a reflexive action.
Addendum Alterations

11. Crúac

a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem pg. 97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.

i. E.g. A character casts Cheval, a level 1 ritual. On the first turn they pay the Vitae point inherent to Crúac. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual’s particulars.

b. A character may not enter play at game with more precast rituals than their total dots in Crúac.

c. Spirit Crúac: Not Sanctioned

d. Love-Lies-Bleeding [Circle of the Crone]: Not Sanctioned.

e. ● Confidence in Adversity [Circle of the Crone]

i. If used during downtime, use of this ritual requires the allocation of one Downtime Action.

f. ●● Prey’s Blood [Gangrel: Savage and Macabre]

i. Available to Gangrel characters only.

g. ●●● Rite of the Bloody Crossroads [World of Darkness: Chicago]: Not Sanctioned

h. ●● Rite of the Circle Path [World of Darkness: Chicago]

i. Mid Approval.

ii. This rite is city specific. When purchased, it must be specified what city it belongs to; however it may be purchased multiple times for different cities.

i. ●● Succulent Buboes [Circle of the Crone]

i. This ritual lasts for the remainder of the night or until used, whichever is first.

ii. Only one casting per level of Crúac possessed by the Acolyte may be in use at a time. This is not to exceed blood limits noted above.

j. ●●● Deflection of the Wooden Doom

i. Clarification: When a Crúac ritualist is protected by a successfully cast Deflection of the Wooden Doom ritual, wooden objects that are used in an effort to stake the ritualist disintegrate/rot/etc on contact. No damage is done by the wooden object to the ritualist. Note that this only affects wooden objects that are actively used in an attempt to stake the ritualist, not merely objects that happen to brush against the ritualist or that the ritualist himself reaches out and touches.

k. ●●● Final Service of the Slave

i. The temporary bonus incurred by this ritual works as normal, though the retainer dots return as per Sanctity of Merits. The bonus is still subject to modifier caps.

ii. The sacrifice of a retainer for XP is sanctioned as normal, but the XP may only be used on Attributes and Skills per the writeup. This cannot be used to circumvent the 50% XP category limit. The lost retainer dots are not subject to Sanctity of Merits as the character retains the XP on his sheet.

l. ●● Hag’s Mask [World of Darkness: Shadows of the UK]

i. Clarification: The only traits which can be raised by vitae expenditure via this ritual are Intimidation or Defense. The increase lasts only for a turn.

m. ●●● Tiamat Offspring [Circle of the Crone]

i. Homunculi are treated as Retainers at Low Approval; successful use of Tiamat Offspring allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind’s Eye Theatre: The
Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points). The system for Better Homunculi on page 207 is not used.

n. ●●● Tickblood [Gangrel: Savage and Macabre]: Available to Gangrel characters only.

o. ●●●● Fount of Wisdom [Circle of the Crone]

i. Benefits obtained from Fount of Wisdom are limited by the user’s blood potency.

p. ●●●● Thinning the Skin/The Twenty-Four Wolves at Twilight [Book of Spirits]: Not Sanctioned

q. ●●●●● A Child from the Stones [Circle of the Crone]

i. Gargoyles are treated as Retainers at Low Approval; successful use of A Child from the Stones allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in Mind’s Eye Theatre: The Requiem (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points).

ii. Gargoyles are sentient, but not human. They can be affected by mind-affecting powers, but cannot be affected by powers that require the target to be a mortal (such as Possession).

r. ●●●●● As One [Circle of the Crone]

i. The effects of this ritual must be determined at purchase, though the vampire can learn multiple versions. Mechanics not listed in the book are not available.

ii. Sanctuary: It is an instant action to invoke this power.

iii. Make Straight the Royal Highway: May be used to break a grapple as an instant action once per night.

s. ●●●●● Feeding the Crone

i. This ritual does not increase the ritualist’s damage cap.

t. ●●●●● Heart’s Curse [Circle of the Crone]

i. A character cannot be targeted by this power more than once per night.

u. ●●●●● Ianus’ Blessing [Ancient Mysteries]: Not Sanctioned

Crúac is the common name for the pagan blood sorcery practiced by the Circle of the Crone. A type of ritual magic, Crúac, meaning "crescent," is a mixture of pre-Christian and pagan magic from across the globe whose only common element is a reliance on blood sacrifice. Crúac is denounced by many traditional Kindred as "black magic" or "witchcraft," and in areas where the Lancea Sanctum holds sway, Crúac's known practitioners are occasionally persecuted as heretics. Of course, it is such very derision and fear of Crúac that leads many to the Circle of the Crone and, by extension, to this Discipline's study. The Circle of the Crone's message of empowerment speaks to many a neonate, and for some there is no greater expression of that empowerment than this Discipline.

Crúac is one of the central mysteries of the Circle of the Crone's belief structure, as well as a potent weapon in the covenant's arsenal. As might be expected, knowledge of the Discipline is a closely guarded secret. New initiates are not usually trusted with its secrets. As a new member in a quasi-religious Kindred faction, a vampire might well have to prove his loyalty to the Circle through tests and ordeals before its adherents are willing to share their knowledge. Though vampires who leave the Circle of the Crone for other covenants invariably take their knowledge with them, many find it all but impossible to increase their knowledge of Crúac outside the Circle's structure. A character must have at least one dot of Covenant Status (Circle of the Crone) in order to learn Crúac. A player who buys at least one dot worth of that Merit at character creation may spend one of his character's three Discipline dots on Crúac if he wishes. Any time a player wants to increase his character's Crúac score, the character must still have at least one dot of Covenant Status (Circle of the Crone) to do so.

Cost: Uses of Crúac always cost at least one Vitae. Unless the text for a specific power (known as a ritual) specifies otherwise, assume that the cost is one Vitae. Vitae plays a very important role in the use of Crúac -- it literally calls upon the power inherent in the Blood to fuel supernatural effects. Use of Crúac requires that the Vitae be "spent"
in a visible or otherwise significant manner. For example, when a Vitae is spent for a character to activate a ritual, he likely has to cut himself with a dagger and bleed on the ground, activating the magic with the spilled Vitae (or through some other direct appeal to the power of the Blood).

Crúac does not have the same linear progression that other Disciplines do. A character's mastery dictates the highest level of rituals that he may learn. Rituals are bought with experience points. For example, a character with two dots of Crúac can know an unlimited number of level-one and level-two rituals (provided the experience points to learn each of them are paid). He may not learn any level-three Crúac rituals until his Crúac dots increase to 3. Each time a character acquires a dot of Crúac (including at character creation), he gains a ritual of that level at no additional cost.

Crúac is insidious. It demands a certain degree of subservience and even cruelty from its practitioners, possibly in deference to the dire old gods from whence the Discipline is rumored to come. For some power-hungry sorcerers, Crúac indulges the will instead of enlightened use of the Discipline. A character's dots in this Discipline, subtracted from 10, is the maximum to which his Humanity may rise. For example, the Gangrel Roland Gentry possesses Crúac at level three. His maximum Humanity is therefore 7. If a character increases his Crúac score higher than his Humanity would normally allow, his Humanity immediately drops to the appropriate level and the player makes a Humanity roll to see if the character acquires a derangement in the process of heightening his occult knowledge. Unless specified otherwise, rituals last for the duration of a scene or until the next sunrise, whichever comes first.

**Dice Pool:** Manipulation + Occult + Crúac. Because of its sanguinary nature, Crúac doubles any bonuses that a vampire's blood ties might apply, such as in a ritual performed on a sire, grandsire, childe or grandchilde. Also, the Nosferatu clan weakness does not apply to the Discipline user's roll.

**Action:** Special: All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual’s level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.

i. E.g. A character casts Cheval, a level 1 ritual. On the first turn they pay the Vitae point inherent to Crúac. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual’s particulars.

**Costs** to activate Crúac rituals must be paid before the roll can be made. Normally this isn't an issue, as a ritual that costs one Vitae can have its activation roll made in the same turn (as spending Vitae is a reflexive action). In some cases, though, a ritual costs more Vitae than the caster can spend in a single turn. In cases like these, the caster's player makes the roll on the turn he (reflexively) spends the last Vitae necessary to invoke the ritual.

If a character fails to complete the ritual in time (such as by being killed before accumulating enough successes) or decides to cancel the ritual before garnering enough successes to activate it, the effect simply fails. Any Vitae expenditures made are not recovered, however.

**Failure:** The ritual fails entirely, but not dangerously. Vitae is consumed as normal, but the ritual has no effect.

**Success:** The ritual takes place as described.
### Suggested Modifiers:

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Situation</th>
</tr>
</thead>
<tbody>
<tr>
<td>+4</td>
<td>Power is turned on or applies to a vampire with whom the user has a blood tie (+4);</td>
</tr>
<tr>
<td>-1 to -3</td>
<td>The character is rushed or distracted, such as by invoking a ritual in combat or while being harried by pursuers. This penalty is cumulative with multiple distractions (such as by casting a ritual in combat during a hurricane).</td>
</tr>
<tr>
<td>+Special</td>
<td>Successes gained on a meditation roll for the night offset interruption penalties on a one-for-one basis</td>
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**[1] Balancing The Four Humors (Nomads -- Page 93)**

**Effect:** The Kindred are largely immune to the dangers of temperature, pressure and other conditions that would kill or cripple mortals. A vampire can still be affected by the most extreme conditions, though, such as arctic cold. This minor ritual maintains a balance within a vampire’s Vitae, never allowing it to become too hot, cold, compressed or otherwise hampered by the external world. Under the ritual’s protection, the vampire suffers no dice-pool penalties due to climactic conditions or extremes. This benefit does not extend to conditions that would actually cause injury or damage, such as sunlight. Nor does it eliminate wound penalties. The ritual's effects last until the next sunrise.

**[1] Blood Witness (Coteries -- Page 84)**

**Effect:** With the presence and power of her own Vitae, a ritualist can observe what happens in the vicinity of blood she leaves behind during the performance of this ritual. The performer must spend the standard one Vitae to complete the ritual, plus another Vitae (or possibly more) to bear witness at the site to be watched. The Vitae left behind must come from the performer, whether it's vomited up, spilled from the wrists or via some other means. The blood may be dribbled on a floor, soaked into a rug, painted onto a wall or otherwise applied as the performer sees fit. However the blood is left behind, it remains as detectable as any ordinary blood. If it's scrubbed away, the power of this ritual is broken. For one full night per Vitae spent, the character invoking the ritual gains the ability to witness events at the location as though she were present and standing in whatever spot she had marked with her Vitae. If the character creates a trail of blood around a room, for example, she may later observe the room from any point on that "circuit." Because the seer isn't actually present at the location, she may even observe events that occur during the day -- the images come to her in an achingly vivid dream while she sleeps. Some Acolytes use this ritual just to gain a glimpse of their own gardens in the sunshine. Seers are still subject to the Rötschreck, however, as the Beast panics in the light of the sun. Observers who succumb to the fear frenzy do not actually lose control of themselves, but do lose their connection to the Vitae they've used in this ritual. While the seer is watching through her blood connection, she is unable to see or hear through her own body. The boundaries of this power are limited. Only one arcane connection can be employed by any single character at one time, even if multiple Vitae are spent on that connection. Multiple Vitae can be used to widen the area of observance, at one Vitae per room included. Vitae may be deposited in a vehicle, so the observer becomes a clairvoyant passenger. If the distance between the character and the Vitae exceeds 10 times the sorcerer's Blood Potency in miles, the mystic connection breaks. The observer’s perception is limited through the mystical connection, but not by physical barriers the character can see around. If a rug is laid down over the blood she leaves behind, she sees as if she stood on that rug. If a door is closed between her Vitae and another room, she doesn't gain any power to see through it, but may hear sounds that come through it. Her powers of perception depend on her supernatural prowess. The number of successes on the Crúac roll becomes the number of successes she scores on all attempted actions to perceive the world through her arcane connection (such as Wits + Composure or Wits + a certain Skill). The testimony of the blood witness is affected by environmental impediments like darkness and smoke just as ordinary vision is affected. No other
Disciplines may be used through the blood connection, so a character may not employ Heightened Senses, for example.

**The Boyar's Caul** (*Bloodlines: The Chosen* -- Page 113)

**Prerequisite:** Yagnatia

**Effect:** To perform this prophetic ritual, an Acolyte smears a quantity of her own Vitae on her face before lying down to sleep for the day. As the hours of daylight pass, the Blood is transformed into a thin membrane that attaches itself to the flesh of her head. When she wakes, the Acolyte tears the membrane away, seeing the likeness of an individual who may be important to her situation from the shape, texture and pattern of dark and light spots on the skin in the moments before it collapses into ash. The number of successes on the activation roll determines the clarity and usefulness of the vision imparted. On an exceptional success, the shape of the torn membrane and the pattern of spots on it may form recognizable features of a face that even appears to move and mouth a few relevant words as the dead skin disintegrates; whereas a single success might only show an abstract representation symbolizing the individual's name or affiliation. This reading grants a +2 dice bonus on any dice pools to locate or identify the individual in question in the future. If the character using The Boyar's Caul has Auspex, it may be applied to rolls made in an attempt to spot an obfuscated subject. Note that the Acolyte has no control over who the Caul selects. The subject revealed is someone who is currently important to the Acolyte's situation (whether friend or foe), and one who the Acolyte might wish to seek out. The subject of the ritual is chosen at the Storyteller's discretion.

**Confidence In Adversity** (*Circle Of The Crone* -- Page 204)

**Effect:** Tribulation brings enlightenment. Acolytes may surrender an advantage to glean more from their troubles, and there are several Crúac rituals that help put this philosophy into action. This is one of the simplest, removing the possibility of a lucky break for a time in exchange for a dose of insight and, thus, self-confidence. Once this ritual is complete, the ritualist loses the benefits of the 10-again roll for the rest of the scene. At the end of the scene, she regains one Willpower point. This ritual affords the character no ability to possess more Willpower points than her normal maximum.

**Drops Of Destiny** (*Circle Of The Crone* -- Page 204)

**Effect:** The ritualist allows a few drops of Vitae to fall into a vessel of water while concentrating on a future action for that night or current circumstance. The blood forms patterns in the water that convey important information about the situation. The number of successes on the activation roll determines the clarity and usefulness of the vision imparted. On an exceptional success, the blood may form recognizable figures and play out a short scene, whereas a single success might net only two abstract figures symbolizing important factions involved in the situation. This prophetic image grants a +2 bonus on any dice pools to investigate or research the imagery revealed by the ritual.

**Fires Of Inspiration** (*Circle Of The Crone* -- Page 204)

**Effect:** The ritualist turns her blood toward the process of artistic creation. For the rest of the night, she gains a number of bonus dice equal to her dots in Crúac on all Craft or Expression dice pools to create a particular work of art. The artwork must be specified at the time the ritual is performed. If creation is an extended action, the bonus applies to every roll made that night. The ritualist suffers a penalty equal to the bonus on all Craft or Expression dice pools to create anything other than the specified artwork; ideas for her artistic creation are burning her up, and she cannot concentrate on anything else but her mystically charged idea. Another version of this ritual exists that can be cast upon others, rather than invoked on the sorceress herself. The roll to activate this counterpart ritual is penalized by the subject's Composure.
Prerequisite: Followers of Seth Shadow Cult, Initiation (Followers Of Seth) Merit

Effect: The Sethites recognize that many locales bear the mark of Typhon Seth. They're places of ill-omen: shorelines where ghost-villages appear by night, murder houses, graveyards and other places where the borders between the real world and the place of spirits and ghosts are thin. Using this ritual, a Sethite promotes chaos by increasing the supernatural ambience of a place. The Sethite leaves a tiny smear of Vitae somewhere on or near the location, for example on a rock, a piece of furniture or a wall. A room goes cold. If outside, it starts to drizzle filthy, foul-smelling rain. Witch-fire plays around the trees. Apparitions flicker in and out of vision in the corner of one's eye. Rot and mold spontaneously appear. Urban decay appears briefly to accelerate. All Social dice pools are penalized by -1, apart from Intimidation, which instead gains a +1 bonus. This effect lasts for a scene. The death of a mouse or similar small animal is required for this ritual. Having obtained some blood from the sacrifice, the caster mixes it with some of his own, and either burns the concoction in a brazier or uses it in some other way as part of the ritual.

Effect: The sorcerer causes feelings of intense hunger in a subject, who must be within sight. The afflicted subject feels the desire to eat or feed. Activation involves a contested roll against the subject's Composure + Blood Potency, and resistance is reflexive. If the performer gets the most successes, the victim avails himself of any sustenance available. A mortal even eats raw meat, though he doesn't resort to such dire acts as cannibalism or drinking blood. Kindred might attack nearby vessels or even fellow vampires if their hunger is severe enough to make them frenzy. Even after he eats or feeds, a subject's rapacity does not subside until the effects of the ritual pass. (Vampires affected by this ritual are considered "starving" for the purposes of resisting frenzy)

Effect: With the power of this ritual, a vampire may temporarily interrupt the reanimating effect of vampiric Vitae, rendering a Kindred immobile as the stiffening of muscles common to dead bodies takes hold. The number of successes garnered on the Crúac roll determines the number of dice by which the victim's next Physical dice pool is penalized. This applies only to dice pools for actions, and does not affect Physical resistances. Rigor Mortis is useless against mortals, ghouls, Lupines and mages, since they don't depend on the power of vampiric Vitae to animate their bodies. The roll to activate this power is penalized by the subject's Composure.

Effect: The ritualist must perform this ritual immediately before feeding from a vessel. While feeding, she learns one piece of personal information about the vessel -- one thing the vessel feels is of immediate importance. On a dramatic failure, the vessel learns the piece of personal information about the vampire that she feels is of most immediate importance. This ritual works on supernatural creatures just as well as on mortals, as long as the creature has Vitae to drink. The piece of information gleaned through this ritual is gained in place of one Vitae. The roll to activate this power is penalized by the subject's Resolve.

Effect: When this ritual is correctly performed, the subject appears to age 10 years. No physical impairment, no joint pain, memory lapses or hearing loss accompany this alteration. But skin sags and wrinkles, hair grays and recedes and flesh loses the vibrant tones of youth. The transformation lasts a number of nights equal to the successes achieved on the activation roll, then gradually reverses at about the rate of one year per hour. Repeated uses of the rite add more decades, up to a maximum apparent difference of 50 years. Some Princes forbid the use of Visage of the Crone (if they're aware of the ritual) declaring that it's a Masquerade risk to instantly age a mortal
in front of witnesses. The Acolyte counterargument is that the ritual's proper use maintains the Masquerade, as Visage of the Crone enables ghouls and Kindred to appear to age as they ought (though admittedly this takes some effort). Certain Acolytes in California have a similar ritual that causes an apparent reversal of age, down to a minimum apparent age of about 20 years old. While the ritual is in high demand among vain mortals, it's intensely painful: The subject suffers no physical damage, but he has to be cut free of his own skin, like a snake. This ritual is called Pythian Renewal. The roll to activate this power is penalized by the subject's Stamina.


Prerequisite: Followers of Seth Shadow Cult, Initiation (Followers Of Seth) Merit

Effect: Amemet, a demon combining the attributes of hippopotamus, lion and crocodile, devoured the souls of the wicked; none could escape him. The Sethite who invokes Amemet takes on the role of patient pursuer. She lays a curse upon her victim, smearing blood on a small effigy. This done, whichever way the victim flees, he runs straight into the arms of the Sethite. He leaves a room, and finds himself running back in. He turns a corner, and the next thing he knows, he's turned 180 degrees and he's traveling right back down the street, right back to where the smiling vampire awaits. The activation roll for this ritual is contested by a reflexive roll of the target's Wits + Composure + Blood Potency. If the caster rolls the most successes, the next time the victim tries to run away from her, he runs in her direction. She need not move, only wait for him to arrive. The power lasts for a scene. The death of a mouse or similar small animal is required for this ritual. Having obtained some blood from the sacrifice, the caster mixes it with some of his own, and either burns the concoction in a brazier or uses it in some other way as part of the ritual.

[2] Barrier Of Blood (Coteries -- Page 84)

Effect: This defensive ritual is used to mark an Acolyte's territory and prevent entry by unwanted Kindred. To perform this ritual, the character draws lines of his Vitae across doorways, underneath windows or anywhere else she wishes to ward. One Vitae is necessary for each portal to be protected, in addition to the Vitae spent to complete the ritual itself. Multiple barriers may be created with a single activation roll, provided all barriers protect a single room or space and are linked by solid walls. The character can also define areas to be protected by painting circles or other shapes on a floor using Vitae. For this purpose, one Vitae is sufficient to create standing room for two average-sized people. The Vitae to be used can be donated by any willing or unwilling vampires. Vampires with Blood Potency less than that of the Vitae used in the creation of the sanguine perimeter cannot voluntarily cross without making a Resolve + Composure roll and scoring more successes than were scored on the initial roll to create the barrier. Regardless, any Kindred crossing the barrier suffers bashing damage equal to the successes scored on the Crúac roll, minus his Defense. The performer of this ritual must touch any Kindred permitted to pass the barrier before the barrier has been completely drawn. Kindred with permission ignore all effects of the Barrier of Blood, as does the sorcerer who cast it. The Barrier of Blood lasts for 24 hours.


Effect: This ritual imbues a male caster or target with sexual potency and fertility until he next sleeps. He can participate in and enjoy sexual relations normally, and his fertility is supernaturally enhanced--all such unions will prove fertile. It is little known, but this ritual has an identical effect upon female vampires. The symbolism and ritual is so obviously male that few realize this, but it imbues a female with the power to impregnate others.


Effect: This ritual allows the performer to "ride the senses" of his subject. The subject must be within direct sight when the ritual is performed, but the subject can stray from the caster to any distance thereafter. At any time he wishes for the duration of the effect, the performer may see or hear through the eyes or ears of his subject. No
other senses can be substituted -- if the subject is blind or deaf or both, all "riding" yields is blackness and/or silence. A subject so "ridden" is unaware that his senses also report to another. While riding another's senses, the ritualist is only dimly aware of her own body, which falls into a trance-like state. She is unaware of minor environmental stimuli affecting her own body (such as an insect crawling across her skin or drops of water falling on her head), but more aggressive actions perpetrated against her body draw her consciousness back to it. This ritual remains in effect for one night per success on the invocation roll, though the caster may end the ritual at any time. The performer can therefore indulge in a subject's senses and return to her own body as often as she likes throughout the rite's duration. The roll to activate this power is penalized by the subject's Composure.

[2] Dreaming The Other (Circle Of The Crone -- Page 149)
Prerequisite: Sipán
Effect: This ritual is a variation of Cheval for the Sipán. To prepare for this ritual, the Sipán Acolyte must sit before his open-air altar, facing outwards. After a short vocal entreaty to gain the attention of the Decapitator, a living animal sacrifice is presented and slain. The blood of the sacrifice is caught in a clay bowl. The sorcerer begins to chant a prayer to his god, standing and facing the subject of the ritual. The Acolyte opens his own veins with a stone blade, letting a quantity of his Vitae mix with the blood of the sacrifice before pouring the mixture over the altar. In ancient nights, the ritual would be performed on a hill or mountain overlooking the assembled mortals of the village, allowing the practitioner to select his subject without her knowledge. Now, the subject must be brought into the sorcerer's view by force or guile, but is no more likely to be aware of what's happening to her. The ritualist recites a terrible prayer to the Decapitator, begging for the power to use the enemy's eyes and ears in order to rip the truth from her and thereby empower the god's true servants. At the climax of the ritual, blood flows from the eyes and ears of the Sipán sorcerer, brought forth by the magickal energies of the prayer. The blood dries and cakes upon his face and neck, and there remains for the duration of the ritual's effect. When the effect fades, the blood cracks and flakes, falling away from his flesh.

Prerequisite: Amanotsukai
Effect: This ritual is a variation of Cheval for the Amanotsukai. Harai is a purification ritual performed on behalf of an impure mortal from whom the vampire has drunk. It cleanses the impurity from the Kindred's blood, and thus from the mortal. The Kindred stands in front of the main hall of the shrine, and bows twice. He then cuts the palm of his hand with a sharp knife, and allows one Vitae to flow into a paper cup, which is set on a metal table, with a raised rim. The ritualist then recites a fixed prayer, in Japanese, calling on Amaterasu-o-mi-kami to purify the blood. He then lights the paper cup, so that it burns away. The ritualist must resist frenzy in order to successfully complete the ritual. The fire is only equivalent to lighting a cigarette, and is at a safe distance, so most ritualists can do this. Once the fire goes out, the ritualist bows twice more to end harai. After that, the blood and ashes are cleaned from the altar. Drinking the Vitae would be deeply improper. The target of the ritual, who must be a mortal (not a ghoul, vampire or other supernatural creature) from whom the Kindred has drunk since sunset the previous night, is mystically cleansed of his impurity. There are several forms of this ritual, almost identical in performance, but each applying to a different form of impurity, and having slightly different wording in the prayer. In all cases, the ritual grants the target peace of mind. The ritual can only be used once on a given source of impurity, and only once per night on a given target. Harai cannot be used if the Kindred has spent all of the Vitae he drew from the target. Injury: The target heals two points of bashing damage or one point of lethal damage per success on the ritual. Disease: The target gets an additional roll to overcome the disease, with a number of bonus dice equal to the number of successes on the ritual. Crime: The target may roll again to avoid Morality loss. If the re-roll is successful, the Morality point is regained. (This has no effect if the target did not lose Morality.) Successes on the ritual roll do not grant any bonus to this roll. Other forms of the ritual may well exist where some Amanotsukai has wandered far
both physically and philosophically. If the Cruc ritual is performed, the offered blood is consumed in magical fire, leaving no remnant. The ritual automatically fails if the flames provoke a frenzy in the ritualist, regardless of the number of successes gained on the Cruc roll. Some Amanotsukai perform the Cruc version of the ritual even if they have killed the target. They claim that it helps purify the soul of the victim, but there is no evidence for that.

Prerequisite: Yagnatia
Effect: In times of war, many of the Yagnatia carry a braid of hawthorn branches, specially prepared by this ritual. It is used to halt the advance of a Kindred enemy, even if only for a moment -- but that can be enough to turn the tide of battle. To prepare for this ritual, an Acolyte must first grow a Hawthorn Mandragore infused with Kindred Vitae, entwining and braiding the branches as they grow. In winter, when the thorned branches are without leaves, the braided segments (each about six inches long and half an inch around) are cut away and dried. To perform the ritual, the Acolyte must grasp the braid tightly, allowing the thorns to pierce his flesh and bleeding a few drops of his Vitae onto them. If he then throws the braid on the ground, it creates an invisible barrier to vampires that extends outwards about one foot from each end, creating a space effectively two and a half feet wide that no Kindred can easily pass. Vampires with Blood Potency less than that used to activate the Hawthorn Barrier cannot voluntarily pass through it without making a Resolve + Composure roll and scoring more successes than were attained on the ritual's activate roll. Those with higher Blood Potency may freely cross. Regardless, any vampire stepping through the mystic barrier suffers bashing damage equal to the successes scored on the Cruc roll, minus his Defense. The Hawthorn Barrier lasts for one minute per success scored on the activation roll.

Effect: Nothing is more dangerous to a vampire roaming the world than the burning kiss of sunlight. A temporary haven is never truly safe, not when a single hole in a wall can let in the sun, or an invading witch hunter can tear away a protective curtain. While this ritual cannot guarantee any kind of safety, it can give a vampire an extra moment of grace when disaster strikes, perhaps allowing her a chance to scramble to safety. Her Vitae becomes preternaturally sensitive to changes in surrounding light levels, and pounds quickly through her veins should she be forced to wake during the day. The successes achieved on the invocation roll are added to any Wits roll made to wake during the day, as long as the circumstances involve exposure to sunlight. A ghoul sneaking into the vampire's haven and stealing documents doesn't trigger the benefit, but if the ghoul then attempts to let in the light, the bonus is added to your Wits pool (+ Auspex dots, if any). The bonus dice are also added to the Humanity roll to determine how long the vampire can remain active upon waking. The effects of the ritual last until the next sunset, even if the caster is forced to wake several times during the day.

Effect: By invoking this ritual, the performer protects himself from would-be diablerists and from those who would otherwise feast upon his blood. This ritual transforms the sorcerer's Vitae into a kind of poison. Kindred who drink it suffer one point of lethal damage for every Vitae consumed; mortals who imbibe suffer two points of lethal damage for each Vitae. When a Kindred consumes a quantity of venomous Vitae, she gains no nourishment from it.

[2] Imperious Call (Circle Of The Crone -- Page 201) (c. Spirit Cruc: Not Sanctioned)
Effect: This ritual is believed to compel a particular spirit to appear before the ritualist. The spirit is named three times during the ritual, and appears as its name is spoken the third time. The ritual does not provide any control over the spirit, but as the spirit appears in physical form, physical defenses are effective. The ritual actually makes it possible for a spirit to manifest in the physical world, taking on a physical form. Any one spirit present may do so, and may choose the form it takes freely, even if it is normally restricted to appearing in a single form. If
multiple spirits want to manifest, a contested Power + Finesse roll determines which one manages to take advantage of the ritual's power. A manifested spirit can use its traits to affect the physical world, but mundane weapons can cause Corpus damage to the spirit. The spirit can stay manifested for a number of hours equal to the successes on the ritual's activation roll. This ritual allows a spirit to use the Materialize Numen, whether or not it has that Numen normally.


Effect: With this power, the ritualist enhances the blessed virtue of unbroken skin. Any attack or source of injury that would break the surface of the subject's flesh has its edge turned away at the moment of impact, rendering slashes and piercings of the flesh into blunt, shallow injuries. The number of successes scored on the activation roll becomes the Rating of a kind of mystical armor that clings to the subject's flesh like sweat. This armor has no Defense penalty or Strength requirement, but it persists only for a number of turns equal to the ritualist's dots in Crúac. Maiden Skin only protects against attacks that break the skin; fire, blunt trauma and falling damage (among many other sources of damage) are unaffected.


Prerequisite: Disciple Of Silence

Effect: This ritual is a variation of Cheval for the Disciple of Silence. It is performed in a dark chamber, with both the practitioner and the subject seated (most often on a bare floor, but a table will do). A single lit candle is placed between the two of them, and the practitioner invites the subject to relax and close her eyes. Controlling his Beast, the practitioner stares into the candle's flame, letting it grow brighter and brighter in his vision. He makes no sound, concentrating on the light and emptying his thoughts, narrowing his focus and allowing all extraneous stimuli to fall away from his perceptions. With his fangs, the practitioner bites his own lip or tongue, allowing it to bleed freely and drip off of his chin. As each drop strikes the floor between them, the heart of the flame entrances him further, becoming abnormally large and bright in his vision. At the moment that it blinds him completely, he reaches out and snuffs the candle, thrusting himself into sudden darkness. He invites his subject to open her eyes. When she does so, he can see as she sees and hear as she hears. It is possible to conduct this ritual without the willing participation of the subject. To do so, she must be placed before the candle until the rite is complete, and must be blindfolded (or otherwise restricted from sight) until the moment the candle is put out.


Prerequisite: Amanotsukai

Effect: This ritual is a variation of Cheval for the Amanotsukai and is identical in its mechanics and effects. The ritualist need not be able to see the target when activating the ritual, but must have at least one Vitae from the target in his system. The ritualist writes a symbolic name for the target in Vitae on a strip of paper. This may be the target's actual name, or something that strikes the ritualist as appropriate. He then prays over the paper, and hangs it beside the mirror in a shrine. The name fades over the duration of the ritual, so that when it finishes, the paper is blank. If the paper is removed from the shrine, the effect of the ritual ends immediately.


Prerequisite: Mara

Effect: This ritual is a variation of Cheval for the Mara. When a Lamprey wishes to see or hear through the eyes and ears of a surface-dwelling creature, the Mara must make serious preparation. At the beginning of the ritual, she sinks to the bottom of her ritual space, humming a quiet prayer of appeasement for the close contact she intends to make with the dry world above. When her prayer is complete, she floats back upwards, allowing herself to surface. When next she sees the subject of her ritual, she must cut across one of her eyes with a sharp stone taken
from the floor of her sacred space. She tips her head back, allowing her Vitae to pool in the socket. When she submerges again, clearing the blood away and healing the eye, the ritual will be active.

[ 2 ] Painted Fears ( Circle Of The Crone -- Page 42 )
Effect: The ritualist creates a work of art, incorporating at least one Vitae into the substance of the work. This is easiest to do with paints, hence the common title of the ritual, but possible with most plastic art forms. The work of art must depict a frightening situation, or depict an object or place as frightening. Anyone who sees the artwork must make a Composure + Blood Potency roll, with a difficulty number equal to the number of Vitae expended in creation. If the roll fails, the viewer is struck with a minor phobia (as the derangement) of whatever the painting shows. The power of the artwork lasts for one night for every success on the Crúac roll, but the ritualist herself can reactivate the power at any time by expending a single Vitae. Each Vitae used reactivates the power until the next sunset. Phobias inspired by the artwork last until the power lapses; an Acolyte who spent an additional Vitae every evening could keep them going for years, in principle. The creator is not immune to her own work, but does receive a +5 bonus on the resistance roll. The artwork cannot inspire a phobia of the viewer himself; thus, a specific individual depicted in a painting is immune to its effects. A white man is vulnerable to an artwork inspiring fear of white people; he gains a phobia about all other white people.

[ 2 ] Path Of Thorns ( Circle Of The Crone -- Page 205 )
Effect: By seeding the ground with her blood, the ritualist curses those who would tread on it. Any character or creature that moves within a space around the sorceress equal to twice her Crúac dots in yards becomes the subject of an immediate attack from a dice pool equal to the successes scored on the ritual's activation roll. Defense provides no benefit against this attack, but armor does. The attack comes from phantom thorns and brambles that slice like razor blades and pierce like syringes. Creatures within the ritual's area of effect can avoid being attacked by moving two or fewer yards per turn. Characters who Dodge within this area are automatically attacked by the phantom thorns, too, though any individual creature can only be attacked by the thorns once per turn. This ritual's effects last for a number of turns equal to the sorceress's dots in Crúac. The ritualist is not immune to her own Path of Thorns, but she can attempt a reflexive Dexterity + Occult roll to move her Speed through the area without being attacked by her own phantom thorns.

Prerequisite: Covenant Status (Circle Of The Crone) Gangrel Only
Effect: With this ritual, a Savage cultist can become a preternaturally gifted tracker. The ritual helps "mark" a target, be it living or vampire, supernaturally infecting their blood with some element that the Gangrel can feel at the back of his mind: A faint tickle, the sound of wind whipping, the feel of a tongue on brain tissue. The elemental feeling increases when in proximity to the marked target. This means that the Gangrel gains substantial bonuses when attempting to track this marked individual. Survival rolls made to track the target gain a +4 bonus. This lasts for a number of nights equal to the Savage's own Resolve score. If the Savage attempts to track a vampire, however, the roll to mark the blood of the Damned is penalized by that vampire's Blood Potency score unless the target Damned is aware of the ritual attempt and approves its use (meaning, the character could mark the blood of a pack or cult mate as long as they know and agree, and the penalty would therefore not apply).

[ 2 ] Rite Of The Bloody Crossroads ( Chicago -- Page 75 ) (Not Sanctioned)
Effect: This ritual is unique to residents of Chicago because it has been a crossroads of blood for a long time. The Rite of the Bloody Crossroads is a divination that predicts what Kindred are coming to a certain area from outside its boundaries. The region can be defined as an area as small as a haven or as large as Chicago or anything between (making it quite versatile). The rite provides fairly vague and symbolic portents, revealing immaterial
factors like the vampire's motives, desires and drives ("He comes with blood in his mouth, in search of black hair
and blue eyes . . ."). On the other hand, this rite also provides a fairly concrete feel for the road by which the
stranger will enter ("Evil comes across the Skyway -- tonight."). The ritual only senses approaching vampires and
only works within the Chicago city limits. The larger the boundary specified, the larger the penalty to the blood
sorcerer's activation roll. Divining visitors to a single building imposes no penalty, while divinations centered on a
neighborhood might suffer a -3 penalty and divinations focused on a whole city would suffer a -5 penalty. The
information gleaned from the divination is often vague and difficult to understand. Some ritualists receive flashes of
imagery and sound that are too intense to recall easily, but others reveal information in a voice that is not their
own. Investigation or Occult rolls may be made to puzzle out the meaning of prophetic imagery, at the Storyteller's
discretion. In general, the more successes achieved on the activation roll, the further the reach of the divination in
space or time. As a general guidelines, one success equals one mile or one night. If a vampire within the power's
range is headed for the specified area, the ritualist receives a glimpse of her; alternately, if a vampire will arrive at
the specified area within a number of nights equal to the successes achieved, the ritualist receives some sign.

[ 2 ] Rite Of The Circle Path (Chicago -- Page 75)
Effect: This ritual is unique to residents of Chicago because it has been a crossroads of blood for a long time.
The Rite of the Circle Path is more subtle and mysterious. It is cast with a particular goal or object in mind, and,
when successful, provides a vision of a traveler (human, Kindred or other) who can aid in the pursuit of that goal or
who will come to possess the object in question at some point in the future. Unfortunately, this ritual only reveals
the fateful connections between people and events or objects, but not when, how or why the connections exist.
Thus, anyone coming to Chicago may, in all ignorance, be the tool the Circle has been awaiting for years, and
neither the Acolytes nor the fated subject could encounter each other for years. The power of this ritual does infuse
the blood sorcerer with an intuitive sense of the subject, however. Should the ritualist find herself within a number
of yards of the subject equal to 20 plus twice the successes achieved on the activation roll -- or within sight of him --
she may attempt a Wits + Composure roll with a +2 bonus to sense the subject's connection to her divination. This
intuition is entirely mystical; the ritualist does not have to consciously recognize the subject to make the roll. This
ritual works only in the city of Chicago. It can be successfully performed only once per year for any particular object
or goal.

[ 2 ] Soul's Work (Circle Of The Crone -- Page 206)
Effect: This ritual allows the ritualist to put a bit of her very soul into a work of art. Soul's Work can only be
used when creating a work of art through an extended action, and must be cast immediately after the final roll of
that extended action. If the ritual is successful, the Acolyte successfully instills a single point of her Willpower into
the artwork. With an exceptional success, two points of Willpower are invested into the artwork. These Willpower
points no longer count towards the character’s total. To use a Willpower point invested in her art, the ritualist must
engage the artwork according to its form -- a painting must be viewed, jewelry worn, music heard. Only the ritualist
may use Willpower points she has instilled in the Soul's Work. Once the last Willpower point in the artwork has
been used, the piece fades, cracks or is otherwise damaged. This does not utterly destroy the piece, but instead
renders it a broken remainder of what it once was. A sorcerer may only have one Soul's Work in existence at a time.

[ 2 ] Succulent Buboes (Circle Of The Crone -- Page 206)
Effect: This rite allows the ritualist to store more Vitae in her system, but at a disgusting cost: The extra blood is
not carried efficiently in her veins, but in bulging, fleshy sacs the size of softballs in her major lymph nodes. For each
success rolled, a Vitae is forced into the vampire's limbic system, where one taut and glistening pustule forms and
the Vitae is stored above and beyond the normal limits of Blood Potency. The Vitae contained in a Succulent Bubo
may be used by the ritualist herself or drained by a biting vampire. The ritualist cannot divert more Vitae to these
pustules than she currently has in her system, no matter how many successes she rolls. When she chooses to spend Vitae, she can spend it either from buboes or from her normal pool of Vitae. Vitae she consumes can only fill her regular Vitae capacity; this ritual only transfers blood from the ritualist's own body to her own buboes. The buboes form, similar to those from bubonic plague, along the neck, in the armpits or in the groin. While the buboes are awkward and uncomfortable, they don't meaningfully impair the vampire's movements. If the pustules are visible (either to the naked eye or as bulges in clothing), they may penalize Social rolls.

Effect: Upon successfully activating the ritual, the ritualist enters a creative trance for a number of hours equal to 6 - his Crúac dots, producing a work of art in his favored medium. While creating the artwork, the ritualist is not truly aware of what he is doing. When he comes out of his trance, he finds that he has created a puzzling work of divination. When first viewed, its meaning is indecipherable (though the artwork grants a +3 bonus to Empathy or Investigation dice pools to scrutinize or analyse the artist). The work's meaning becomes evident to the artist later when, in the heat of some later moment, he experiences a flash of insight revealing what risk or opportunity the artwork was presaging. In game terms, the ritualist may re-roll any one failed dice pool on the same night that his soulful work is created. The results of this re-roll must be used, even if they are less desirable than the initial roll’s results. Only instance of this ritual can be in effect for the caster at one time.

Effect: "Deodand" is an archaic British legal term that applies to any object used in an unlawful killing. (Some nobles were entitled to claim deodands from crimes committed on their land as a fine.) To use this ritual, the sorcerer must obtain an item used to kill someone, e.g. a hangman's noose, a killer's knife or the gun that fired the fatal shot. When the ritual is performed over the item, it forms a mystic link with the ritualist. If the item is used again, the ritualist gains one Vitae from every subject wounded by the deodand. Distance doesn’t matter, but the weapon must be used within a number of nights equal to the successes achieved on the activation roll. Likewise, for each success scored on the activation roll, the weapon can feed its master one additional time. A Beloved Deodand can only draw one Vitae from each individual victim of the weapon per casting. Some Acolytes use these weapons themselves, as an efficient way to feed during a fight. Others find it meaningful to create them and release them, with serene faith that tools of ill omen tend to get used again and again. Beloved Deodands do not drain Vitae from Kindred, but living supernatural creatures are typically affected. The Vitae collected through a Beloved Deodand is "neutral" -- it does not count toward Vinculum and it carries no supernatural augmentation in the case of, for example, werewolf blood.

Effect: The performer invokes a mystic protection against attempts to impale her heart with a stake. If the ritual succeeds, any attempt to stake the vampire fails for the duration of the spell. Stakes used in this manner rot or disintegrate as wielders attempt to use them against the performer. An attempt to stake the Kindred in question must be made for this ritual to take effect. (It does not simply rot all stakes and would-be stakes in her presence.) This power cannot be invoked to protect others; it works only on the sorcerer herself. This ritual fades at sundown of the subsequent night, though it may be invoked again immediately thereafter.

[3] Final Service Of The Slave (Circle Of The Crone -- Page 206)
Effect: At the climax of this ritual, the ritualist kills one of her own Retainers, without drinking his blood. The Retainer Merit is immediately lost. (If it would take more than simple murder to destroy the Retainer, the ritualist must do whatever it takes -- she must genuinely sacrifice the Retainer to complete this ritual.) The ritualist immediately gains a number of temporary dots equal to the rating of the Retainer. These may be applied to any
Attribute or Skill possessed by the Retainer, even taking them above the normal limit determined by her Blood Potency. The dots may be spread among different traits. With Storyteller approval, the ritualist may also apply the dots to Mental or Physical Merits formerly possessed by the Retainer. These bonus dots may never be applied to Disciplines or any other supernatural abilities, even if the Retainer possessed them. These bonus dots last for one night per dot the sacrificed Retainer Merit was worth. Alternately, the ritualist may choose to re-spend experience points that were previously spent on the sacrificed Retainer Merit to permanently raise any Attribute or Skill the Retainer possessed at a level higher than the ritualist. Experience points not immediately re-spent are lost. The roll to activate this power is penalized by the higher of the subject's Stamina or Resolve.

Effect: This ritual prepares a vampire female to carry a child, and renders her fertile until she next sleeps. She is fully able to conceive after relations with a mortal.

[3] Flower Of Demeter (Coteries -- Page 85)
Effect: Knowledge of this ritual has been passed down from the most ancient vampires, according to those Acolytes who use and teach this horticultural rite. With it, a character grows a unique species of red lily said to have been brought back from Hades by Persephone. The flower grows only in mortal blood -- which must be supplied in total at the start of ritual -- but is traditionally grown from a human corpse. To raise a Flower of Demeter, the sorcerer's player must make a successful invocation roll once per week until the three successes necessary to satisfy the roll have been accumulated. (In this case, the extended action happens over the course of a week or weeks, not turns as is normally specified by Crúac rituals.) Over this time, the stalk of the plant grows slowly taller and taller from the ground or corpse that supplies its blood, up to a height of about six feet. Once the three successes have been garnered, the Vitae of the Acolyte brings the flowers to bloom. One bud on the stalk blooms per dot of the character's Blood Potency, less one per week it took to cultivate the stalk, with a minimum of one. The plant itself is inspiring to Kindred in an intangible, mystical way for as long as at least a single blossom remains on its stalk. All Craft and Expression rolls made in the presence of the flower gain two extra dice. This inspirational power is said to be an echo of Demeter's springtime joy. A vampire who swallows a Flower of Demeter experiences the blush of life until the next sunrise, with no expenditure of her own Vitae. She is capable of keeping down food, keeping up sexual activity and mimicking respiration and blood flow almost without thought. When the sunrise comes, however, the vampire undergoes an awful purge, vomiting up all food and drink consumed and experiencing tremendous but harmless anguish described by those who've experienced it as a "mourning of the flesh." An Acolyte cannot raise a new Flower of Demeter until her current specimen has been fully deflowered or allowed to die. The plant suffers all the anathema of the Kindred, and is

[3] Hag Mask (Shadows Of The UK -- Page 127)
Effect: The performer of this ritual expends the necessary Vitae to activate this ritual's effects. The blood literally leaks out from all the open pores on the caster's face -- the mouth, the nostrils, the corners of the eyes and the ears. The blood coats the face after a single turn, and those staring upon the caster see a wretched, powerful monster staring back at them. The face becomes a crimson mask etched with dark channels. The eyes turn a jaundiced yellow. The mouth appears to become a nest of barbed teeth. Witnesses may describe different effects: One might see the caster gain several feet in height, whereas another will remember a nauseating wave of decay. This ritual has two effects. The first is that anyone looking to take action against the caster do so at a -3 penalty (though this penalty is negated if the caster attacks them first). The second is that, for the remainder of the scene, the caster can spend Vitae to increase stats that could not normally be elevated with blood expenditure. The caster can increase her Defense score or her Intimidation score on a one-to-one basis (one Vitae equals one point).
The Hand Of Seth  ( Mekhet: Shadows In The Dark -- Page 107 )

Prerequisite: Followers of Seth Shadow Cult, Initiation (Followers Of Seth) Merit

Effect:  With this ritual, the Sethite can drive a possessing spirit out of a body. The body must be immobilized (held down, tied up or chained) within sight of the caster. The caster smears some of the mixed sacrificial blood and Vitae on the bare skin of the target while pronouncing a brief, formulaic imprecation to Typhon Seth. If the roll is successful, the possessing spirit must leave its host, and cannot attempt to possess its original victim or any other for a number of turns equal to the number of successes rolled. The ritual doesn't damage a spirit, and can only be used on a spirit possessing a body. The death of a mouse or similar small animal is required for this ritual. Having obtained some blood from the sacrifice, the caster mixes it with some of his own, and either burns the concoction in a brazier or uses it in some other way as part of the ritual.

The Metamorphosis Of Spilt Blood  ( Circle Of The Crone -- Page 42 )

Effect:  This ritual helps sanctify a temple with a blood sacrifice. In this rite, the vampire spills her own blood upon the floors or walls of the temple, specifically pouring her own Vitae once for each direction (north, south, east, west). She must also sacrifice a living creature within the temple, as close to the center of the ritual space as possible. By doing this, those vampires present inside the temple gain two particular benefits. First, they gain bonus dice to rolls to resist frenzy. Second, they gain the same number of bonus dice against attempts to manipulate them with Dominate, Majesty and Nightmare. All bonus dice are only available when the vampires are physically within the temple. Provided the activation roll is a success, the creature sacrificed determines the number of bonus dice, which may not exceed the casting sorcerer’s dots in Crúac. If an Acolyte with three dots in Crúac sacrifices an adult human in the performance of this ritual, only three bonus are achieved despite the nature of the sacrifice. It does not matter how the creature is sacrificed, provided it dies on the temple grounds while the activation roll is made. The creature's throat may be slit, the creature might be burned as an offering or the Acolytes may find a more creative way of ending the thing's life. The effects of this ritual last for one month. At the anniversary of the ritual's inception, the ritual may be performed anew to renew its effects, or it may be allowed to lapse.

<table>
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<th>Creature</th>
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<tr>
<td>Small (rat, snake, cat)</td>
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<tr>
<td>Medium (dog, lamb, pig)</td>
<td>+2</td>
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<tr>
<td>Large (bull, camel, oxen)</td>
<td>+3</td>
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<tr>
<td>Human Adult</td>
<td>+4</td>
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<td>Human virgin</td>
<td>+5</td>
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The Mother's Blessing  ( Bloodlines: The Chosen -- Page 113 )

Prerequisite: Yagnatia

Effect:  Also called "Afanasia's Blessing" by elder or nostalgic Boyars, this is the ritual that allows a member of the Yagnatia to Embrace another into the bloodline. Without it, the Vitae flowing through the Boyars' veins is sterile and unable to pass on the curse of vampirism to another. The existence of this ritual is completely unknown outside the bloodline, where it would be useless anyway, but is the most closely guarded secret of the Yagnatia. The high priestess anoints the intended sire with a mixture of honey, sacred oil (usually olive) and a point of her own Vitae. The whole of the Chorus joins her in an ancient, dirge-like chant. If the ritual's casting succeeds, the recipient has 24 hours in which to Embrace an individual before his Vitae becomes sterile once more. This blessing is only good for a single Embrace; multiple vampires cannot be created. An individual can only receive The Mother's Blessing once a month, usually on the night of the new moon, and it cannot be cast on oneself. Perhaps as a holdover from Afanasia's curse upon Konstantin, only women are able to cast this ritual successfully.
[3] Rain  (Circle Of The Crone -- Page 207)

Effect: Upon completion of this ritual, the sorceress may alter the precipitation within one mile of her current location for the remainder of the scene. She may call for fog, rain, sleet, snow or clear skies. In game terms, she may summon or cast away environmental penalties equal to or less than her dots in Crúac. Thus, with Crúac 3, she can raise a fog capable of imposing a -3 penalty on dice pools to see, shoot or otherwise act within the fog, or she could clear away up to -3 dice worth of penalties from a similarly naturally occurring fog. Once conjured, this weather is real in every way. The ritualist has no power to dismiss it again without another use of this ritual. Likewise, the ritualist is as vulnerable to the dice-pool penalties the creates as any other vampire is.

[3] Servant From The Hidden Realms  (Circle Of The Crone -- Page 201)

Effect: Ritualists believe that this power compels a spirit to carry out a single command. The command can take any length of time but must be something that the spirit is naturally capable of doing; the ritual does not grant the spirit any extra abilities. The command can be quite complex but must be a single action, possibly including an instruction to report back when the task is complete. The ritual actually offers a valuable reward to the first spirit to complete the task described. Twisting the spirit of the request denies access to the reward. If multiple spirits are present, they might race to earn the reward. The more successes the ritualist gains, the greater the reward -- on an exceptional success, affected spirits may even risk destruction, if the risk is small enough. However, if the task is too difficult or risky given the reward, no spirits will act. The ritual generates one point of Essence for every success on the activation roll, available to the first spirit to complete the task specified. This Essence can only be used by genuine spirits -- it is not usable by werewolves and mages can't translate it into Mana even through the use of the Prime Arcanum.

[3] Song Of The Blood  (Nomads -- Page 93)

Effect: On the road, a vampire risks not just danger but anonymity -- if she dies at the hands of her enemies, far from her allies and blood "family," no one may ever know her fate or be able to take revenge. This ritual mitigates some of that danger; it strengthens the ties of blood between childe and sire, grandchilde and grandsire, allowing the Acolyte's extended brood to sense her in moments of crisis, no matter how far removed she may be. Once the ritual is performed, the vampire's "relatives" can sense her using blood sympathy no matter where she might be, rather than just within 50 miles. The effects of this ritual last until the next sunrise.


Effect: The ritualist writes a proposed course of action on some surface, and eats the surface while performing the ritual. If the course of action is a "bad" idea, he vomits the surface up in a mouthful of blood. If the action is a "good" idea, he retains it in his stomach without problems. On a failure, the writing is vomited up without blood. The course of action need not be one that the ritualist wants to take, and the writing must specify who is doing it. The actor must be someone the ritualist knows, however. The assessment only applies if the action is undertaken in the immediate future, which normally means that it applies to the night on which the ritual is used. (For the purposes of this ritual, a "good" or "bad" idea is one that leads to measurable benefits or suffering for the individual taking the action, respectively.) Ritualists in Toronto typically write on living mice, but paper works perfectly well. Those relying on allied Kindred as oracles should bear in mind that any Kindred can vomit blood by expending one Vitae, and keep anything down for a scene by expending Willpower. In game terms, this ritual grants the sorceress a glimpse at the future, which bestows on her a beneficial confidence. In the scene when the prophesied action comes to pass, the ritualist immediately and automatically regains the first three Willpower points she spends on dice pools that do not result in a success or an exceptional success.

Effect: This ritual creates a homunculus and is particularly prized by Mother and Father Acolytes. This is a lengthy and elaborate rite, not to mention painful. Females begin by obtaining human semen and then introducing about five pounds of sliced up animal parts into their body cavity. They must have enough organs and limbs for a nearly complete animal -- a brain, a heart, legs (if it must move), eyes (if it must see) and so on. When the vampire invokes Ti'amat, mother of monsters (or, in regional variations, Lilith or Kali or other figures of dire fertility), the limbs fuse into a homunculus and it is born, mewling and repulsive. In this case, the results of the rite shed the blood needed to power it. The mother bleeds in birth, even if the homunculus fails to thrive. The masculine version references Zeus, who gave birth to Athena directly from his head and to Dionysus after that god was sewn into Zeus's thigh. Males don't need to harvest seed as the succubi of legend, but they do need to cut themselves open to arrange the body pieces among their organs. The Vitae they spend to heal themselves with the nascent servitors inside also powers the ritual. As to how the homunculus emerges, it varies but is universally painful and terrible to behold. Regardless of the gender of the creator, the pieces must remain inside his or her body for at least 13 hours before being born at the next midnight. While the pieces are in place, the Acolyte appears pregnant and suffers a -1 penalty to all Physical dice pools.


Prerequisite: Covenant Status (Circle Of The Crone) Gangrel Only

Effect: The vampire curses the flesh of a mortal with this ritual. That person's body now holds more blood than it once did, up to twice the normal amount (which is equivalent to twice that human's Health score in points of Vitae). Provided that the mortal target doesn't lose blood during this time in a substantial way, he actually bloats and gains one point of fresh blood regenerated per day (upon awakening in the morning). As this happens, the skin stretches, the belly and fat bloat, the body shifts and distends like a tick filling up on dog's blood. This "livestock" process does not increase the person's Health per blood point gained, but he does gain +1 Health by the end of the process because of all the swelling and distension. She stops gaining the "one point per day" whenever blood is drawn from her in large quantities (at least a point taken). Some call this "lancing the boil." Whereas drawing blood from humans invokes one lethal point of damage per point of Vitae taken, this is now changed to one point of lethal damage per two points of Vitae taken from the body. In this way, some Savage cultists create whole farms of humans who bloat unnaturally with twice the blood a normal human body can hold.


Effect: The caster performs this ritual (Manipulation + Occult + Crúac is rolled) and channels his righteous ire into a tangible force. If the performance roll is successful, the user's mere touch becomes deadly. The sorcerer must then touch a subject with his open palm. Contact inflicts an amount of lethal damage equal to the number of successes gained on the activation roll. (The power cannot be delivered through a punch or other unarmed close-combat attack.) This harm can be delivered only once per performance of the ritual, and the user's touch has the potential to inflict harm for one hour for every success gained on the activation roll. If that period of time passes without a touch being made, the power fades. The mark made by contact is physically manifest in accordance with its severity. A Touch of the Morrigan that inflicts one point of damage looks like a minor scar or livid bruise, while one that delivers five points of damage leaves the subject almost entirely blackened and charred looking. The visible injury fades as the damage is healed. This power affects only vampires, ghouls and other supernatural creatures. It seems that Kindred cannot inflict their viciousness on mortals in this manner.
Prerequisite: Followers of Seth Shadow Cult, Initiation (Followers Of Seth) Merit

Effect: The Sethite smears a knife or sword (ritually, the Sethites favor the use of the bronze Khepesh, the dog-legged scimitar of Ancient Egypt) with the mixed blood of the sacrificial victim and his own Vitae. If the activation roll for this ritual is successful, the blade gains the power to cause aggravated damage to ghosts and spirits, whether in twilight or materialized. The weapon is no more effective than usual against anyone else. The effect of the ritual lasts until dawn, when the weapon rusts or rots away and can never be used again. The death of a medium-sized animal such as a dog, a cat, a sheep, a bull, or a goat is required for this ritual. Having obtained some blood from the sacrifice, the caster mixes it with some of his own, and either burns the concoction in a brazier or uses it in some other way as part of the ritual.

Effect: This bizarre ritual creates a guardian that watches over a vampire as he sleeps -- an undead, spidery homunculus with fangs dripping bloody venom. To perform the ritual, the Acolyte must surrender a portion of her Vitae to create her guardian's physical form. The ritual creates a large, crimson spider resembling a tarantula that guards her haven as she rests for the day. The blood-spider's unnaturally powerful fangs contain a preternatural venom, a corrupted Vitae that affects mortals and Kindred alike. Against mortals, it makes attacks with a number of dice equal to the invocation roll's successes (usually four, given that this is a 4-dot ritual, but extra successes on the activation roll do count), inflicting lethal damage. In other words, don't roll the spider's Strength + Brawl -- use a dice pool of the successes achieved upon activation. Attacks staged against Kindred are resolved in the same way, except each success rolled taints one Vitae in the victim, making that Vitae useless (remove it from the Vitae pool; it nauseates the Kindred but not to the degree of impeding any dice pools). The blood-spider is absolutely loyal to its master, and enjoys a form of blood sympathy with her. If the blood-spider is injured or destroyed, the Acolyte senses it automatically. No Wits roll is required to check if the character can detect trouble while she sleeps, but a Humanity roll is still required to awaken. The spider cannot be frightened off or repelled by mundane forces or threats, and the ritual's invocation successes are added to its Resistance traits against Disciplines or magical powers that might drive it off or take control of it. It stays animated and on guard until sunset, at which point it breaks down into a puddle of clotted and rotting blood.

The creature has the following traits:

Mental Attributes: Intelligence 0, Wits 1, Resolve 1
Physical Attributes: Strength 1, Dexterity 4, Stamina 1
Social Attributes: Presence 0, Manipulation 0, Composure 1
Skills: Athletics 2, Stealth (Hiding in Plain Sight) 4, Survival 1
Willpower: 2 Initiative: 5 Defense: 4 Speed: 8 (species factor 3) Size: 1 Health: 2
Attack: Bite | Damage: 1 Lethal and poison | Dice Pool: Successes of the invocation roll

Effect: The sorcerer mystically claims one third of the Vitae that a subject imbibes. The subject must be within sight when this ritual is performed. Every time the subject feeds, a third of the Vitae he consumes is denied him and transfers invisibly to the sorcerer, regardless of either vampire's location. This Vitae is "neutral," which is to say that the feeding Kindred does not subject the sorcerer to a Vinculum in this manner, and neither does feeding from a third-party vampire apply any blood bonds to the sorcerer (though it certainly does to the feeding vampire). The effects of this ritual expire after one feeding or the next sunrise, whichever comes first. A contested roll is made to activate this power, pitting the sorcerer's Manipulation + Occult + Crúac versus the subject's Composure + Blood
Potency, and this resistance is reflexive. If the most successes are rolled for the caster, the subject has no idea where some of the Vitae he consumes disappears to, yet he knows that he goes undernourished.


**Effect:** Acolytes believe this ritual binds a spirit to serve as the ritualist's guardian. It does not obey particular commands, at least not without the use of another ritual but remains close to the Kindred and uses its powers to protect her from harm. A vampire can only have one such spirit guardian at a time, and the ritual must be directed to a particular spirit. Despite the name of the ritual, it has a limited duration, ending at the next full moon. Wise ritualists thus cast this ritual on the day after the full moon, for maximum benefit. If the subject spirit is destroyed, the effects of the ritual immediately end, of course. This ritual actually lets a spirit draw a great deal of power from the vampire. First, the vampire's presence allows the spirit to linger in the physical world. Second, every time the vampire spends Vitae, the spirit potentially gains power. Third, the spirit can materialize in the ritualist's presence, spending one of the Kindred's Vitae to do so. (The vampire cannot resist this, as she gave the spirit permission by performing the ritual.) Thus the spirit is given good reason to remain present and protective of the vampire -- if the vampire is destroyed, the effects of the ritual end for the spirit. On the other hand, the spirit does not want the vampire to conserve Vitae, and may use its powers to encourage expenditures of the Blood. The ritualist becomes a fetter for the subject spirit, even if the spirit does not normally have that Numen. Every time the Kindred spends a Vitae, for any reason, including waking for the night, the spirit gains one Essence if it is within five yards of the Kindred, present in the physical world and succeeds on a reflexive Power + Finesse roll. If the vampire spends multiple Vitae in a single turn, the spirit gains one Essence per success, up to the number of Vitae spent by the vampire. The spirit may materialize, as the Numen, by spending one of the Kindred's Vitae, as long as the spirit is within five yards of the Kindred. The spirit does not need to spend Essence to manifest in this way (the Vitae is spent in its place) and can always materialize for one hour, even if the spirit gains no successes on the Power + Finesse roll.

**[4] Eye of the Norn** *(Circle of the Crone -- Page 208)*

**Effect:** The ritualist spills a point of Vitae over the surface of a mirror. As the ritual is completed, the Vitae steams and boils away, leaving the mirror clean. The reflection in it is perfectly clear, and it is the face of the person the ritualist most needs to confront at that time. The ritual does not say why the ritualist must confront that person, although sometimes it is obvious. There is no guarantee that the ritualist even knows the person. The image is, however, clear and free of deception, and if the antagonist has commonly used disguises, the image shifts to show them as well. The ritualist, and anyone else who looks in the mirror, can easily identify the person shown if he sees her in the future. The ritual works on any creature, including spirits. However, an image of the ephemeral state of a spirit may be of little use. If the main antagonist has supernatural means of concealment, and they are active at the time, the score in the relevant Ability is subtracted from the ritualist's dice pool. For example, if the antagonist were a Kindred with Obfuscate, his dots in Obfuscate would be subtracted from the ritualist's dice pool if he was using the Discipline at the time. If he was relaxing in his haven, with no Disciplines active, there would be no subtraction. This ritual is largely a Storyteller's tool, but the following mechanical benefit gives it teeth: In the scene when the ritualist finally confronts the figure revealed in the mirror, she enjoys the benefits of the 8-again rule on all dice pools made against the revealed antagonist.

**[4] Fount of Wisdom** *(Circle of the Crone -- Page 208)*

**Effect:** When this ritual is activated, the sorceress must specify a target from which she intends to feed that same night. For every Vitae she would normally gain when feeding from the target, she instead gains one dot in a Skill possessed by the subject. The subject loses Vitae as normal. The ritualist cannot drain more dots than the vessel possesses, but also cannot drain more than the amount of remaining blood. Drained dots are not added to
the ritualist's own score; instead, she can use the drained ability if it exceeds her own rating in the Skill. The ritualist may choose to specify a particular Skill to drain, in which case she gains nothing if the vessel has fewer dots in that Skill than she does. Alternatively, she may choose to drain the vessel's highest Skill. One of the stolen dots fades every time the sun rises. As long as the ritualist has at least one stolen dot, she has access to the vessel's Specialties in that Skill, as well, and may apply them to her own score in the Skill or to a stolen score. The roll to activate this power is penalized by the target's Resolve.


**Effect:** When this ritual is completed, the sorceress must specify a target from which she intends to feed. If the ritualist successfully feeds from the target within that same night, the ritualist gains no Vitae, but instead gains the identity of the vessel. Her appearance changes to match his, and she gains a degree of his knowledge and memories. Scientific tests may be unable to distinguish the ritualist and the vessel. Supernatural senses reveal that some mystic power is at work, but most do not reveal exactly which. The ritual has some limits. It does not change clothing or anything else aside from the ritualist's own body. The ritual also does not stop the vessel from interfering with the feeding. The greatest limit is that, when used on supernatural creatures of any sort, Mask of Blood does not convey any supernatural abilities. If the subject is mundane, the successes achieved on the ritual's activation roll automatically become the equivalent successes on the ritualist's disguise roll to pass herself off as the victim. Even more useful than this is access to some of the vessel's knowledge. The ritualist gains a bonus to Subterfuge dice pools to pose as the subject equal to the amount of the subject's Vitae she has in her system, to a maximum of her dots in Crúac. The ritual can be used on anything with blood. The vampire's own Attributes are unchanged, so if she uses this ritual on a raven, she becomes a very tough raven. Only her Size changes. The effects of this ritual end at sunrise. The dice pool to activate this power is penalized by the subject's Composure.

[4] **Sacrifice Of Odin** ([Circle Of The Crone -- Page 209](#))

**Effect:** The ritualist sacrifices part of her body in return for increased power. She cuts off an extremity or sense organ, inflicting a single aggravated wound, and the benefits of the ritual last until she heals the wound. The extremity severed comes with a penalty. Despite the mythic resonances, male Acolytes get no benefit from severing their genitals, and female Acolytes get none from severing their breasts. The main choices are a hand, a foot, an eye or the tongue. In addition to the wound, this mutilation imposes a penalty of -3 to -5 dice on actions that would normally use the organ in question, and may impose a similar penalty on Social rolls. While suffering from the sacrifice, the ritualist gets a greater-than-normal benefit from spending Willpower. If spent to enhance a roll, one point grants five bonus dice, rather than the normal three. If a Willpower point is spent to enhance a defensive Attribute, the spent point raises the trait by three, rather than the normal two. A ritualist can only benefit from one use of this ritual at a time.

[4] **The Thrashing Of Apep's Coils** ([Mekhet: Shadows In The Dark -- Page 107](#))

**Prerequisite:** Followers of Seth Shadow Cult, Initiation (Followers Of Seth) Merit

**Effect:** The Sethite must perform this ritual in the open air, throwing Vitae and sacrificial blood into the air and screaming for the coming of Apep, the Great Dead Serpent, Bringer of Discord. Success brings about sudden extreme weather conditions: Lightning, freezing rain, hail or snow, howling winds and similar phenomena. The death of a medium-sized animal such as a dog, a cat, a sheep, a bull, or a goat is required for this ritual. Having obtained some blood from the sacrifice, the caster mixes it with some of his own, and either burns the concoction in a brazier or uses it in some other way as part of the ritual.
[4] **Veiled Curse** (Circle Of The Crone -- Page 202)

**Effect:** Kindred believe that this ritual marks a mortal as cursed, and that the power of the magic forces spirits to harass him. The subject must be within sight of the ritualist when the ritual is completed, or it fails automatically. The subject's Composure is subtracted from all activation rolls. The effects of the ritual persist for one night per success on the activation roll. This ritual does not actually curse a mortal, it simply makes him visible and significant to spirits. In practice, this is a curse, as plenty of spirits have no love for humans. This means that machines may refuse to work (as the spirits in them decide not to cooperate), animals become hostile (possibly even attacking) and plants and weather really do conspire against the subject. As a rule of thumb, the subject suffers a one-die penalty to any actions taken while cursed, and must deal with a great many unhelpful circumstances, as the Storyteller sees fit (rain, broken equipment, etc.). The ritual has no effect on Kindred -- their corpses cannot be brought to the attention of the spirits in this way. The ritual also has no effect on werewolves and mages, as they are already the subjects of much spiritual notice. The ritual does affect ghouls, the wolf-blooded and Sleepwalkers, although spirits may react slightly differently to such mortals. Ghouls, in particular, tend to be the target of more focused hostility.


**Effect:** The performer makes herself immune to the Vinculum and blood addiction when another Kindred's Vitae is consumed. After this ritual is performed, if another vampire's blood is taken in the same night, no step is taken toward a Vinculum with the provider of the blood, and no addiction to blood forms for the character. Of course, the blood donor has no idea that the recipient is immune. The ritual cannot be performed on another vampire, only on the caster's self. The ritual does not countermand or alleviate any existing Vinculum to which the caster is already subject.

[5] **A Child From The Stones** (Circle Of The Crone -- Page 209)

**Effect:** This ritual for creating gargoyles only takes a moment to enact. The Acolyte writes a name in Vitae under the creature's tongue or on its forehead (sometimes the name of a deity, sometimes the Acolyte's own real name from life) and what was inanimate becomes mobile. Awakening the gargoyle isn't easy, but it's quick. Building the body in the first place isn't even quick. It's an extended Dexterity + Crafts roll. Each roll represents two hours of labor. When 40 successes have been amassed, the body is ready. While many are carved stone or kiln-fired clay, other Acolytes have made them out of carved hardwood or even by training thick vines into human form. Rumors say there are mannequin gargoyles seeing use in Scotland, but most Acolytes are more interested in a reliable creation than in experimenting. If this power is used to activate a gargoyle that was not crafted specifically to accommodate this ritual, the gargoyle functions only for a number of turns equal to the successes scored on the activation roll. Creation gives insight into destruction. If a character knows A Child From the Stones, she can use it to deactivate someone else's gargoyle (often by defacing the name that animates it). She has to touch the gargoyle within three turns of completing the ritual, however, to counteract its creation.

[5] **As One** (Circle Of The Crone -- Page 209)

**Effect:** All Crúac blurs the line between the ritualist and the physical world, allowing her to work her will on people and objects and energies as if they were limbs of her own body. As One extends that principle farther and deeper, investing an area with her spirit and, at the same time, making her a reflection of that territory. Many
Crones consider this ritual a pragmatic apotheosis: The ritualist literally becomes a local god, at least for a while. This ceremony requires significant time. The Acolyte must sacrifice at least three living things, at three different locations, thereby marking out the boundaries of the region she wills as her own. (Some perform more sacrifices, thereby creating a square or irregular domain instead of the usual triangle.) All three sacrifices must be made during the same night, with the Acolyte making the roll and spending her own blood after the final bloodletting. No vampire, spirit or other supernatural creature may feed from the dead -- doing so ruins the ritual. Once the region is marked out and the attempt succeeds, the Acolyte operates as a local patron spirit to that area for a number of nights equal to the total successes she rolled. The Storyteller may adjudicate just what it means to be patron in terms of minor effects, but the player also chooses a concrete manifestation of authority for the character. This effect can be different each time the character performs the ritual. Doing the ritual again while it's already in effect does not allow a second manifestation but does extend the duration of the effect already in place. Players and Storytellers should work together to develop the effects of As One. On top of those effects, the Storyteller either rolls a die or secretly chooses one of the side effects listed below.

(A) Sketchy images of her face appear in stains, or arise momentarily from TV static or seem to form briefly in the patterns of rain rolling down a windshield.

(B) Every time a radio is playing in her presence, it plays music appropriate to her mood or situation.

(C) She seems very familiar to everyone in her territory, even if they know they've never met her before.

(D) Small plants die and instantly wither when she steps on them.

(E) All animals stare at her and fall silent in her presence. Unless compelled to do something else (a dog is told to heel or a car bears down on a cat in the street), the animals keep a wary distance and gaze at her intently.

(F) People cannot catch their breath if her shadow is touching them. Prolonged exposure won’t kill someone, but he pants and feels an icy chill clutch his chest.

(G) No one in her territory can speak her name.

(H) Her mood affects the weather. If she's sad, the sky is cloudy. If she’s enraged, there are sandstorms or hail. If she’s content, expect unseasonably pleasant skies. This cannot create rapid or unnatural changes, but it's definitely perceptible.

(I) Sensitive artists have to roll Resolve + Composure every night, or else suffer a nightmare about the Acolyte.

(J) In her presence, shadows thicken, flames gutter and waver while light bulbs flicker and dim. All attempts to hide from sight get a +1 bonus, and all damage pools from fire get a -1 penalty. This effect happens anywhere she can be seen.


**Effect:** This potent ritual taints the blood of its target, whether mortal or vampire. Roll Manipulation + Occult + Crúac in a contested action against the target's Stamina + Blood Potency (resistance is reflexive). If the roll for the caster gets the most successes, that number of successes is inflicted as lethal damage to a mortal target. A vampiric target immediately loses the equivalent of Vitae in his system and could be subject to frenzy as a result. Indeed, a vampiric victim might be forced into torpor. The caster must be able to see the intended victim when the ritual is performed.

**[ 5 ] Crone's Renewal (Circle Of The Crone -- Page 211)**

**Effect:** While blood of terrible potency is a powerful tool, it can also be a burden, especially when it restricts feeding. Most elder Kindred wind up using torpor to ease this burden, sooner or later. Powerful Acolyte sorcerers have a different option. The Crone's Renewal allows a character to voluntarily reduce his Blood Potency by 1, but at the cost of siring a childe at Blood Potency 2. This is a standard Embrace in all other ways, including the Willpower dot sacrifice, but the childe begins play at Blood Potency 2. This means that it is possible for her to be an active
member of a bloodline from her very first night -- often led by an Avus who is weakened, but reveling in a feeding pool that's 50,000 times larger than it was the week previous.

**Effect:** In the hands of blood sorcerers, this curse is a personal and dangerous blight, for it can turn a respected member of a domain into an outcast, forced to flee for his unlife. While under the effects of this ritual (which lasts a single night), a vampire’s Beast is ascendant and uncontrollable. The Predator’s Taint flares every time a vampire encounters him, even one he has known for centuries. In cases where the subject uses powers such as Mask of Tranquility or Aspect of the Predator, compare the Blood Potency of the vampire using the power to the Blood Potency of the vampire enacting this ritual. If the ritual performer has the higher trait, the subject's Mask of Tranquility or Aspect of the Predator has no effect. If the subject's Blood Potency is equal to or higher than the ritual performer's, Mask of Tranquility or Aspect of the Predator works normally. The vampire targeted by this ritual must be visible to the invoker. A contested roll is made to activate this power, pitting the sorcerer’s Manipulation + Occult + Crúac versus the subject’s Composure + Blood Potency, and this resistance is reflexive.

**Effect:** When the performer calls upon the power of the Crone herself (by whatever name is used), and a Vitae is spent, the vampire’s mouth transforms into a maw of wicked, gnashing teeth. The vampire need not perform a grapple attack in order to bite a victim; the attack is made directly. The number of successes achieved on the ritual's activation roll is added as bonus dice to attack rolls, and aggravated damage is inflicted. Note that these teeth are so vicious that feeding cannot occur when they are borne; too much blood is wasted in the gory slaughter to get nourishment. Feeding the Crone remains in effect until another Vitae is spent to revoke the change, or until sunrise.

[5] Heart's Curse (Circle Of The Crone -- Page 150)
**Prerequisite:** Sipán
**Effect:** This ritual is a variation of Cheval for the Sipán. This terrifying and powerful curse is reserved only for the most hated enemies of the Sipán. It always coincides with a direct assassination attempt, and is never initiated by a vampire who is unwilling to take full responsibility for the destruction of her victim. When the Heart’s Curse is performed, the sorcerer considers herself the murderer of the subject, no matter what the actual circumstances of his death seem to be. To begin the ritual, the Sipán presents herself at the ritual site, carrying the bowl of her salt scrapings as a means of identification before the Decapitator. She is accompanied by at least one assistant Acolyte, who must present his salt as well. An opening invocation is performed, involving the cleansing and preparation of the Circle’s altar. The target of the ritual is identified in a formal recitation, with a full listing of his crimes against the Sipán, echoed and acknowledged by the assistants. A mortal victim is brought forth and lashed to the altar. The Sipán sorcerer sprinkles her salt upon this sacrifice’s naked chest and forehead. Her assistants follow suit, one after another, while the sorcerer chants a prayer of presentation to the Decapitator. When the marking is complete, the sacrifice is stabbed three times with a stone blade. As the mortal bleeds out onto the altar, the sorcerer continues chanting, supported by her assistants, calling upon the terrible power of the Decapitator to lend aid in her quest for justice. To demonstrate the depth of her need, the sorcerer then stabs herself in the heart, allowing her Vitae to gush forth at the base of the altar. At this moment, the chosen victim, wherever he is, is struck by the awesome power of the Sipán and suffers lethal damage equal to number of successes on the Manipulation + Occult + Crúac roll representing the ritual's effectiveness. Normally, as soon as a nearby agent of the Sipán sees the victim struck down, she will attack, chopping off his head with a stone axe or similar blade. After the ritual is complete, the Sipán must carry the body of the mortal sacrifice down to the ocean and allow the remains to be taken by the waves. She
must then bathe in the waters of the ocean for at least an hour, then emerge and let nothing touch her skin until the waters have dried. She is forbidden from participating in further rites of the Sipán until the following night.

**Regression (Circle Of The Crone -- Page 145)**

**Prerequisite:** Disciple Of Silence

**Effect:** This ritual is a variation of Blood Blight for the Disciple of Silence. Powerful Acolytes of the Disciples of Silence believe they can actually obliterate a part of their enemies via the power of this ritual, returning it to the nothingness from whence it was created. To accomplish this effect, they must accomplish a difficult and exhausting meditative feat: Temporary complete annihilation of the self. Before the ritual is begun, the Acolyte dresses in a costume that is meant to approximate the appearance of the victim. Wigs, clothing and appropriate accessories are assembled in a sympathetic exercise, allowing the vampire to identify (on some level) with her victim and direct her energies correctly. When properly attired, she sits in a dark, quiet space free of distractions and empties a quantity of her blood into a bowl at her feet. A large mirror is placed before her. Any fellow Acolytes participating in the ritual seat themselves around her, facing outwards. All ritual participants close their eyes and practice the meditative techniques taught by the Disciples, achieving a trance state. The Acolyte at the center of the circle focuses intently, delving deeper and deeper into her meditation. The layers of her personality are stripped away over time (minutes or hours -- it's different for everyone and depends on meditative talent), vanishing from her consciousness until she is left with nothing at all. Merging with the Silent Void, she experiences a moment of cosmic, agonizing non-being. At that instant, the blood in the bowl before her boils away to nothing, and her eyes snap open, fixing on the reflection in front of her. The fragment of the Void that is within her is flung into the reflection, shattering the glass and leaving the practitioner free to crash back into her conscious being. The victim, wherever he is, suffers the immediate effects of the ritual as the quantity of his blood (determined by the number of successes on the Crúac roll) vanishes, collapsing tissues and crushing him inwardly. Those Disciples who have performed the Regression are often permanently changed, unable (no matter how much they try) to forget the brief instant of pure, untainted non-being that they managed to achieve at the climax of the rite. Some become convinced that the Regression hides within it the path to Golconda, performing it again and again. Others foolishly attempt the ritual without choosing a target, hoping to focus it on themselves and maintain the state permanently.

**The Rite Of Going Forth By Day (Mekhet: Shadows In The Dark -- Page 107)**

**Prerequisite:** Followers of Seth Shadow Cult, Initiation (Followers Of Seth) Merit

**Effect:** The vampire walks by night: That is the orderly way. And so, this is the most evil of rituals, for it violates the cosmic order, and needs a life to make it possible. Having slaughtered some conscious human victim, either unwilling or willing (or at any rate, brainwashed into being willing), the vampire cuts out the victim's heart and eats it. Then she retires to her haven. She falls into a deep sleep. Come sunrise, she leaves her body, getting up and walking about in the broad daylight. Although insubstantial, she appears to be completely solid, and can interact with anyone she meets. She can't make use of Disciplines, however, and can only touch the physical world for a few seconds (to brush a hand across a face, write a brief message on a piece of paper, open a door, or the like) if her player spends a point of Vitae and makes a successful roll of Presence + Occult. Even if the vampire is not a Hollow Mekhet, she has no reflection, no shadow, and does not appear on film, nor does she create an echo or register on any device that records or transmits sound. The vampire can see ghosts and spirits in this state, and can touch and even fight them, but is under a great deal of risk, since she can bring no weapons or equipment with her and cannot access her supernatural powers. A human sacrifice (and degeneration rolls if the character performing the ritual has Humanity 3 or above, since it's premeditated murder by any definition except the Sethites') is required for this ritual. Having obtained some blood from the sacrifice, the caster mixes it with some of his own, and either burns the concoction in a brazier or uses it in some other way as part of the ritual.
Effect: This strange ritual allows the sorceress to divide her Crúac dots over any of her Haven Merits. The ritualist must be within her haven to use this ritual, but by using it she can warp the haven beyond the normal limits of the Merit. Regardless of the changes wrought to the haven, they endure for only one scene. However, the inside of a haven altered by this ritual no longer needs to correspond to its outside, or even to the strictest rules of reality. Here are some examples of what this ritual can do with each of the three Haven Merits:

**Haven Location:** Relocate the haven's doors or physical boundaries. If the ritual increases this Merit to five dots or less, nothing obviously supernatural occurs. If this ritual increases this Merit's rating to 6 to 9 dots, the haven's exterior boundaries warp subtly, bending around alleys, opening up on neighboring streets or into the back rooms of nearby buildings where previously the haven did not. These changes always occur in the blink of an eye, without any obvious mutation to the structure. If this ritual increases the Merit to 10 dots, it becomes possible to enter the haven in one part of the city and leave it in a wholly other part of the city. That is, if the haven is normally located in The Docks, the coterie might enter it instead through a door in Midtown. Either the entrance or exit of the haven must still be located in the haven's typical location, before this ritual was activated.

**Haven Security:** Augment the haven's defenses with vanishing doors or magical warning creatures. If the ritual increases this Merit's rating to 6 to 9 dots, doors may be replaced with brick walls or iron sheets. Windows may vanish. Gargoyles turn their heads to follow passersby with their eyes. If the ritual increases the Merit's dots to 10, the haven actively works to thwart intruders, including squeezing shut brick doorways around trespassers or trapping feet in floor drains.

**Haven Size:** Alter the haven's interior, possibly making it larger inside than it is outside. If the ritual increases the Merit's rating to 6 to 9 dots, the haven gains one or two rooms and a maze of passages branch out from the existing rooms, many of them leading nowhere. It becomes quite easy to hide or stalk prey within the haven. If this ritual increases the Merit's rating to 10 dots, the haven takes on an utterly surreal appearance to intruders, including upside-down rooms, smoky corridors and passages that lead directly, impossibly back to the very doorways from which they began.
Theban Sorcery

Addendum Alterations

a. Ignore the Extended Actions and Sorcery sidebar, MET Requiem pg. 97. All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description says costs are paid over multiple turns). The ritual is completed on the turn when as many successes as the ritual's level are accrued. Only the final draw is used when opposing a resistance draw or determining the effectiveness of a ritual based on its description.

i. E.g. A character casts Blood Scourge, a level 1 ritual. On the first turn they pay the Willpower point inherent to Theban Sorcery, and the Vitae required for the specific ritual. The player draws 3 successes. The target number of 1 success is met, the ritual is completed that turn. That was also the final draw of an extended test, so 3 successes are used to determine the ritual’s particulars (the weapon lasts for three turns).

b. A character may not enter play at game with more precast rituals than their total dots in Theban.

c. ●● Prison of Denial [Lancea Sanctum]

i. The effects of this ritual are negated if the subject is attacked by the person they are “denying.”

d. ●● Resistance of Discipline [Lancea Sanctum]

i. Each application of a Discipline can only be affected once by Resistance of Discipline, whether the ritual is successful or not.

e. ●● Sanguine Exaltation [World of Darkness: Chicago]: Mid Approval

i. Only one of these may be used per ritual activation.

f. ●● Trap of Slumber [World of Darkness: Chicago]: Mid Approval

g. ●●● Blood Fire [Lancea Sanctum]: The target’s armor rating is subtracted from the activation total to determine lethal damage taken, not from activation successes, to a minimum of 1 point of damage.

i. Example: Joe Paladin has a 4 success Blood Fire active, with a total activation draw of 18. He is struck by Susy Brood, who has 5 points of armor. This lowers his total to 13, so she only takes 2 lethal from his Blood Fire.

h. ●●● Lash Beyond Death [Lancea Sanctum]

i. When the ritual is triggered, the character must use their next action to perform the action specified when the ritual was cast.

i. ●●● Pharaoh’s Paces [Lancea Sanctum]

i. Initiating an attack against anyone is the same as touching them, negating the ritual against them.

j. ●●● Vision of the Will [Lancea Sanctum]

i. A subject undergoing a trance from this ritual may defend herself and act normally if attacked.

ii. This ritual may not be used in conjunction with the Inspiring merit to store willpower.

k. ●●●● Invisible, The [Ancient Mysteries]: Not Sanctioned for PCs (Top Approval for NPCs)

l. ●●●● Spear of Faith [Lancea Sanctum]: This power can only be used against one target per turn.

m. ●●●●● Fires of Vengeance [Lancea Sanctum]

i. A character can only be affected by this ritual once per scene.

n. ●●●●● Night of Hell [Lancea Sanctum]: Mid Approval

i. This ritual will not cause a torporred victim to wake earlier than they would otherwise, even if damaged.

ii. A living (mortal or otherwise) victim sleeps through hunger and thirst until the first point of lethal damage is taken. This should occur after three days without water, at which point the victim wakes up.

iii. The victim gains a severe derangement that lasts for a number of months equal to successes. The derangement is chosen by the presiding ST and should be something appropriate to the victim and the experience of horrific nightmares.

o. ●●●●● Piece of Mind [Ancient Mysteries]

i. Use of this ritual is a sin at Humanity 1.
Theban Sorcery is the miraculous magic practiced by members of the Lancea Sanctum. According to the covenant, it is a tradition of magic taught (or stolen, depending on to whom one listens) by an "avatar of God." The practice is said to have been received when early members visited Thebias in northern Egypt with a contingent of Christian soldiers during the reign of Diocletian, after Longinus had vanished from the world. The Discipline has decidedly judgmental overtones, combining a focus on Biblical elements (rains of blood, plagues of locusts, the vengeance of God) with a very overt and occult reliance on righteousness.

Theban Sorcery is as jealously guarded as anti-Sanctified factions widely believe, if not more so. While few Lancea Sanctum hit squads lurk in the shadows to whack non-Sanctified vampires who seem to be able to use the Discipline, few covenant members want to see their divinely inspired powers taken for granted. The Lancea Sanctum isn't foolish. It makes its mystical knowledge available "on loan" if the covenant has something to gain.

Vampires who leave the Lancea Sanctum for other covenants invariably take their knowledge with them, but find it all but impossible to increase it. A character must have at least one dot of Covenant Status (Lancea Sanctum) in order to learn Theban Sorcery. A players who takes at least one dot worth of that Merit at character creation may spend one of his character's three Discipline dots on Theban Sorcery if he wishes. Any time a player wants to increase his character's Theban Sorcery score, the vampire must still have at least one dot of Covenant Status (Lancea Sanctum) to do so.

**Cost:** Uses of Theban Sorcery always cost one Willpower point. Willpower is critical to use of the Discipline. It invokes the soul of the Kindred who performs a ritual. Willpower spent in this manner does not add three dice to activation rolls. Indeed, because one may spend only one Willpower point per turn, a Willpower point may never be spent to augment Theban Sorcery rolls unless specified otherwise. Willpower merely makes the magic possible.

Additionally, Theban Sorcery rituals require certain items to be used or consumed to activate the powers. These components are known as offerings. Practitioners believe these items are offered in sacrifice to God, Longinus or to whomever provides the actual manifestation of the power. Attempts to invoke Theban Sorcery without suitable offerings fail outright. Offerings are consumed upon the invocation of a ritual, leaving behind nothing but a handful of ash.

Like Crúac, Theban Sorcery does not have the same linear progression that other Disciplines do. A character’s mastery dictates the highest level of rituals that he may learn. Rituals are bought with experience points. For example, a character with two dots of Theban Sorcery can know an unlimited number of level-one and level-two rituals (provided the experience points are paid to learn each), but he may not learn any level-three Theban Sorcery rituals until his base Theban Sorcery dots are increased to 3. Each time a character acquires a dot of Theban Sorcery (including at character creation), he gains a ritual of that level at no additional cost. More rituals may be acquired with experience points.

**Dice Pool:** *Intelligence + Academics + Theban Sorcery*. Unlike Crúac and its relationship to the Nosferatu, the Gangrel clan weakness does apply to the Discipline user’s roll on attempts to invoke Theban Sorcery rituals.

**Action:** Extended. The number of successes required to activate a ritual is equal to the level of the ritual (so a level-three ritual requires three successes to enact). Each roll represents one turn of ritual casting. Note also that each point of damage incurred in a turn is a penalty to the next casting roll made for the character, in addition to any wound penalties suffered.
If a character fails to complete the ritual in time (such as by being sent into torpor before accumulating enough successes) or decides to cancel the ritual before garnering enough successes to activate it, the effect simply fails. Any Willpower expenditures made are not recovered, however, and offerings are still burned to ash.

**Failure:** The ritual fails entirely, but not dangerously. Willpower and offerings are consumed as normal, but the ritual has no effect.

**Success:** The ritual takes place as described.

**Suggested Modifiers:**

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<thead>
<tr>
<th>Modifier</th>
<th>Situation</th>
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</thead>
<tbody>
<tr>
<td>+2</td>
<td>Power is turned on or applies to a vampire with whom the user has a blood tie</td>
</tr>
<tr>
<td>-1 to 03</td>
<td>The character is rushed or distracted, such as by invoking a ritual in combat or while trapped in a burning building. This penalty is cumulative with multiple distractions (such as by casting a ritual in combat during a hurricane).</td>
</tr>
<tr>
<td>+Special</td>
<td>Successes gained on a meditation roll for the night offset interruption penalties on a one-for-one basis</td>
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[1] **The Angel's Touch** (Requiem For Rome -- Page 117)

**Effect:** This ritual is very rare to have in the modern nights but is very common in a Requiem for Rome setting. One of the first rituals discovered by a Roman practitioner of the Lancea et Sanctum, The Angel's Touch allows the vampire to render a part of a mortal subject's body immune to the vampire's ability to seal the wound he makes, making it very likely that the mortal will bleed copiously after the bite and die. Most often used to discourage Kindred who feed too often from the same mortal and developing an emotional attachment, this ritual is credited with opening the eyes of many vampires to the realities of their sin. To activate the ritual, the practitioner makes the necessary sacrifice and prayer over a slumbering mortal, completing the ritual by gently touching the spot on her body he wishes to purify. A single success on the activation roll protects about a square inch of flesh; each success scored adds a square inch to the area covered. Any attempt to bite the mortal within the designated area will penetrate as normal, but the wound that results cannot be subsequently healed with a lick. This effect lasts until the next sunrise. Attempts to treat a wound with the Medicine Skill are not affected by this ritual. A mortal may be affected by only one instance of The Angel's Touch at a time. The roll to activate this power is penalized by the subject's Resolve.

**Offering:** The sorcerer must obtain a lock of the subject's hair to be consumed when the ritual is enacted.

[1] **Blood Scourge** (Vampire: The Requiem -- Page 146)

**Effect:** The vampire transforms a portion of his own blood into a wicked instrument of punishment. For each dot that the character possesses in Theban Sorcery, he may create a stinging whip of Vitae with which to scourge his foes. An attack with the weapon has a dice pool equal to the character's Strength + Weaponry + the number of lashes created, and inflicts lethal damage. The Blood Scourge lasts a number of turns equal to the player's success on the invocation roll. At the end of that time, the Vitae whips turn to dust. A character can invoke Blood Scourge only once until its duration expires. He may thereafter invoke another whip, however. A character may voluntarily terminate a Blood Scourge if he does not want to keep it for the full duration of the power.

**Offering:** The Kindred's own blood is the offering. In enacting the ritual, the vampire must slice open his wrist with a sacrificial knife. The scourge created -- regardless of its number of lashes -- costs one Vitae.
[ 1 ] Celibacy (Lancea Sanctum -- Page 194)

**Effect:** This pointed ritual, given in a vision to an English Bishop in the 18th Century, grants the subject -- designated by a touch on the neck -- a resistance to the ecstasy of the vampire bite, called the Kiss. Performing this ritual requires a sorcerer to toe the edge of the Masquerade; practitioners had best be careful. Each success scored on the activation roll grants an additional die to the subject's Resolve + Composure dice pool to resist the Kiss. In addition, the subject automatically reacts with alarm to the Kiss, however it is attempted, and is unable to voluntarily succumb to a feeding vampire. These benefits last until the next sunrise. A mortal may be affected by only one instance of Celibacy at a time. The Lancea Sanctum secretly uses this ritual on mortals suspected to be singled out for the Embrace by would-be violators of the Second Tradition. It is not a guaranteed deterrent, but it has stopped many violations before they can be completed. The roll to activate this power is penalized by the subject's Resolve.

**Offering:** The sorcerer must obtain a bit of the subject's sweat to be consumed when the ritual is enacted. Sweat can be used when touched, so a sweaty subject of Celibacy can sometimes be spotted by a smear of ash on the neck.


**Effect:** This ritual pains and disfigures a victim with a tortuous ring of bony thorns formed from his own skull. The victim suffers two points of bashing damage as tiny hooks of bone burst through the flesh of his head in a ring running just above his eyebrows. The thorns do damage only in the turn when the ritual is first activated, but persist for one turn per success. So long as the thorns remain, the victim suffers a -5 penalty on all Social actions. Between the bleeding wounds and the visible, unnatural thorns, the victim is frightening to behold -- mundane Social actions, such as most uses of the Socialize Skill, may therefore be impossible as a result. Afterward, the thorns quickly and painfully recede. Though the damage caused by the thorns can be healed normally, the thorns leave behind gruesome, sticky scars for a number of days per success; these scars plague mortal and vampiric victims alike. These scars impose at least a -2 penalty on Social actions, though especially pious or superstitious persons may react more unfavorably (imposing a -3 penalty, instead). The Sanctified use this ritual to punish those who violate the canons of the covenant, or to shock mortals and ghouls with an agonizing brush of divine wrath. The pain punishes the victim, but his scars spread shock and sow fear among his kind. The roll to activate this ritual is penalized by the subject's Stamina.

**Offering:** A thorny twig or branch swallowed by the ritualist in direct sight of the subject.


**Effect:** The vampire sheaths himself in the healing power of Vitae to protect himself from harm. For each success achieved on the activation roll, the sorcerer may infuse one Vitae with the power to protect himself or other Kindred from harm. This empowered Vitae instantly heals the subject, counteracting damage the moment it would be applied. A bullet might pass through the subject's body, but the wounds it leaves behind mysteriously vanish. The Vitae to be used is then splashed, brushed or smeared onto the vampires to be protected (Sanctified paladins who know this ritual often paint lances of blood on their chests or faces). Damage ablated by the miraculous Vitae is subtracted from the total damage dealt in the attack; damage that is not countered affects the character as normal. All damage done to a character benefiting from this ritual affects the magical Vitae first; the character cannot choose to "save" some of the empowered Vitae for use against particular attacks. One Vitae counters one or two points of bashing damage or one point of lethal damage; a single point of aggravated damage is countered only if the character has five Vitae of protection empowered and painted onto himself when the aggravated damage is dealt. All forms of physical damage are subject to the Hauberk of Blood, even fire. The power of the ritual persists for one scene or until all the empowered Vitae has been used, whichever comes first. A
character can wear a Hauberk of Blood invested with an amount of Vitae up to his Size, so an average vampire can be painted with a maximum of five Vitae empowered this ritual.

**Offering:** The Vitae used in the ritual is the offering, though it can come from any willing or unwilling source. Unlike standard Theban Sorcery offerings, this Vitae turns to ash not when it is used in the ritual, but when it finally counteracts damage.


**Effect:** This is the initiation ritual that brands one of the Sanctified as a Legate, creating an arrow- or spear-shaped mark on his or her chest. Unlike many Theban Sorcery rituals, this is permanent. There is no known way to remove the Mark, though it can remain hidden at the Legate's discretion. Even though the ritual is simple to perform, its elements are kept secret by the Anointed among the Sanctified so that only true Legates, rather than frauds, are ever marked. A Bishop or other Member of the Anointed casts this ritual, but thereafter the individual Legate controls it. At will, the Legate can cause the image of a lance to rise out of his flesh in the center of his chest. It appears to be a scar or brand, but the lance shape is quite clear.

**Offering:** A shaft made of rowan wood.

[1] **Paladin's Absolution (Coteries -- Page 127)**

**Effect:** This rite is a boon for the conscience and well-being of the Damned who must sin in the service of the covenant. This rite relieves the subject of guilt for some action he is soon to perform. The ash from the offering must be used to mark the head or face of the subject. Each success on the invocation roll grants the subject a bonus die on the Humanity roll to see if a derangement manifests when provoked by degeneration loss for a specific action, provided the act is performed after this rite is performed and before the next sunrise. "The murder of Elizabeth Parson," is specific enough, but "murder" is not.

**Offering:** An icon or image of the person or people affected by the vampire's actions. By extension, this ritual does not aid actions that do not harm people (including the vampire herself).

[1] **Sinner Song (Lancea Sanctum -- Page 196)**

**Effect:** The vampire compels her subject to reveal her most recent sin. The subject may or may not realize she is being magically influenced, depending on the behavior of the sorcerer, who may persuade ("Tell me, please, you must tell me.") or demand ("With the authority of Heaven, I command you!"). The sin in question must be severe enough to warrant a degeneration roll and, of course, the subject must be aware (on some level) of what she has done. The roll to invoke this power is penalized by the subject's Resolve. The subject of the power must be able to hear the vampire's voice (even over a telephone) as the ritual is completed, to be affected. The caster's voice only has power at the moment of the ritual's completion, so recording cannot convey the effects of this ritual.

**Offering:** An article belonging to the subject, traditionally something associated with vice, such as a liquor bottle, a cigarette or a handful of pills.

[1] **Theban Inscription (Lancea Sanctum -- Page 196)**

**Effect:** In the earliest nights of the covenant, when Theban Sorcery was barely understood and the Sanctified were surrounded by enemies both living and undead, this simple ritual saved many vampires from Final Death by leading them to secret havens beneath the sun-bleached stones of Egypt. With a touch of his hand and a soft word, the sorcerer can leave a mark -- be it words or a symbol -- in virtually any surface. The mark can be as subtle or obvious as the sorcerer wishes: A worn patch of stone in the shape of a skull, a rough rust stain symbolizing the Spear of Destiny or a finely-wrought inscription of Aramaic words. The more successes that are achieved on the activation roll, the larger the mark can be. As a general rule, an inscription can be up to one foot long or wide per success. The sorcerer can choose to create an allusion (such as an iconic reference to the Testament of Longinus) or
a disguised image (such as a crucifix in a stretch of water-damaged wallpaper) if he wishes, requiring either an Intelligence + Academics roll (for an obvious symbol with hidden meaning) or a Wits + Academics roll (for a hidden symbol) to be made for onlookers to understand or spot the mark. The ritualist decides which dice pool, if any, is appropriate when the mark is made. (If the Storyteller agrees, other dice pools -- such as Wits + Occult -- may be required instead.) Finally, the ritualist may choose to penalize the necessary dice pool by a value less than or equal to his dots in Intelligence.

Offering: The mark to be made must be drawn or placed on the surface to be affected. An inscription may be written onto parchment, for example, to be pressed to the desired surface later. Many early marks were simply drawn by hand, with chalk or blood, onto the surface.

[1] Vitae Reliquary (Vampire: The Requiem -- Page 146)
Effect: The character takes an ordinary object and stores an amount of Vitae in it that may be called upon later (whether as sustenance or for any other purpose that requires Vitae). Any Kindred or ghoul can call upon the stored Vitae, not just the caster, though the person using the Vitae must know that it's there. The amount of Vitae that can be stored in the object is equal to the amount of successes the player achieves on the invocation roll, although the caster may infuse the object with less if he wishes. The Vitae to be stored comes directly from the caster's own body. This ritual can be cast only once on the item in question. Any object can contain the Vitae, regardless of its size, though the item must be at least the size of a person's fist. The Vitae remains indefinitely until consumed. The act of consuming the blood might involve taking it to one's lips, or holding the item tight and willing the blood to pass from object to body. This Vitae is "neutral," which is to say that the feeding Kindred does not subject the sorcerer to a Vinculum in this manner, though blood addiction is still a risk.
Offering: The vessel of infusion itself is the offering, which is destroyed after the last Vitae is removed. The offering crumbles to dust. Prior to that point, the item functions as it normally would (a rapier may still be used to attack, a book may still be read).

Effect: This strange ritual was one of the original collection given to the covenant in the vaults beneath Thebes, and has been linked to other ancient magical traditions of Egypt. With this ritual, the character summons forth the guilt and immorality of a subject he can see directly into the form of a shimmering phantasmal bird -- often an owl, but raptors of all sorts have been cited by sorcerers through the ages. Some incarnations shed feathers like a fire sheds cinders, others have been said to be cold, hard and sharp like ice; each bird reflects the sinner, rather than the ritualist. The Bird of Sin immediately attacks the subject on the sorcerer's turn. Attacks continue for one turn per success scored on the activation roll. The bird has a dice pool equal to 10 minus the subject's Morality or Humanity for attacks; it ignores the subject's Defense. Its spectral talons and beak deal bashing damage, but can hurt only the subject of the ritual. The bird is completely intangible to all other creatures, including spirits and ghosts. The subject can will the bird out of existence with a successful Resolve + Composure roll penalized by the caster's dots in Theban Sorcery. This effort is an instant action, performed on the subject's turn. If the roll fails, subsequent attempts can be made on following turns so long as the bird remains. The action to activate this power is penalized by the subject's Resolve.
Offering: A feather at least four inches long.

Effect: This ritual leaves a victim speaking in tongues, unable to communicate. Even his written word is rendered nonsensical; both handwritten and typed messages come out as gibberish. Not only is the Curse of Babel an effective means of controlling the spread of blasphemy (and gossip), it proves an effective limit to a subject's use of the Dominate Discipline. The number of successes achieved on the invocation roll determines the duration of the
ritual's function: One hour per success or until the next sunrise, whichever comes first. The subject must be within earshot when this ritual is performed. The roll to activate this power is penalized by the subject's Resolve.

**Offering:** An animal's or person's tongue.

[2] **Damned Radiance** *(Lancea Sanctum -- Page 197)*

**Effect:** With this ritual, the sorcerer impresses, shocks or frightens onlookers with the glorious majesty of a walking saint or the terrible stature of a furious monster. When the ritual is completed, the vampire adds his dots in Theban Sorcery to all dice pools involving overt use of Presence for the rest of the scene. In the eyes of onlookers, the sorcerer takes on an exaggerated, unearthly appearance, whether darkened by an intangible malice, smoking with hellish heat or shining with an angelic light. The effects of this ritual are never subtle. The power overtly alters the character. Her appearance attracts attention and sticks in the memories of witnesses. The character suffers a -3 dice penalty on all Social actions requiring subtlety or finesse. If the character's appearance is truly unearthly (due to very high or very low Humanity, for example, or if the character has seven or more dots in Presence and Theban Sorcery combined), the penalty may even apply to Stealth actions, at the Storyteller's discretion. The aspect of the Curse that blurs a vampire's image in mirrors and on film also interferes with this power -- Damned Radiance cannot be perceived through second-hand evidence (such as photographs or TV signals), even by spending Vitae.

**Offering:** A mask, however cheap or exquisite, simple or ornate.


**Effect:** The character curses her subject so that if he speaks any lies over the course of the scene, beetles swarm from his mouth. The ritual involves a contested action, pitting the sorcerer's Intelligence + Academics + Theban Sorcery against the subject's Resolve + Blood Potency. Resisting this power is a reflexive action.

**Offering:** An insect's carapace, whole and uncrushed.


**Effect:** With this ritual, the Kindred can prevent a ghoul from using Disciplines. The ghoul must be under a Vinculum to the character (though a four-dot variant allows a Sanctified vampire to perform this ritual on any ghoul). If the player rolls an exceptional success when casting this ritual, the ghoul cannot use any Disciplines. A standard success only bars the ghoul from using nonphysical Disciplines (that is, any Disciplines other than Celerity, Resilience and Vigor). The effects of the ritual last for one month.

**Offering:** An apple, which must pass from the vampire's hands into the ghoul's'. (The ghoul does not have to willingly accept the apple.) Once the ghoul touches the fruit, it rots in seconds.

[2] **Prison Of Denial** *(Lancea Sanctum -- Page 197)*

**Effect:** The subject of this curse is forbidden to communicate with, look at or speak of another particular person, called the exile and specified when the ritual is activated. For one night, the subject is forced to deny all contact with the exile. If the exile approaches the subject, she must leave. If the subject attempts to say the exile's name, her voice fails her for just that moment. If the exile and the subject are forced together -- locked in a room together, for example -- the subject is plagued with a supernatural mental block; the exile seems to be nothing more than a silent, blurry shape that the subject cannot bear to see. The roll to activate this power is penalized by the subject's Resolve. If the sorcerer achieves an exceptional success, the subject is literally blinded when in the presence of the exile.

**Offering:** An image or unique possession of the exile, such as a photograph or monogrammed handkerchief, burned in sight of the subject when the ritual is performed.
**Resistance Of Discipline**  (Lancea Sanctum -- Page 197)

**Effect:** Said to have been found in the broken remains of the Black Abbey just one night after the destruction of the Monachus, this ritual enables a practitioner of Theban Sorcery to better combat the other supernatural powers of the Damned. By activating this ritual, the sorcerer grants himself, or a subject who can hear the sound of his voice, a renewed attempt to resist any Discipline power resisted with a contested action that is currently affecting the subject or his immediate surroundings, whether he initially resisted the Discipline or not. The original dice pool for the Discipline to be resisted should not be re-rolled. The subject is pitted against the successes rolled on the initial use of the power being resisted.

**Offering:** Any Judeo-Christian or Islamic holy symbol, such as a Star of David necklace, a prayer rug or a rosary.

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**Sanctity**  (Lancea Sanctum -- Page 197)

**Effect:** This ritual fills a space with holy or unholy resonance, tangibly altering its atmosphere and appearance. The space -- which must be a single room, closed off from other rooms and hidden from sight when the ritual is performed inside it -- is thereby "aligned" to grant bonus dice to all actions involving a certain Skill, no matter who performs them, when those actions are undertaken within the affected room. The space grants bonus dice equal to the sorcerer's dots in Theban Sorcery for a number of hours equal to the successes scored on the activation roll, plus two. A single Skill must be chosen for the space at the time the ritual is performed, but only a few Skills fall within the purview of this power: Academics, Empathy, Intimidation, Occult and Persuasion. The room takes on qualities favorable to the performance of the Skill, becoming quiet and serene for Academics use, growing dark and unsettling for Intimidation purposes, or taking on dramatic acoustics for Persuasion. Whatever the exact effect, the power of the room is clearly unearthly -- frightening rooms may creak or groan or be populated by shifting shadows, while serene rooms may hum with sourceless chords or be lit by unmelting candles. Sanctified sorcerers must be careful how they use this ritual, for such supernaturally attuned spaces can lead to careless breaches of the Masquerade if happened upon by accident.

**Offering:** A decorative object, such as a tapestry or carpet, or an object symbolizing the action to be blessed, such as a sword. When the duration of the ritual has passed, the room develops a thin coat of soot and ash.

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**Sanguine Exaltation**  (Chicago -- Page 119)

**Effect:** This ritual must be learned from Sylvia Raines of Chicago, though it is said that she has shared the ritual with no one thus far. This ritual focuses the occult power of the blood and stores it, much like Vitae Reliquary. Unlike that simpler spell, it does not merely make the blood available as blood. It makes it available as a raw force of will. When the ritual is performed, it infuses energy into the offering object. When that object is used (often kissed, broken or swallowed), it adds two dice to one Theban Sorcery roll. The object (typically a pendant or ring -- it can be anything with a pearl on it) is consumed through use. The object can be used by any Sanctified ritualist, not just the sorcerer who empowered it.

**Offering:** A pearl and a blood sacrifice of two Vitae.

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**Trap Of Slumber**  (Chicago -- Page 119)

**Effect:** This ritual must be learned from Sylvia Raines of Chicago, though it is said that she has shared the ritual with no one thus far. This rite is a useful defense against meddling mortals in the best of times, and potentially deadly to them at the worst. What it does is extend the preternatural slumber of the subject vampire to the next mortal or ghoul to get within three yards of the sleeping subject Kindred. The first mortal to approach the subject while the ritual is active must make a Resolve + Stamina roll, with the Composure and current Blood Potency of the subject (accounting for diminishment over time) as a penalty to the roll. If the mortal fails, he falls asleep and cannot be awakened until the Kindred wakes or is destroyed. Thus, if Trap of Slumber is cast on a torpid Kindred, a mortal victim could sleep through starvation and into death. A single activation of Trap of Slumber affects only a
single mortal or ghoul victim, but persists until the ritual has been successfully triggered (that is, until one victim has fallen into slumber) or until the subject awakes. A single vampire can be the subject of one Trap of Slumber equal to her Composure. Multiple "layers" of this ritual do not require a single victim to resist each Trap of Slumber. Rather, each instance of the ritual allows a subsequent victim to be affected.

**Offering:** A crumb of discharged eye matter -- what ritualists call "sleep sand" -- from a living mortal

**Goal:** Haul the Lancea Sanctum Back to the Middle

Neither the fundamentalist faction nor Sylvia's set nor any third group is the majority faction of the Lancea Sanctum in Chicago. Going strictly by ideology, of the Sanctified, about 25% are fundamentalist, 40% are moderates, 5% are an amalgamation of lunatic fringes and another 20% are opportunists -- members who study the rituals, swing their support to other Lancers when it doesn't cost them too dearly, go through the motions, but have no real passionate commitment. Sylvia knows that her beliefs are actually the plurality, and she wants a leader and policies that reflect that. (Ideally, she'd like to be that leader, but she'd settle for anyone who isn't rock-headed like Solomon.)

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**[2] Wings Of The Seraph ( Nomads -- Page 94 )**

**Effect:** This ritual allows a sorcerer to increase his rate of movement -- useful for a fast getaway or a sprint to a safe haven before the sun breaks the horizon. Once cast, the ritual remains in effect until the sorcerer chooses to tap its power. The effects of the ritual wait in reserve until the next sunrise, at which time they fade if never called upon. Willpower is spent when the ritual is actually performed. Activating the power adds a number to the sorcerer's Speed equal to his Theban Sorcery dots for each success rolled. So, if the user has Theban Sorcery 3 and two successes are rolled, a total of six is added to his Speed. (If the user runs, his total modified Speed rating is doubled. If the aforementioned sorcerer had a starting Speed Of 9, it would increase to 15, and would double to 30 if he ran.) This ritual's Speed increase lasts for a number of turns equal to the sorcerer's Blood Potency. This ritual may be performed and used only once per night, and only on the user himself. Triggering the dormant effect is a reflexive action. The Speed bonus applies only as long as the user does nothing other than travel. If he performs any other action in a turn such as making an attack or performing another ritual, the effect terminates prematurely. Wings of the Seraph cannot be used in conjunction with Celerity. If Celerity is already activated or is activated when this ritual is in effect, the rite fails to activate or ends immediately and Celerity alone applies.

**Offering:** Two raven feathers.

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**Effect:** This blasphemous ritual restores a male target's member to full function and fertility until he has fathered one child. The target can be any vampire the caster can see at the time of the casting, and the target may be wholly unaware of the ritual. This is an uncommon ritual, and those of the faithful who know of its existence theorize it was created as a form of ironic punishment for dallying with mortals before the acts this ritual enables were proscribed as verboten. The magical "charge" imbued by this ritual remains until it is used, for years or decades even.

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**Effect:** The subject of this power suffers increased damage the next time any harm is inflicted on him. That wound is upgraded one degree of damage. Thus, three bashing damage becomes three lethal, and three lethal damage becomes three aggravated. (Aggravated wounds do not increase to any other sort, and the effects of the ritual are wasted.) If, at the end of the night, the subject has not suffered any damage, the ritual ends, though it may be invoked against him on the following night. If the subject activates Resilience, that Discipline offsets the benefits of this ritual for the next wound he suffers only if the damage upgrade would make the next wound aggravated. The injury in question inflicts its upgraded, aggravated damage, which Resilience downgrades again. The action to activate this power is contested, pitting the sorcerer's Intelligence + Academics + Theban Sorcery
against the subject's Resolve + Blood Potency (resistance is reflexive). The subject is unaware of the power applied to him and doesn't know why his next injury is so severe.

**Offering:** A scrap of paper, upon which the subject's name must be written. The paper is then burned in sight of the subject as the ritual is cast.

**[3] The Blessing Of Judas Thomas (Fall Of The Camarilla -- Page 178)**

**Effect:** This ritual imbues the sorcerer with divine protection when traveling into unfamiliar territory. It is designed to give pause to those who would impede or confine the traveler, encouraging them to leave him be on the path. While the ritual is in effect, it creates the false impression of an unseen ally on the road -- someone who is protecting the traveler from concealment, whether or not it seems feasible to the viewer. It does not create an actual illusion -- it just provokes the feeling of an extra presence, leaving the viewer to rationalize its reason. "Better make sure nobody's hiding up on those rooftops, watching over them," a would-be attacker might say, or "sounds like someone's coming along the road just over that hill." If any character attempts to interfere with the traveler, they must first garner a number of successes on a single Resolve + Composure roll equal to or greater than the number of successes originally scored on the ritual activation roll. Even if they succeed, the ritual gives the sorcerer a +3 bonus on any Intimidation rolls throughout the scene that results. If this ritual is to be activated on a willing subject other than the sorcerer, the subject may spend the Willpower point to activate the power instead of the caster. If the subject is unwilling to accept the ritual, the roll to activate the power is penalized by the subject's Resolve. This ritual lasts for one hour per success rolled on activation. It only works when the subject is in territory that is unfamiliar to him -- no effect will manifest in his home domain.

**Offering:** A valuable coin of foreign currency.


**Effect:** The sorcerer's blood is transformed into the fuel of a righteous fire with this ritual. A foe that deals lethal or aggravated damage to the sorcerer with a close combat attack is burned by this holy flame when the sorcerer's body is slashed, pierced or otherwise physically penetrated. Treat the Blood Fire reaction as a reflexive action. The fire causes lethal damage to the attacker equal to the successes achieved on the Blood Fire ritual's activation roll, minus the rating of any armor the attacker is wearing. No attack roll is made for this backlash of flame, and the attacker's Defense does not apply. Blood Fire is completely intangible to all persons except the attacker. It does no harm to other people or objects and cannot provoke frenzy from anyone it cannot harm. Once activated, Blood Fire reacts to a number of successful attacks equal to the sorcerer's dots in Theban Sorcery. If the Blood Fire is not completely utilized by the end of the scene, any remaining reactions are wasted. The sorcerer can only enjoy the benefits of one Blood Fire ritual at a time.

**Offering:** A burning object, at least as large and intense as a torch.

**[3] Lash Beyond Death (Lancea Sanctum -- Page 198)**

**Effect:** This ritual trains a vampire's will to endure past the moment of its own defeat -- or destruction. The subject of this ritual (typically the sorcerer himself) may take a single action immediately after entering torpor or being delivered unto Final Death. The action to be performed is decided when the ritual is activated and cannot be changed, though it can be replaced by a subsequent use of this ritual. This ritual only affects vampires, and a vampire may be subject to only one instance of the Lash Beyond Death at a time. The prescribed action can be anything the subject can perform in one turn. Generally this means an instant action, but the subject may choose an extended action, such as attempting another Theban Sorcery ritual, if he believes he can complete it with a single roll. The former Sanctified Archbishop of Naples famously (and perhaps mythically) enacted the Stigmata ritual of Theban Sorcery in the moment of his destruction, marking his assassin for destruction by nearby guards. If the vampire's body would be physically incapable of performing the action (a vampire without a tongue cannot
recite a prayer, for example), this ritual is wasted. Nearly ruined vampire bodies have proven to be capable of frightening feats, however, including walking on ashen legs and speaking with mummified tongues. If this ritual is to be activated on a willing subject other than the sorcerer, the subject may spend the Willpower point to activate the ritual instead of the caster. Though the subject may request an action to be mandated by the ritual, only the sorcerer has the power to commit the undead body to that act. Therefore, only the action actually mandated by the sorcerer is triggered by the subject’s torpor or destruction. If the subject is unwilling to accept the action mandated (“You will reveal the location of your sire before you are destroyed!”), the roll to activate this power is penalized by the subject’s Resolve. Self-destructive actions (“Set yourself on fire when you enter torpor!”) automatically fail when demanded of unwilling subjects.

**Offering:** Flesh from the subject (represented by one point of lethal damage) taken during the scene when the ritual is performed. The sorcerer swallows the ash of the offering to activate the ritual.

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**Effect:** Similar to the Theban curse Blandishment of Sin, this ritual promises further suffering to the enemies of the covenant. This ritual, or something like it, was used by St. Daniel to bless the weapons of the Theban Legion. The sorcerer focuses this ritual on a weapon by kissing its blade or other deadly surface. The damage rating of the blessed weapon is increased by the sorcerer’s dots in Theban Sorcery. These bonus dice apply to a number of attacks equal to the successes scored on the ritual’s activation roll. These blessed attacks can be made at any time that same night, when the weapon’s wielder sees fit. Each empowered attack must be invoked with a prayer of the attacker’s choosing, spoken by the attacker when the attack is made. Blessed attacks not used before the sun rises are wasted. Guns and other projectile weapons cannot be imbued with the Legionnaire’s Blessing, though thrown weapons can be. A single weapon can be affected by only one Legionnaire’s Blessing at a time.

**Offering:** The weapon blessed is the offering. Unlike most offerings, however, the weapon is weakened rather than destroyed by the ritual. Once the weapon’s blessed attacks are gone, the weapon’s damage rating decreases by one. Subsequent uses of this ritual gradually destroy the weapon.

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**Effect:** The sorcerer curses his subject with regard to a specific action. The next time the subject engages in that action, her normal dice pool is not rolled. A chance roll is made, instead. The curse can be as general (“Your next attack in combat is doomed to failure!”) or as specific (“When next you feed upon a blind Christian at midnight”) as the caster chooses. The curse remains until its conditions are met. If the subject suspects that she is cursed by this ritual, the player may spend a Willpower point and make a Composure + Resolve roll. If this roll yields more successes than were achieved to invoke the malediction, the curse ends without ever coming to pass. The action to activate this power is contested, pitting the sorcerer’s Intelligence + Academics + Theban Sorcery against the subject’s Resolve + Blood Potency. Resisting in this manner is reflexive.

**Offering:** A lock of hair from the subject.

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[ 3 ] **Micah’s Hope** (Requiem For Rome -- Page 117)

**Effect:** This ritual is very rare to have in the modern nights but is very common in a Requiem for Rome setting. This ritual empowers a vampire who faces earthly judgment for his divine faith, allowing him to face his accusers with strength and dignity, no matter how cruelly he is treated. The subject of the ritual, when brought face to face with an accuser empowered to order corporeal punishment or Final Death, is suddenly released from any wound penalties he suffers, regains a point of Willpower, and gains a temporary one-dot bonus to his Presence. This bonus may exceed the limit imposed by Blood Potency. The effects last until the subject is removed from the accuser’s sight. If this ritual is to be activated on a willing subject other than the sorcerer, the subject may spend the Willpower point to activate the ritual instead of the caster. If the subject is unwilling to accept the ritual, the roll to
activate the power is penalized by the subject's Resolve. The ritual activates only if the accuser is observing or engaging the subject with the intent of issuing imminent judgment. Until that moment, the ritual's effects do not manifest. This ritual affects only vampires, and a vampire may be subject to only one instance of Micah's Hope at a time.

**Offering:** A single lethal wound must be inflicted on the subject, and two points of Vitae must bleed out, turning to long smears of ash on his body as the ritual is performed.


**Effect:** Another ritual seemingly adapted from the tombs of Egypt, Pharaoh's Paces grants the sorcerer a supernatural manifestation of an ancient royal custom. When this ritual is activated, the sorcerer is imbued with the honorary privilege of the Pharaoh: No one may touch the sorcerer (by hand or with an object) or even set sight directly upon him for the remainder of the scene. The ritual's name comes from the third **Effect:** No one may approach within nine paces of the sorcerer. Those within nine paces immediately step away, unless doing so would cause them harm. Only those persons within direct sight of the sorcerer when the ritual is performed fall under its effects. Characters wishing to violate this arcane custom (to look at or attack the sorcerer, for example) can force themselves to do so with a successful Resolve + Presence action and a cost in Willpower. This effort of the will is an extended action with additional rolls possible every turn, provided the resisting character spends a Willpower point each turn he attempts a new roll. Willpower points spent to overcome this ritual's effects only make the extended action possible, and do not grant extra dice on any rolls. The target number of successes is equal to the successes scored in the ritual's activation action. Resisting characters can do nothing else but move their Speed while mustering the courage necessary to break through this magic. Once an onlooker has broken the spell, he cannot be made subject to this ritual again for the remainder of the scene. Anyone the sorcerer touches or makes eye contact with is instantly freed from the power of the ritual. The sorcerer can continue to activate this ritual on himself to affect new onlookers or to replace his activation roll with a second, and hopefully better, result. Successes scored on a subsequent activation roll replace those of the previous activation roll, but resisting characters do not lose the successes they have already achieved on rolls to resist the power.

**Offering:** An article of gold, jade, or sapphire jewelry.

[3] **Scrivener's Eye (Nomads -- Page 94)**

**Effect:** This ritual allows a sorcerer to absorb and memorize large amounts of information quickly and with crystal clarity, a boon for Legates tasked with transporting complicated messages with the utmost security. The Legate casts this ritual (or another Kindred casts it upon her) as she learns whatever secret, message or other information is conveyed to her. Information memorized under the effects of this ritual can be recalled with perfect clarity (no Intelligence roll is required for a number of months equal to the character's Intelligence. After this period of time the memories are lost. This loss is a function of the ritual itself, so the Eidetic Memory Merit cannot be used to recall the information lost. Of course, the Kindred could easily write down the information in question, but few Legates wish to leave such lasting reminders of their passing.

**Offering:** A scrap of age-yellowed paper


**Effect:** The sorcerer infuses an object the sorcerer touches with an intense psychic vision of his own creation. Whoever next touches the object receives this vision as a rush of sounds and images in the mind. Anything the sorcerer can imagine can be instilled in the vision, but the vision can last only as many turns as there were successes on the activation roll. The vision is undeniably intense, and can be used to persuade, enlighten, frighten, or intimidate the viewer. The sorcerer can devise a vision that simply imparts facts or instructions (by depicting a journey across a foreign land, for example, or conjuring a vision of a wise man) or it can be used to attempt a Social
action on the viewer (using Skills such as Expression, Intimidation, or Persuasion). The exact dice pools of such
efforts must depend on the style and purpose of each particular vision but are always based on the caster's traits
since the vision comes from the caster's memory or imagination. Because the sorcerer's own personality doesn't
have to be a feature of the vision, Mental or Social Attributes are equally viable for these dice pools. A vision
intended to frighten someone away might allow a dice pool of Presence or Intelligence + Intimidation, for example.
A vision devised to pacify or soothe the viewer might use a dice pool of Wits or Manipulation + Persuade. Typically,
a vision's dice pool is contested by the viewer's Resolve + Composure, but the Storyteller gets final say on the dice
pool to be used for both the sorcerer and the viewer. When a vision is created, make a note of the dice pool it uses;
don't roll the dice pool until the vision is experienced. While the vision is being experienced, the viewer is unaware
of her body or the outside world. Whether or not the viewer is affected by any Skills used by the sorcerer through
the vision, the experience continues until it reaches its intended conclusion or until the viewer musters the will to
resist the psychic presence of the vision. To resist a vision, the viewer must complete an extended Resolve +
Composure action with a target number equal to the successes scored on the ritual's activation roll. Each roll
requires one turn. A vision has no expiration date, and may lay waiting for an audience for millennia. This ritual
causes a vision to be experienced only once, by the next person to touch the object, but the sorcerer may choose to
infuse the vessel with more instances of the vision by investing more Willpower points in the ritual. To do this, the
sorcerer must spend one turn in contact with the object for each additional point of Willpower to be invested. Extra
Willpower must be invested after the ritual has been activated but before the sorcerer breaks contact with the
object. This investment of Willpower does not require an action on the part of the sorcerer -- he needs only to keep
touching the object. Remember that a character can spend only one Willpower point per turn.

**Offering:** The object to be infused with the vision, which can be no larger than a human skull. When the last of the
visions bound to the object have been experienced, it crumbles to dust.

[ 4 ]  **Call Of Amoniel** ( Lancea Sanctum -- Page 199 )

**Effect:** This ritual was discovered in the vault of Thebes on the first night after the angel Amoniel gave Theban
Sorcery to the Sanctified, but was renamed following St. Daniel's day of reckoning. This ritual simply allows the
sorcerer to successfully awaken any time during the following day, without planning in advance what criterion
might be necessary to rouse her. A minor degree of clairvoyance is involved in this magic, as the character may
even be roused by stimuli seemingly too distant to hear or feel -- in short, the sorcerer automatically awakens when
her sleep is disturbed. She may even awaken based on information that would normally be unavailable to a
sleeping vampire, such as the time of day, the delivery of a package or the falling of snow. The range of this vague
clairvoyance is extremely limited; the sorcerer is not made aware of anything outside the boundaries of the building
or immediate region where she sleeps, but the specific limits are up to the Storyteller's assessment of the
circumstance. As a guideline, assume the sorcerer senses anything she could if she were awake and walking circles
around her sleeping body. For example, the sorcerer may sense a car door slamming outside her haven, but not a
car just driving by. She may become aware of rain cluttering on the roof, but not of an approaching storm. She may
dream that she's sitting by a campfire on the dirt above her slumbering corpse when she sees eyes shining at the
edge of the firelight, but be unable to discern anything going on out in the darkness. The sleeping vampire doesn't
necessarily see or hear these stimuli, however, but knows they're occurring. Once the sorcerer is awake, she may
remain awake all day without an extended action. Vitae must still be spent, as usual, to rise and to carry on into the
night. A vampire under the effects of this ritual may also use the successes scored on the activation roll in place of
her Humanity, if she chooses, to determine the maximum dice pool size for actions undertaken during the daytime.
This use of the ritual lasts for a number of hours equal to the sorcerer’s dots in Theban Sorcery, beginning when she
first awakens. When those hours pass, her dice pools are limited by Humanity again, as normal. If nothing awakens
the sleeping sorcerer, the Willpower point spent to activate this ritual is still paid and the ritual is wasted.

**Offering:** A white bird, alive or dead.
[ 4 ] **Display Of The Beast** (Lancea Sanctum -- Page 200)

**Effect:** The sorcerer exaggerates the Beast into a physical manifestation of malevolence. The subject of this ritual can be any single vampire within direct earshot of the sorcerer -- including himself. His teeth -- all his teeth -- grow long and sharp. His eyes flash with a savage fire. His fingers become serrated and bony. Kindred in the presence of the Display of the Beast must make an extended action to resist the frenzy of fear. The successes required to overcome the fear are equal to the successes scored on the ritual's activation roll. Mortals and ghouls who look upon the Display of the Beast go mad with fear. Terrified ghouls and kine must spend their turns retreating (moving at least their Speed away from the subject) until they cannot see the Display of the Beast any longer. Any non-reflexive actions taken in the meantime suffer a penalty equal to the sorcerer's dots in Theban Sorcery. Mortals automatically lose a point of Willpower upon first seeing the Display of the Beast in a given scene. Mortals and ghouls alike must spend a Willpower point to muster the courage to attack the subject of this ritual (no bonus dice are granted by the expenditure). The roll to activate this ritual is penalized by the subject's Stamina. The Display of the Beast lasts for one scene, or until ended by the sorcerer, whichever comes first.

**Offering:** The skull of a dead mortal, whether naked or still clad in flesh.


**Effect:** A successful invocation of this ritual brings the dead back to a semblance of life, though it is a pale echo at best. While the rite certainly reanimates the dead, it does not return a being's soul, nor does it halt the body's slow decline into rot and putrescence. The power effectively creates a painfully self-aware zombie, who most likely just wishes to be allowed to rest in peace. Initially, all of the former person's faculties may be intact (it still has access to its former Skills, but has no Willpower). The pathetic wretch can neither heal damage nor feel physical sensations in any true sense, however, so it suffers no wound penalties. The length of time in nights that the creature remains animate equals the number of successes on the Theban Sorcery roll made to create it. For every day that the creature was dead prior to the invocation, subtract one dot of the Storyteller's choosing from an Attribute in each of its Physical, Mental and Social categories, and also do the same for every day it is animated by this ritual. When any Attribute is reduced to zero, assume that any rolls involving that trait fail automatically. Multiple animations of the same corpse are possible but sequentially more disturbing and less useful. A walking corpse of this sort that loses all of its Health dots to lethal damage is too wounded to move, but still aware and possibly even capable of communication (depending on the type of damage sustained and to what portions of its body). The vampire who enacts this ritual is the only one who can command the zombie. That vampire may, however, instruct the corpse to accept direction from other individuals. A corpse-creature left to its own devices takes no actions of its own volition; it must be given direction, and undoubtedly laments being forced to carry them out. A corpse suffers damage -- lethal, bashing and aggravated -- as it did in life. It remains active until its rightmost Health box is occupied with aggravated damage. A zombie does not bleed to death upon suffering lethal damage in its rightmost Health box, and must be attacked repeatedly until utterly destroyed.

**Offering:** A Communion wafer placed under the dead person's tongue.

[ 4 ] **Mark Of The Damned** (Lancea Sanctum -- Page 200)

**Effect:** With a stripe of blood and an occult prayer, the sorcerer can ward a haven against those who would trespass in the lair and do harm to sleeping vampires. One point of Vitae must be spent for each dot the haven to be protected has in Haven Size (minimum of one Vitae). This Vitae can be donated by any vampire, willing or unwilling; it does not have to be the sorcerer's Blood. The Vitae is painted over doorways and windows, plainly visible to visitors and intruders. Any mortal or supernatural creature who enters the haven intending to harm any vampire sleeping within is subject to one point of lethal damage for each success scored on the activation roll. This damage is completely supernatural in origin -- gashes spontaneously appear on the flesh, stomachs give up
throatfuls of blood, bones suddenly snap -- and cannot be dodged or stopped with armor. A trespasser who knows how the ritual works can attempt to hide his intentions even within his own heart, fool the scrutiny of the ritual's magic and avoid all damage with a successful Resolve + Subterfuge roll penalized by the sorcerer's dots in Theban Sorcery. Note that visitors and intruders who do not intend harm as they enter are unaffected by the ritual, but are not prevented from (or wounded for) developing violent intentions once they're inside. Once the Mark of the Damned has been activated, the damage it deals to trespassers diminishes by one point per night, until the power has faded completely. Washing or scraping away the Vitae used to activate the ritual does not remove its power, but does diminish the damage and duration of the ritual by two. Any given haven can be subject to only one instance of this ritual at a time; fresh applications of this power replace previous applications.

**Offering:** Vitae, as described above.

[4] Purifying Light (Fall Of The Camarilla -- Page 170)

**Effect:** With Purifying Light, the sorcerer empowers a light source (fire, moonlight, or even the glow of luminescent fungi) with the mystic ability to stun and repel a possessing spirit. The brightness of the light seems to multiply, turning a golden-white in color, and filling every corner of the room it affects. Those outside will see beams of light firing briefly out of every opening in the room: Even small cracks and holes will be brightly lit. Any invading spirit currently possessing a body not its own will quail at the illumination, immediately losing all actions for the turn. It must abandon the body it is possessing or sacrifice a point of Willpower. So long as the sorcerer maintains the ritual, the spirit suffers a penalty on all non-reflexive actions equal to the sorcerer's dots in Theban Sorcery, and must spend a Willpower point to attempt to approach or attack the sorcerer. No bonus dice are granted by the expenditure. The roll to activate this ritual is penalized by the spirit's Resolve (or straight resistance trait, if appropriate). The Purifying Light lasts for one scene, so long as the sorcerer takes no other action, maintaining the ritual and moving at no more than half her speed rating. This ritual can only be used on a spirit that is intruding in a body; it does nothing when used on one that is disembodied -- or on a body that is not possessed. The Purifying Light has no effect on a body possessed by a vampire using Dominate 5.

**Offering:** A mirror (size 1 or larger) of polished silver or gold, which vaporizes in the light of the ritual.

[4] Sacred Haven (Nomads -- Page 95)

**Effect:** This ritual raises a protective ward around a single room or chamber that's no larger than 30 feet on a side, preventing sunlight from entering the area for a single day. Dust and dirt flow into cracks in the walls and ceiling. Doorjambs swell shut around gaps. Even if a window is broken or curtains are pulled open in the middle of the day, a heavy haze of airborne dust keeps sunlight from penetrating more than a few inches into the room. Note that the power of the ritual affects sunlight alone. Individuals inside the chamber can see and act normally, and artificial light or that cast by fire is unaffected. This ritual expires at an hour after sunset. The ritual affects only a room or chamber that is already largely closed on all sides. It doesn't spontaneously create a "cube of protection" in the middle of a field, or offer shelter from the sun on a porch that lacks walls, for example.

**Offering:** A pinch of crushed obsidian

[4] Song Of The Prey (Lancea Sanctum -- Page 201)

**Effect:** As hunters attract prey, so do vampires attract the kine. This ritual lures mortals into the predator's lair with a subtle psychic call. The sorcerer selects a secluded location where he wants his prey to come, such as a cloistered garden or forgotten side yard, and plants there a thorny bush or tree, which is the offering for this ritual. The tree calls out to mortal minds with memories of hope and sensations of faith and awe. This song reaches out through homes and down streets, stretching as many blocks as the sorcerer has dots in Theban Sorcery. The Song of the Prey affects wandering minds, steering folks on idle walks and vagrants with nowhere to go toward the tree with an indefinable sensation. A subject simply approaches the tree as a troubled soul approaches an open church
in the middle of the night. Once in the vicinity of the tree, a subject sits down and wonders, dreams or explores old memories. While she does, she is entranced and the vampire may feed. When dawn comes, the subject is surprised to find that she's spent the whole night thinking, dreaming or perhaps praying, and hurries off without any knowledge that she's been attacked. In the abstract, Song of the Prey can be used to guarantee tidy, quiet hunting. Each success earned on the activation roll yields the sorcerer one Vitae. This interpretation of the ritual is suited for use during in-between times of a story, and can be assumed to be a night's work -- while the sorcerer is doing other things, prey is coming and waiting for him at the tree he planted. When used in the thick of a story, this ritual attracts one or more unwitting mortals for the sorcerer to use as he sees fit. The total number of mortals drawn over the course of four hours is equal to half the number of successes scored on the activation roll. When dealing with specific, established characters this ritual can be resisted with a contested action, pitting the sorcerer's Intelligence + Academics + Theban Sorcery against a mortal's Resolve + Composure. Mortals who resist the Song of the Prey are not steered by the ritual and do not approach the tree, though they may nonetheless dream of it. A player’s character entranced by the tree automatically awakens if attacked or otherwise surprised, but not if subjected to the Kiss with finesse. Characters may attempt to resist the Kiss as usual, but are assumed not to be surprised by it. In the 1950s, this ritual saw some use in English cities as Sanctified gathered up homeless kine for an unknown purpose. They were never seen again. In the American South this ritual is called The Smoldering Bush.

**Offering:** A living, thorn-bearing tree, bush or flower, which withers slowly as the ritual's power fades.

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**[4] Spear Of Faith (Lancea Sanctum -- Page 201)**

**Effect:** With this ritual, a Sanctified sorcerer can assault his enemies with his will alone. A number of subjects equal to the caster's Theban Sorcery dots, and who can be seen directly, may be chosen as victims. The sorcerer can choose to include fewer victims if he desires, and can include or exclude any eligible targets he chooses. The victim closest to the sorcerer suffers lethal damage equal to the successes scored on the ritual's activation roll. The next closest victim suffers one less point of damage than the first, and so on, until every victim has been affected or no more damage remains to be suffered. The victims do not have to be arranged in a row or line, as the Spear of Faith has no trajectory. Defense and armor are no help to the victims, as the Spear of Faith never misses. The sorcerer hardly needs to move to use this power, but most sorcerers enact this ritual with grand gestures and loud proclamations of faith. The wounds each target suffers erupt exactly as though the victim were pierced or slashed in an exposed area with a spear, from blood spatter to torn clothing. The roll to activate this ritual is penalized by the highest Stamina of the selected victims.

**Offering:** A metal pendant or idol in the shape of a crucifix or spear (Size 1 or larger).

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**[4] Stigmata (Vampire: The Requiem -- Page 147)**

**Effect:** Although the majority of Theban Sorcery's rites have a decidedly Old Testament flavor, Stigmata takes the very suffering of the New Testament's Prince of Peace and turns it into a weapon of divine punishment. The victim of this ritual must be within sight when it is cast. He bleeds from the wrists, feet and side, the traditional five wounds of Christ. Mortals suffer one point of lethal damage per turn from blood loss, while Kindred lose one Vitae each turn. If a vampire runs out of Vitae during the course of the ritual, she proceeds to suffer lethal damage and is likely to frenzy. A vampire whose right-most Health box is filled with lethal damage by this means falls into torpor. The roll to activate this power is penalized by the subject’s Stamina. The number of turns the subject suffers from Stigmata equals the number of successes achieved on the Theban Sorcery roll.

**Offering:** A crucifix, which crumbles to ash as the ritual is enacted.
**[5] Damned's Day  (Lancea Sanctum -- Page 201)**

**Effect:** This is the legendary ritual used by St. Daniel to brave the sunlight and deliver merciless vengeance upon those who cut down the pious soldiers of the Theban Legion. No sorcerer since has been able to bring about the magnificent darkness of that holy day, but a few, powerful Sanctified have come close. This much-revered ritual draws forth thick clouds to blot out the sun and render the daylight a soulless, monotone gray. These conditions allow vampires to move about beneath the sun with minor pain and superficial burns rather than enflamed flesh and hair. The ritual reduces the intensity of the daystar's rays to that of "faint, filtered sunlight", and reduces the damage to vampires within the area of power. Kindred beneath the unholy canopy of clouds suffer lethal damage every minute, rather than aggravated damage every turn. In the event of an exceptional success, the sky darkens to such a grim depth that vampires suffer just two points of bashing damage per minute. Unlike most Theban Sorcery rituals, it takes time for the power of the Damned's Day to amass even after the ritual has been completed. For each roll the sorcerer made to complete the ritual, the sky spends an hour thickening with smoke-like clouds. Note that rolls to complete the ritual are still made every turn -- the clouds gather over one or more hours after the ritual has finally been completed. The clouds persist for 20 minutes per success scored on the ritual's activation roll, then swiftly, strangely drift apart. Incidental rain may accompany the clouds of Damned's Day, but such circumstances are not up to the sorcerer. The clouds of Damned's Day gather directly above the sorcerer, and reach out to cover a region one mile in diameter. Though this grants a great deal of freedom to many vampires, it also draws much attention to the sorcerer. Experienced Sanctified know that a Damned's Day tempts Kindred to test the limits of the Masquerade -- any sorcerer who enacts this legendary ritual sacrifices his subtlety and secrecy in the process.

**Offering:** The vampire's own flesh is offered up, seared away, as he enacts the ritual outdoors in sight of the sun. A minimum of one point of aggravated damage must be suffered for each roll the character makes to complete the ritual, though on especially bright days even more damage may be suffered before the ritual can be completed. The sorcerer gains no special benefit to resist the Rötschreck during this time, but the rolls of the extended action to resist frenzy may be made reflexively by the sorcerer while activating this ritual.

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**Effect:** Is this the terrible power wielded by St. Daniel against the Romans? Sanctified scholars cannot say for certain, though this ritual was known to sorcerers at the time of his Requiem. It was one of the original powers given to the Monachus by Amoniel. With but a look and the sound of his voice, the sorcerer turns a victim's sins into white-hot flame (though some witnesses describe the dark power as something more akin to electricity). The sorcerer proclaims the sinners who are to be punished ("Murderers!") and any mortal, ghoul or vampire within direct sight of the sorcerer who has committed such a sin is tormented by the Fires of Vengeance. The flames cause one point of lethal damage for every success scored with a dice pool equal to 10 minus the victim's Humanity or Morality, which can be resisted with a Resolve + Stamina roll (think of it as a reflexive, contested action between the victim and his own sins). If the victim's successes equal or surpass the points of damage dealt by the Fires of Vengeance, the victim suffers no damage from the ritual in that turn. Otherwise, the victim suffers the full force of the power that turn. Each turn the Flames of Vengeance continue to burn, the victim must resist them anew. The sorcerer may keep the Fires of Vengeance burning for one turn per success scored on the activation roll. If the sorcerer performs any action other than moving his Speed, the Fires of Vengeance go out. If the sorcerer loses sight of a victim, the effect ends for that victim. Only those sinners in sight at the moment when the ritual is completed are affected by it. The Fires of Vengeance are a spiritual force not be confused with earthly fire. They do not invoke a vampire's fear of fire (though may otherwise provoke frenzy) and deal lethal damage to Kindred and kine alike.

**Offering:** The vampire’s Humanity. To perform this terrible ritual, the vampire gives his body up to the Beast and cannot deny the loss of his self in the process. The sorcerer's Humanity automatically drops by one. A derangement roll may still be called for, but sorcerers who choose to use this ritual based on their own Virtues or Vices may be
pardon from the risk if the Storyteller approves -- the monster who learns this power is unlikely to be further deranged by its use.


**Effect:**  A lengthy and intense ritual in which the subject’s body is used as an altar upon which animal sacrifices are made, the corpses then burned. Prayer and the laying on of hands follow. This ritual may target female mortals or vampires. Mortal subjects become pregnant with the caster’s half-Damned child, but female vampires become pregnant with Dampyr of their own bloodline unless a ritual vessel filled with the Vitae of another clan is used in the ritual, a practice allowing the parent clan of the child to be chosen. This implies that the purpose of this ritual was to forge Dampyr to use as weapons against enemies of other clans.


**Effect:**  This ritual desecrates and destroys, spreads ruin and woe, and turns beauty to ash. By standing in the place he wishes to desecrate and making his offering, the sorcerer erodes and decays the environment around him, while simultaneously infusing it with an aura of sin. A building desecrated with this ritual is ruined: Paint is blackened and blasted away, floorboards collapse, windows yellow and crack, ceilings split, and furniture rots away as though the building had been abandoned, abused, and exposed to the elements for two years per success scored on the ritual’s activation roll. The equipment in a desecrated room is most likely ruined, as well, negating any bonuses typically granted by the space or the things kept within (the equipment in a ruined doctor’s office is no longer a benefit to Medicine actions, for example). The space also resonates with a Vice, as though the building were a character of its own. The sorcerer’s player may choose any Vice to distill into the subject space. As long as a creature (mundane or supernatural) occupies the space, it is treated as if it had two defining Vices: its own and the space’s. Thus a drug addict (whose Vice is Gluttony) who uses a space cursed with the Vice of Lust as a den of prostitution may regain a point of Willpower for her actions, even though she is not normally a lustful person. If she were driven to prostitution to pay for her drug addiction she could regain two Willpower, one for each Vice. The Vice of the cursed site is insidious. It seeps into the minds and hearts of susceptible creatures who dwell too long within the place’s resonance of sin. How long constitutes “too long” is up to the Storyteller, but may be defined as a period equal to the character’s Morality or Humanity multiplied by ten minutes for first-time visitors. (Over time, the necessary exposure may expand into multiples of hours for frequent visitors.) For every such period a character inhabits the cursed space she must make a reflexive roll to resist undertaking actions that would earn her Willpower based on the place’s Vice. This roll is a contested action, pitting the visitor’s Resolve + Composure against a dice pool equal to the successes on the ritual’s activation roll. If the character succeeds, she feels an impulse (to drink, to fight, etc.) but isn’t carried away by it. If she fails, she attempts some sinful action appropriate to her own Morality or Humanity -- perhaps, "feeling spontaneous," she decides to trash the space or pick a fight. The power of the place doesn’t instantly make her into a monster, but it does lower her normal boundaries so that, for example, a prideful argument might lead to violence or a night of drinking might lead to infidelity. As a guideline, assume that the character undertakes an action that she’ll regret and will probably, but not necessarily, provoke a degeneration roll (let individual circumstances guide such decisions). If the character cannot indulge in the place’s Vice when she falls victim to it, she goes where she can (to a bar, to her home, etc.) as soon as she is reasonably able (possibly skipping appointments or missing work). Think of it as the character taking some of the Vice with her when she leaves -- she might not rush out in search of drugs, but the Vice hangs over her until she acts on it. A character influenced by a cursed space retains the extra Vice until she has regained one Willpower point by acting in a manner consistent with that Vice. Once a character has won Willpower from the extra Vice, she is free of it unless she returns to a space affected by this ritual. The roll to activate this power is penalized by every dot the place would have in the Haven Size merit, were it a haven. The effects of this ritual are permanent until the space is
affected by some other, more potent magic or is otherwise spiritually cleansed. A complete renovation can hide the appearance of sin, but the place's Vice may remain: Roll a dice pool equal to the successes earned on the ritual's activation roll; if a success is produced, the Vice remains. Only the complete destruction of the afflicted building ends the power of this ritual.

**Offering:** A ceremonial cross, spear or other symbolic representation, offered up at the site to be ruined. The offering must have a Size at least equal to the dots the space would have if it were a haven.


**Effect:** This ritual is very rare to have in the modern nights but is very common in a Requiem for Rome setting. This awe-inspiring ritual is truly shocking to all unbelieving Kindred. It allows one member of the Sanctified.

**Offering:** The vampire performing the ritual makes an offering of herself. She is consumed even as she gathers the divine energies of The Miracle. The first roll can only be made after she has suffered at least one point of aggravated damage from fire or sunlight. The sorcerer gains a +2 benefit to resist the Rötschreck during this time, and she ceases to feel any pain whatsoever as soon as the first success is made on the activation roll.

[ 5 ] Night Of Hell (Lancea Sanctum -- Page 204)

**Effect:** The sorcerer dispatches an echo of damnation to the sleeping or torpid mind of a victim he can see directly (though, traditionally, Sanctified sorcerers whisper in the ear of their victim), whether mortal or vampire. This shred of Hell explodes in the victim's mind, unfolding into what seems to be years of anguish and suffering. The exact nature of the terrible vision depends on the victim, for it is her own hell she samples. The victim gains a severe derangement and loses all of her Willpower points as a result of the time she spends in torment. The victim's derangement may be overcome with time (and experience points) or, if it is the exacerbation of a preexisting derangement, the Storyteller may require the victim to reconcile her troubled mind through therapy or life changes. The lower the Humanity or Morality of the victim, the more her hell is her own doing, and the harder the derangement is to be rid of. A torpid victim ignores the normal intervals of her sleep and lays unconscious until roused. A living victim sleeps through hunger and thirst to starvation. A victim cannot free herself from the nightmare unless her body suffers at least one point of lethal damage, at which point she comes back, screaming and terrified, to her ordinary, waking life; Kindred victims must immediately roll to resist a frenzy of fear (target successes: 10) upon waking. (At the Storyteller’s discretion, more powerful magic or psychic forces may be able to penetrate the Night of Hell and help the victim.) The roll to activate this power is penalized by the victim's Resolve. If the victim knows the sorcerer well, she may recognize his voice or face from her Night of Hell with a successful Wits + Resolve roll, penalized by the sorcerer's Wits, made reflexively during the torment.

**Offering:** Blood or hair from the victim.


**Effect:** The sky or ceiling erupts in a downpour of deadly blood. This ritual enables a sorcerer to transform his own Vitae into a slicing, scalding rain of blood. The rain falls slowly at first, a drop at a time, as the sorcerer enacts the ritual. Once completed, however, it pours down as hard as the sorcerer likes (and imposing as much as a -5 penalty on actions that could be affected by ordinary rain). Though the Rain of Blood falls on everyone and everything within a roughly 40-yard diameter (or smaller, decided by the sorcerer), only those the sorcerer wishes to harm are hurt by the rain. The rain inflicts one point of lethal damage per turn for a number of turns equal to the successes scored on the ritual's activation roll. No armor or Defense short of complete cover can stop this damage. Living victims who fail a reflexive Composure roll are also nauseated by the warm and gruesome storm, and suffer a -4 penalty on all non-reflexive actions so long as they are within, can see or can smell the Rain of Blood. The Rain of Blood is real enough to the senses: It stains, it sticks, it soaks, it puddles and it remains even after the ritual's effects are ended. It may even provoke Wassail. It cannot be consumed as Vitae, however, and does not yield conclusive
scientific results if tested for DNA or blood type; it seems to be an indecipherable mixture of human blood. The sorcerer must be somewhere within the area to be affected when the ritual is completed, but can thereafter leave. If the sorcerer wishes to, he can end the Rain of Blood at any time with just a thought.

**Offering:** A single Vitae, which is turned into the Rain of Blood itself, drawn from the sorcerer's own body by blade or bite.


**Effect:** The character transforms one substance or object into another. It can be water into blood, for example, or a tree branch into a snake, or a person into a pillar of salt. The object or substance transformed becomes a perfectly normal, mundane version of whatever it is. Transubstantiation does not turn a frog into a Lupine, for example, though it could change a frog into a wolf. The only limits on the transformation are that it works only on objects smaller than the caster, and that the product cannot simulate human (or vampiric) intelligence. That is, the same frog could be transformed into a child, but the child wouldn't be able to have any intelligent discourse or even perform many complicated activities since it's just a frog turned into the simulacrum of a child. The substance or object reverts to its original form when the sun next rises (though a person transformed into, say, ice and whose arm is broken off has both portions of herself turn back to normal in different locations, and swiftly bleeds to death). If this power is used to affect another creature, the invocation is contested, pitting the sorcerer's Intelligence + Academics + Theban Sorcery against the subject's Stamina + Blood Potency (resistance is reflexive). The sorcerer must be within arm's length of the subject changed.

**Offering:** A drop of liquid gold.


**Effect:** This ritual metes out divine punishment by turning a Kindred's own Vitae to fire in his veins. The ritual is unlike other Theban Sorcery practices in that the sorcerer "charges" the ritual before the player makes the final roll, and that charge can consist of multiple points of Willpower. (Remember, though, that a player may spend only a single point of Willpower in a single turn, so invoking this power can take multiple turns.) Each point of Willpower invested in this ritual deals one point of aggravated damage to the subject and consumes one Vitae from her as the victim's blood burns away in a conflagration of divine fire. If the sorcerer has some personal object of the subject's, he may invoke this ritual from anywhere in the world. Otherwise, the vampire must be able to see his subject. The object must be of some importance to the intended victim -- a picture of his dead wife works, while his car keys or cell phone might not. Objects taken from the subject's body itself (hair, a fingernail) are more than satisfactory. This ritual has no effect on mortals or other supernatural beings. It does affect ghouls, however. The roll to activate this ritual is penalized by the subject's Stamina. If no successes are rolled for the ritualist, all Willpower invested into the rite is lost.

**Offering:** One of the casting vampire's eyes or hands, either plucked out or cut off. The Kindred suffers two points of lethal damage in the process.
LITHOPEDIA

Csálad Bloodline Only

Literally "Stone Child," the Csálad bloodline's magic creates a relationship of Blood sympathy between the user and the territory she claims. By meditating in a dark place, the Csálad's shadow merges with those of the surroundings and infused with blood, usually by the ritualist stabbing her shadow with a ceremonial weapon.

Cost: Using Lithopedia always costs 1 Vitae. Further, the blood magic can be performed only within a character's haven or a site of supernatural significance such as a Wyrm's Nest. A character's mastery of Lithopedia determines the highest level of rituals she may learn, but the rituals themselves are bought separately with Experience points as with other blood magic forms.

Dice Pool: Presence + Occult + Lithopedia

Action: Extended. The successes required are equal to the level of the ritual, each roll being one turn of casting. The Vitae cost for the ritual is paid at the start of the extended action and is not recovered if the ritual is cancelled partway through.

Failure: No successes are accumulated toward the required total.

Success: Successes are accumulated to the total required.

Like Crúac, upon which it is based, Lithopedia rituals double any blood sympathy bonuses that might apply, but a distinction must be made between those that apply "naturally" and those a character can create with these rituals; the doubling does not apply to the latter. Rituals last until the end of a scene by default, but several can be extended to last until sunrise by spending a Willpower point.

Lithopedia rituals are all based upon the concept of the user's "territory" -- the parts of a city she claims for her own and has come to regard as an extension of her own body. The area a Lithopedia ritual can affect is determined by Blood Potency as follows:

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[ 1 ] Lair Of The Beast ( Night Horrors: Immortal Sinners -- Page 119 )

Effect: The ritualist allows his Beast to touch the sympathetic link to the land. The Predator's Taint comes into effect when an unknown Kindred enters the territory or is in the territory when the ritual activates, affecting both caster and interloper normally despite their not being face to face. By spending a Willpower point, the duration of this ritual can be extended until sunrise.
Effect: A variant of Taste the Land, this ritual allows the practitioner to send emotional information rather than receive. Again, the Wits + Occult roll specified in Vampire: The Requiem applies and focusing the effect onto one target costs a Willpower point.

Effect: Attuning the ritualist to the land, this ritual allows the user to sense what is happening within the territory. Use the system for sensing the activities of a blood relative, but the results give the communal response for the mortal population. By spending a Willpower point, the sense can be focused onto a selected individual, including other Kindred.

Prerequisite: The Influence system is being used in the chronicle
Effect: By manipulating the link between the land and the ritualist in subtler ways than mere emotional impulses, the ritualist can gain a subliminal level of control over the mortals within the territory. The ritual grants the ritualist a bonus to Influence equal to Lithopedia within the territory for the next scene. It can be extended to last until sunrise by spending 1 Willpower point.

Effect: The blood -- mortal and Kindred alike -- present in the land reacts to the ritualist's Vitae. For the duration of the effect (which can be extended until sunrise by spending a Willpower point) all characters in the territory count as "relatives" for purposes of the Discipline bonus such relationships allow. The ritual does not duplicate any other effects of Blood sympathy, only the ease of using Disciplines upon the territory's inhabitants.

Effect: The ritualist focuses her attention upon a particular site within the territory, allowing the qualities of that place to enter her through the sympathetic link. The character receives a +2 equipment bonus to rolls involving any one skill for the rest of the scene, the skill being selected upon casting and reflecting the location used (a nightclub for Socialize, for example). The Storyteller should disallow any skills that have no appropriate sites within the character's territory. By spending a Willpower point, the equipment bonus can be made to last until sunrise.

Effect: The ritualist's Vitae enters the land, the faint taste of it entering all those within. Everyone in the territory temporarily gains a stage of Vinculum as though they had tasted the ritualist's blood. If this brings them to the "third" stage, they can resist as normal. Supernatural creatures immune to the Vinculum are not affected. At the end of the ritual's duration--which can be extended to sunrise by spending a Willpower point--the artificial Vinculum ends with no further effects, and is not counted when determining the number of times a character has tasted the ritualist's blood in future.

Effect: By focusing the link to the land onto one creature within the territory and spending 1 Vitae and 1 Willpower point (in addition to the Vitae used to cast the ritual) the ritualist can "invest" a point of his Vitae, causing it to mystically appear within the target as though he had fed her it directly, with all the effects of creating Vinculum stages, causing hunger frenzies and turning mortal targets into ghouls, that would take place. Kindred reflexively resist by rolling their Blood Potency, a single success cancelling the effect. If the ritual succeeds, the total possible Vitae of the caster is reduced by 1 until the effect ends, either by the caster's choice or by the target
reducing her Vitae pool to 0, simple for newly-created ghouls, who will use it up maintaining their agelessness, but a dangerous cure for vampires who must starve themselves into torpor to be rid of it. The ritually-imposed Vitae point is always considered to be the last one remaining in the target, and the ritual can be cast on the same target multiple times. The ritual counts toward the number of times a character has tasted the ritualist's blood only while it is active; once the ritualist's blood has left the target's body, the imposition of any Vinculum ends.
The complex and variegated rituals of the pagan Cult of Augurs are collectively referred to as the Veneficia, a subject of serious study within the Wing of Prophets. Jealously guarded, the Veneficia are mired in esoterica and codified rules of conduct, making them extremely difficult for a vampire without the proper training to perform. Rituals are classified and conducted based on the intended effect, the nature of the god or gods addressed in performance, and the sacrificial cost necessary to conduct the rituals. Many of the Veneficia are centuries old, and many have become more complicated over time, accreting secret gestures and cryptic prayer like mystic coral until their original shape was completely obscured.

Learning the Veneficia is a distinctly academic intellectual exercise. Vaticinators take lengthy instruction from superior practitioners, apprenticing at the ceremonies of the Wing and studying the details of divine communication.

**Cost:** Cost: Uses of the Veneficia always cost at least one Vitae. The Blood of the caster is the spark that "ignites" any ritual of the Veneficia — until the sacrifice is made, the gods will not provide the power to complete the ritual successfully. Use of the Veneficia requires that this sacrifice is made in a visible or otherwise significant manner, as an unabashed appeal to the gods for assistance.

**Dice Pool:** Veneficia do not follow the same linear progression that other Disciplines do. A character's mastery dictates the highest level of rituals he may learn. Rituals are bought with experience points. For example, a character with two dots of Veneficia can learn an unlimited number of level one and level two rituals (provided he spends the experience necessary to attain them), but may not learn any level three rituals until he buys his third dot of Veneficia. Each time a character gains a dot of Veneficia, he gains a ritual of that level at no additional cost.

The Veneficia represent a pact between the caster and the gods of Rome. The caster appeases or satisfies the god invoked, giving him or her something she wants and making the proper demonstration of good faith, and the god provides the caster with temporary power in return. It is commonly believed that the Veneficia cannot be performed without faith.

The connection with these powers and the willful subservience to them that Veneficia demands draws a character further away from his Humanity. A character's dots in this Discipline, subtracted from 10, is the maximum to which his Humanity can rise. A character with four dots in Veneficia, for example, cannot have higher than Humanity 6. If a character has a higher Humanity score than his level of Veneficia allows, his Humanity immediately drops to the maximum dictated by the Discipline, and the player makes a degeneration roll to determine whether or not the character gains a derangement during the process of gaining power.

**Dice Pool:** Intelligence + Religion + Veneficia. The complicated, highly structured rituals of Veneficia require extensive memorization and careful education. Because of the sanguinary component, the Veneficia double any bonuses that a vampire's blood ties might apply, such as a ritual performed on a sire, grandsire, childe, or grandchilde.
**Action:** Action: Extended. The number of successes needed to activate a ritual is equal to the level of the ritual itself (so a level three ritual requires three successes to enact). Each roll represents one turn of ritual casting. Note also that each point of damage suffered in a turn is a penalty to the next casting roll made for the character, in addition to any wound penalties that a caster must suffer. Costs to activate the rituals of Veneficia must be paid before the roll can be made. If a ritual costs more Vitae than a vampire can spend in a turn, the roll is made reflexively on the turn he spends the last Vitae necessary for the ritual.

Costs to activate the rituals of Veneficia must be paid before the roll can be made. If a ritual costs more Vitae than a vampire can spend in a turn, the roll is made reflexively on the turn he spends the last Vitae necessary for the ritual.

If a character fails to complete the ritual for any reason, the Vitae spent is lost, and the effect does not manifest. Unless otherwise specified, rituals last for the duration of a scene or until the next sunrise; whichever comes first.

**Failure:** The ritual fails entirely, but not dangerously. Vitae spent in activation is sacrificed as normal, but no effect manifests.

**Success:** The ritual takes place as described.

**Suggested Modifiers:**

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Situation</th>
</tr>
</thead>
<tbody>
<tr>
<td>+4</td>
<td>Ritual is turned upon or applies to a vampire with whom the user has a blood tie (+4);</td>
</tr>
<tr>
<td>-1 to -3</td>
<td>The character is rushed or distracted, such as by invoking a ritual in combat or while being harried by pursuers. The penalty is cumulative for multiple distractions. Successes gained on a meditation roll for the night offset interruption penalties on a one-for-one basis (-1 to -3).</td>
</tr>
</tbody>
</table>

[1] Call To Dionysus (Fall Of The Camarilla -- Page 54)

**Effect:** This ritual is enacted by pouring at least one point of Vitae into a clay pot, which is then raised over the Vaticinator’s head throughout the intonation of a complicated tripartite hymn, requiring the participation of at least two other singers (who don’t need to possess knowledge of the Veneficia to perform). At the climax of the song, the pot is thrown to the ground at the ritualist’s feet, smashing into shards and scattering the blood within. If the ritual successfully activates, then all those who participated in singing the song to Dionysus enjoy a +2 bonus to all Socialize rolls for the remainder of the scene, so long as the participants remain within 30 feet of the smashed pot.

[1] Call To Mars (Fall Of The Camarilla -- Page 54)

**Effect:** Dedications to Mars require the sacrifice of a ram sprinkled with a mixture of wine and a point of the Vaticinator's own Vitae (and the Vitae of others included in the ritual). The ram is slaughtered and disemboweled, and its vital organs are burnt on an altar. If the ritual is successful, all those who contributed Vitae to the sacrifice enjoy a +2 bonus to Politics or Warfare rolls for the remainder of the scene, so long as the participants remain within 30 feet of the altar.

[1] Call To Janus (Fall Of The Camarilla -- Page 54)

**Effect:** The ritual to seek Janus's blessing on a gathering involves the offering of two different cakes baked specifically for the ritual, sprinkled with a mixture of wine and the Vaticinator's Vitae. A prayer of gratitude is spoken, and those gathered participate, if they wish. The offering is placed at the base of a statue of Janus, which is positioned so that it may overlook the gathering that follows. If the ritual is successful, all those who participated in
the prayer enjoy a +2 bonus to all Persuasion rolls for the remainder of the scene, so long as the participants remain within 30 feet of the statue.

[1] Apollonian Sight (Requiem For Rome -- Page 116)
Effect: The vampire enacts this ritual by entreating Apollo for a blessing of insight, bleeding her own Vitae into a specially prepared bowl and then spilling the entrails of a sacrifice (usually a small animal) into that same bowl. The shape and character of the entrails, and the way the shed Vitae coats them, impart information about the current situation of the subject of the ritual -- the vampire may perform in on behalf of another. The number of successes on the activation roll determines the clarity and usefulness of the vision imparted. On an exceptional success, the entrails seem to come alive in the bowl, speaking directly to the vampire or forming a complicated shape symbolizing important facts that affect the subject. This prophetic image grants a +2 bonus on any dice pool to investigate or research information related to the subject of the ritual.

[2] The Blessing Of Cybele (Fall Of The Camarilla -- Page 58)
Effect: The ritual seeking the blessing of Cybele is a difficult, potentially dangerous one. The Vaticinator leads a gathering of worshippers in a violent, ecstatic dance, brandishing a blade as she intones a prayer to the goddess. As the dance continues, the Vaticinator (and all those seeking the benefit of the ritual) must cut themselves, taking a single point of lethal damage and bleeding out at least one point of Vitae, letting it spatter on the ground as they move. If the ritual is successful, all vampires who participate gain a +2 bonus on their next hunting roll. Mortals who participate enjoy this bonus as well, applied to their next roll to secure food (whether by hunting, crafts or larceny).

Effect: The performer calls on the mystic protection of Neptune and Gaia, the gods of water and the earth. If the ritual succeeds, the successes gained on the roll are added to the vampire's Defense for the duration of the spell, exactly as if he were wearing armor. Attackers will notice that the vampire's flesh has hardened, and has a stone-like feel, even though the vampire in question is not limited in his motion. This ritual is effective only so long as the vampire who casts it is in flesh contact with the bare earth. If he is lifted bodily off the ground, the spell ends immediately. The power cannot be invoked to protect others; it works only on the Vaticinator himself. The ritual fades at sundown of the subsequent night, though it may be invoked again immediately thereafter.

[3] The Hand Of Hades (Fall Of The Camarilla -- Page 170)
Effect: With this ritual, the performer can call upon the blessing of Hades, empowering herself to temporarily push a spirit out of the body it occupies. To activate the ritual, the performer pushes a point of blood to the surface of her palm (usually cutting the palm to make the bleeding easier) and presses the bloodied palm to the flesh of the possessed victim while uttering a short prayer to Hades. If it works, the intruding spirit flies out through the victim's flesh as if physically pushed by the Vaticinator, and cannot re-possess the victim (or enter a new one) for a number of turns equal to the number of successes achieved on the roll. This ritual inflicts no actual damage on the spirit. It can only be used on a spirit that is intruding in a body; it does nothing when used on a spirit that is disembodied or a body that is not possessed. The Hand of Hades has no effect on a body possessed by a vampire using Dominate 5.

Effect: This vicious ritual is used to punish vampires by bringing about the painful and ignominious deaths of their mortal friends and descendants. The performer ritually prepares a weapon (usually a dagger, arrow or javelin) with his Vitae, calling upon the might and aid of the Furies. Each roll made in the attempt to activate the ritual takes a full night of activity, not a turn. When the weapon is ready, it turns black and cold, the blood upon it transforming into a virulent, viscous fluid. The vampire must then embed the weapon in the body of a living mortal (with a
successful Strength + Weaponry or Dexterity + Archery attack causing three or more lethal wounds). The moment the blow is struck, the mortal is inflicted with an infectious degenerative disease: Leprosy, black flux (cholera) or scarlet fever. Any mortal who comes in contact with the victim stands a chance of catching and spreading the disease as normal, and any vampire who feeds upon him may become a carrier.
Ancient Bloodlines

Each loa is a distinct being with its own drastically varying personal likes and dislikes, sacred rhythms, songs, dances, vèvès (ritual symbols) and related rituals. Loa expect to be served and respected, and any arrogance or disrespect will not be tolerated.

Devotees who serve the loa loyally are granted potent abilities. It should be noted, however, that Kindred are inhuman monsters, forever at war with the Beast within. Of the thousands of loa that exist, only those with a certain affinity for darkness will suffer to ride a vampire.

Ghede

Ghede is the lord of death and the keeper of graveyards. He controls the eternal crossroads that mark the paths between life and death. His followers are said to have the ability to converse with the dead, and were rumored to create zombies from mortal corpses to attend as undead, speechless servants entirely without free will.

Loa characteristics: A vampire who calls upon Ghede takes on a visible death mask. His cheeks become hollow and sunken, dark circles appear beneath his eyes, and his skin stretches taut across his face -- giving him a skeletal appearance.

Ritual Offering: Rum, cigars and food (Ghede is a glutton and a well-prepared feast is a sure way to gain his favor).

[1] Death Echo (Ancient Bloodlines -- Page 75)

Effect: A devotee can call upon Ghede to grant him the ability to perceive the moments of another vampire's Final Death as though he were experiencing the Final Death himself. The Kindred perceives the death as it was occurring from the point of view of the deceased vampire. The character sees what the vampire saw, smells what he smelled, feels how he felt, etc. Kindred are able to maintain Death Echo for a minute per Rapport level, and must know the name of the dead vampire in order to use this ritual.

Suggested Modifiers:

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Situation</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>The ritualist has a physical object connected to the deceased (e.g. hair, clothing, a photograph)</td>
</tr>
<tr>
<td>+2</td>
<td>The ritualist is well acquainted with the deceased, or the deceased is connected to the ritualist through a blood tie</td>
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Effect: A devotee can call upon Ghede to cause any material object to corrode, rust or become rotten. This ritual lowers the object's Durability by a number of points equal to the vampire's Blood Potency, but it does not affect the object's Structure.

[3] Create Zombi (Ancient Bloodlines -- Page 75)

Effect: This ritual is only available to patrons of Ghede. A houngan under the patronage of Ghede can call upon him to reanimate a lifeless corpse and create a zombi. A zombi created through Vodoun ritual is completely under the control of the houngan. It can be recognized by its listless gait, and empty, soulless eyes. It can hear and obey
simple commands, and is said to be entirely without memory of its mortal life -- until its tongue touches salt. According to folklore, the taste of salt will bring the zombi back to its senses, and it will hurry back to the cemetery to return to its grave. More likely, however, salt is simply a supernatural weakness. Either way, houngan often sew the corpse's lips together before calling upon Ghede to animate the body. Zombies are unfailing, devoted slaves. What they lack in intelligence and motivation, they more than make up for in dogged determination and sheer, tireless pursuit of the tasks to which they are set. Generally speaking, such zombies possess a level of reasoning just above that of a rather intelligent dog, and lack even that dog's ability to predict the future or make independent decisions. They understand certain visual cues (such as the opening of the door they are meant to guard) and auditory commands ("Defend me!"), but cannot perform feats requiring abstract intellect. They have a limited memory, but cannot make even basic correlations or inferences. (While they can, for example, dimly recall that their master has changed their clothes once a day, they cannot determine that he is likely to do so again tomorrow.) They have no individual initiative. These corpse-slaves are not really any stronger than they were in life, but they are tireless and completely without the ability to sense or respond to pain. They need not eat or sleep, and will do whatever chore they are set to until told otherwise, even if it requires them to tear their own bodies apart in the attempt. They experience neither fear nor the desire for self-preservation and have no minds, per se, for others to control. Zombies do not suffer wound penalties and cannot heal damage naturally. Bashing, lethal and aggravated wounds are marked normally, but zombies never suffer incapacitation -- they just keep going until their last Health point is lost to aggravated damage. When a zombie's final (rightmost) Health box is marked with bashing damage, no roll is required to remain conscious. When its final Health box is marked with lethal damage, it does not collapse and begin bleeding to death -- it keeps going. Any damage suffered after that is upgraded to aggravated. Once this happens, the corpse loses body parts with each new upgraded wound until it is completely pulverized or disintegrated (the Storyteller decides which parts fall off with each wound). A zombi continues to rot. It suffers one lethal point of damage with each passage of a number of nights equal to its Resistance. A zombi with a Resistance of 3 therefore suffers one lethal point of rotting damage every three nights. In addition, zombies created by this ritual have a vulnerability to salt. If a zombi "tastes" salt, it is destroyed instantly. Otherwise, zombies can only be destroyed when their final Health box is marked with aggravated damage.

Each zombi created by this ritual has the following base traits.

**Attributes**: Power 1, Finesse 1, Resistance 2. Size: 5 (or less if the corpse is small).


Speed, Initiative, and Defense traits begin at 1, regardless of Attribute scores.

The character can spend Vitae to make a zombie stronger, however. For each Vitae spent (in additional to the point required to activate the ritual), the player can raise any one trait by two, or any two traits by one. There is no limit to the amount of Vitae a vampire can use to empower a zombi (up to the limits of his blood pool, obviously), but once the character stops spending blood to do so, thus completing the ritual, he cannot further empower that zombi.

** Effect:** This ritual is only available to patrons of Ghede. Kindred can call upon Ghede to pull the soul of a slain vampire back into the dust of his remains for a limited time. An impression of the face of the dead vampire appears in the dust, answering the houngan's questions in a soft, dry whisper. The ritualist can ask one question of the ghost per level in Vodoun. After it has answered, it departs. (The houngan cannot delay for more than five turns between questions, or else the ghost disappears prematurely.) The ghost's answers are not necessarily truthful or straightforward, as the ritual in no way forces the ghost to be honest. This ritual cannot be used to call up the soul of a diablerized vampire.
Suggested Modifiers:

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Situation</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>The ritualist is well acquainted with the deceased (+2);</td>
</tr>
<tr>
<td>+2</td>
<td>The deceased is connected to the ritualist through a blood tie (+2);</td>
</tr>
<tr>
<td>-2</td>
<td>The deceased disliked the ritualist (-2).</td>
</tr>
</tbody>
</table>

Effect: This ritual is only available to patrons of Ghede. Ghede is Lord of the Dead and keeper of the eternal gateways between life and death, and as such, he has final say over who dies and who lives. A houngan of Ghede may call upon his patron loa to shield him from Final Death. A houngan who performs the ritual Cheat Death is protected by Ghede from Final Death for one hour after the ritual is performed. No matter how hard his foe may try, the houngan simply will not die when under the protection of his patron loa. Cheat Death may only be performed once a night. After the initial ritual is completed, a houngan can activate the effects of Cheat Death as an instant action at any time within the course of a night. When the effects of Cheat Death have been successfully activated, the vampire is under the protection of the ritual for one hour. The rightmost Health box cannot be filled with any kind of damage while a character is protected by Cheat Death. If the vampire enters frenzy, however, the ritual is dissolved, and the character may be killed. Wound penalties apply normally to a character protected by this ritual.

Papa Legba

In Haitian Vodoun, Papa Legba is the intermediary between the spirit world and humanity. He is guardian of the gateways to and from the spirit world and gives (or denies) permission to speak with the spirits. Papa Legba is believed to speak all human languages, and is said to facilitate communication, speech and understanding. According to the Vodoun tradition, Papa Legba is depicted as an old man on a crutch or with a cane, wearing a broad brimmed straw hat and smoking a pipe.

Loa characteristics: A vampire who summons Papa Legba walks with a noticeable limp, as though a leg bone is broken.

Ritual Offering: Black coffee, tobacco, and roasted corn or peanuts.

[ 1 ] Spiritual Intermediary (Ancient Bloodlines -- Page 77)
Effect: Papa Legba can be called upon to grant the ritualist the ability to see, hear and speak with spirits. Kindred granted this ability can also detect their unseen presence if they are hiding or have chosen to not reveal themselves. Unless the vampire has some means of peering across the Gauntlet or affecting the Shadow, he can converse only with Twilight spirits. The effects of the ritual last for one hour per dot of Rapport.

Effect: A vodouissant may call upon Papa Legba to translate any language, verbal or written, allowing communication and understanding across cultural and knowledge barriers. When Universal Translator is in effect, the vampire understands all languages and can speak or write any language that he chooses to focus upon. Fundamentally, Universal Translator is based upon pattern recognition. Therefore, it may also be used on computer and programming languages, allowing the vampire to understand and write the language of code. Universal Translator remains in effect for one scene.
[ 3 ] Legba's Curse ( Ancient Bloodlines -- Page 77 )

Effect: This ritual is only available to patrons of Papa Legba. In linguistics, the Sapir-Whorf hypothesis states that there is a systematic relationship between language and how a person both understands the world and behaves in it. It is language that defines the world. Without language, a person cannot think or communicate, he can only perceive. A houngan of Legba may temporarily remove a person, place or thing from the mind of a victim, rendering the subject incapable of talking about, understanding, or even thinking about the removed noun. The victim may still perceive the object if confronted with it outright, and he may even understand its fundamental properties individually, but he cannot group those properties together to fully grasp or describe what the object is. For example, a victim is made to forget the word "apple." If he is subsequently confronted with an apple, he sees that it is round. Then he sees that it is red, but he cannot recall or see that it is also round. Then he feels that it is smooth, but he cannot recall or see that it is also round and red, and so on. The victim need not be present for the ritual, but the houngan must know his name, or possess an object connected to the victim (hair, an article of clothing, etc.). If the ritual is successful, the devotee chooses any single noun (including proper nouns), which is then removed from the victim's mind for a number of days equal to the houngan's level of Rapport.

[ 4 ] Leech Understanding ( Ancient Bloodlines -- Page 77 )

Effect: This ritual is only available to patrons of Papa Legba. A houngan of Legba may perform the ritual Leech Understanding upon a restrained or incapacitated vampire. The ritualist lays his hands upon the vampire, and knowledge pours into him from the mind of the victim. A character who performs Leech Understanding permanently gains an additional dot in a random Skill that the victim possesses at a higher level than the houngan, and the victim permanently loses a dot in that Skill. If the victim does not possess any Skills at a higher level than the houngan, the ritual has no effect. The Skill dot gained need not be paid for with experience points. Leech Understanding may not be used on mortals. Using this ritual causes a degeneration check for vampires with Humanity 4 (roll three dice).


Effect: This ritual is only available to patrons of Papa Legba. Kindred under the patronage of Papa Legba can call upon him to trap a spirit within a gris-gris, a talisman that houses a spirit and grants the wearer certain abilities or protection. Gris-gris are typically small, cloth bags containing herbs, oils, stones, small bones, hair and nails, pieces of cloth soaked with Vitae, or other small items that calm the trapped spirit and connect it with the owner of the talisman. Before the houngan calls upon Papa Legba, he must first make the amulet that will house the spirit.

Creating a gris-gris requires an extended Dexterity + Crafts roll with a target number of 10. Each roll is equal to five minutes. Once the talisman has been created, the houngan performs the ritual to call upon Papa Legba. If the ritual is successful, Papa Legba will trap a spirit within the talisman. The type of spirit and Rank of the spirit trapped is determined by what the houngan wants the gris-gris to do. A gris-gris that can be used to provide light might require a fire-spirit of low (1-2) Rank, while a talisman that can grant the user the ability to cause foes to burst into flame requires trapping a fire-spirit of high Rank (3 or more). The ritual that traps a spirit within a gris-gris is contested, pitting the ritualist's Presence + Persuasion + Rapport against the spirit's Rank + Resistance. Vampires creating gris-gris are wise to tread carefully. Spirits do not usually wish to remain trapped within a gris-gris, forced to serve a houngan. Many attempt to break free, and if they are able, may turn upon the houngan who imprisoned and enslaved them. For this reason, it is very difficult, and dangerous, to trap a powerful spirit within a gris-gris. While potent spirits offer greater abilities to the houngan, they are also extremely difficult to contain and are dangerous (and sometimes deadly) when emancipated. If the gris-gris is destroyed, the trapped spirit is freed and the devotee no longer enjoys the benefits the talisman provided. The spirit releases its Numina only upon the talisman's activation. The user must request or command the spirit to act whenever he seeks its power. This is done
non-verbally with an instant action Wits + Persuasion + Rapport roll. Success allows the vampire to use the talisman for the following scene. Each time the talisman is activated, the trapped spirit has a chance to escape. The spirit contests the hougan's Wits + Persuasion + Rapport roll with its Resistance. If the spirit breaks free of its prison, the gris-gris becomes useless. Lesser spirits return to Twilight or the Shadow, while more powerful spirits may choose to attack the hougan.

Kalfou

According to Vodoun tradition, Kalfou is the loa of bad luck, evil charms, black magic and misfortune. He represents the malevolent side of chaos and destiny. As such, he is able to lend his dark influence over fate to Kindred who serve him loyally. Like the loa, Kalfou’s followers tend to be fascinated with destiny; they may be fortune tellers, soothsayers or dark prophets. A mambo devoted to Kalfou can inflict devastating curses upon her foes.

**Loa characteristics:** Kalfou is said to be the origin of darkness. The eyes of a vampire who summons Kalfou turn flat black and weep shadow.

**Ritual Offering:** Incense, sugar, and raw meat.


**Effect:** Kalfou may be called upon to inflict a curse intended to bring about immediate ill-fortune upon another. The target of the curse need not be present to be affected by Kalfou’s Misfortune, but the devotee must have met the target. Success causes a number of dice to be removed from the subject’s dice pool. One die is subtracted per Rapport dot the ritualist possesses (an additional die is subtracted if Kalfou is the patron loa of the ritualist). Kalfou’s Misfortune lasts an hour per dot of Rapport the ritualist possesses. This ritual involves a contested action, pitting the ritualist’s Presence + Persuasion + Rapport against the subject’s Resolve + Blood Potency. Resisting Kalfou’s Misfortune is a reflexive action. Kalfou’s Misfortune can be used a number of times per night equal to the ritualist’s Rapport.

**Suggested Modifiers:**

<table>
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<th>Modifier</th>
<th>Situation</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>The ritualist has a physical object connected to the target of the curse (e.g. hair, clothing, a photograph)</td>
</tr>
<tr>
<td>+2</td>
<td>The ritualist is well acquainted with the subject</td>
</tr>
<tr>
<td>+2</td>
<td>The subject is connected to the ritualist through a blood tie</td>
</tr>
</tbody>
</table>


**Effect:** A devotee can swear a binding oath under the eye of Kalfou, and even more importantly, the oath may take place between any number of Kindred. Only one of the vampires involved needs to be able to cast the ritual. Each vampire making an oath under Kalfou signifies her promise with a drop of her own blood upon a swatch of white linen. A promise sworn beneath the watchful gaze of Kalfou can only be broken at a great price. If a vampire knowingly and willingly acts in any way contrary to an oath sworn beneath Kalfou, the loa curses him with bad luck, and the oath-breaker receives a -5 penalty to all actions until his promise has been fulfilled, he dies, or the oath is lifted. The oath is only lifted if the binding cloth on which the oath-takers’ blood was shared is destroyed.
Ill Omen (Ancient Bloodlines -- Page 79)

Effect: This ritual is only available to patrons of Kalfou. A mambo of Kalfou may call upon the loa to inflict a horrifying nightmare upon a foe. The focal point of the nightmare may be a person, place or object. Whatever the subject of the nightmare is, the victim wakes with an intense phobia of it. The Kindred attempts to avoid that person, place or object as though their very existence depended upon it. If the victim is somehow confronted with the object of his nightmare, he will react with utter horror. Each turn the victim remains within 10 feet of the object, the player rolls Resolve + Composure – the mambo’s Blood Potency. If the roll fails, the victim immediately flees from the object in terror. If escape is not possible, he enters Rötschreck. If the victim is mortal and is unable to escape, he immediately faints, and remains unconscious for an hour or until forcibly roused, whichever comes first. It should be noted that although the victim wholly and irrationally believes that the object of his fear will harm him, it is, in fact, no more dangerous than it would be under normal circumstances. Ill Omen remains in effect for a number of nights equal to the mambo’s Rapport.

Curse Object (Ancient Bloodlines -- Page 79)

Effect: This ritual is only available to patrons of Kalfou. Kindred under the patronage of Kalfou may perform a ritual to tie bad fortune to existing lifeless objects (jewelry, clothing, a weapon, etc.). If the ritual is successful, the targeted object is cursed. A character who comes into physical contact with the object must remove a number of dice from her dice pool for any action subsequently performed. One die is subtracted per Rapport dot the ritualist possessed at the time of the item’s creation. The subject need not remain in contact with the item to be affected by its curse. Simply brushing again the cursed object brings bad luck upon the individual. The curse is automatically contested by the victim upon touch, pitting the ritualist’s Presence + Persuasion + Rapport against the subject’s Resolve + Blood Potency. If the victim fails the roll, he is cursed for a number of hours equal to the houngan’s dots in Rapport.

Vodoun Doll (Ancient Bloodlines -- Page 79)

Effect: This ritual is only available to patrons of Kalfou. Made popular through horror films and tales whispered around the fire, the Vodoun Doll is probably one of the most iconic items associated with the practice of Vodoun. As it relates to Vodoun practiced by Kindred, a Vodoun Doll (or poppet) is a potent magical tool used by the most beloved houngan of Kalfou. A vampire may stick a wooden nail into a fabricated doll, and in doing so, manipulate his enemies from afar or inflict any number of dark and powerful curses upon them. Vodoun dolls can be constructed from almost any material: Cloth, wrapped twine, clay, wax or corn husks. Creating a voodoo doll requires an extended Dexterity + Crafts roll with a target number of 10. Each roll is equal to five minutes. The houngan must have a piece of the target or something very important to him – a drop of blood, a lock of hair, or an item of great personal worth such as a wedding ring or a piece of a favorite garment. Alternately, the ritual can be performed using a simple photograph or an object that the target has touched within the last week, but either of these imposes a -2 modifier on the ritual’s activation roll. Once the doll has been created, the houngan performs the ritual to call upon Kalfou. If the ritual is successful, Kalfou creates a sympathetic connection to the intended target. The doll retains the link to the living individual for five hours. If the Vodoun doll is destroyed, all the sympathetic control is broken and the target is freed from all effects. Once the doll is connected to its target, the houngan can puncture it with a single wooden nail. Only one nail may be used at a time (multiple pins may not be used to simultaneously affect different areas), but the nail may be removed and the doll punctured again in another location to achieve a different effect as often as the houngan likes. Placement of the nail, pushed into the Vodoun doll, affects the target in a variety of ways:
<table>
<thead>
<tr>
<th>Pin Placement</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ear</td>
<td>The target is rendered deaf until the nail is removed.</td>
</tr>
<tr>
<td>Extremities</td>
<td>The target is cursed with bad luck while the wooden nail remains in the Vodoun doll’s hand or foot. When the target attempts to perform a task that requires significant physical prowess (any action that makes use of a Physical Skill or Attribute), the target's player loses one die per dot of the houngan's Blood Potency.</td>
</tr>
<tr>
<td>Eye</td>
<td>The target is rendered blind until the nail is removed.</td>
</tr>
<tr>
<td>Forehead</td>
<td>The target is cursed with bad luck while the wooden nail remains in the Vodoun doll’s forehead. When the target attempts to perform a task that requires significant thought (any action that makes use of a Mental Skill or Attribute), the target’s player loses one die per dot of the houngan's Blood Potency.</td>
</tr>
<tr>
<td>Heart</td>
<td>The target is &quot;staked,&quot; a nail in the heart of the Vodoun doll renders the foe paralyzed until the nail is removed. Used against a mortal, a nail in the heart reduces the target's Stamina to 0 for purposes of determining Health and all dice pools involving endurance or fatigue.</td>
</tr>
<tr>
<td>Mouth</td>
<td>The target is rendered mute until the nail is removed.</td>
</tr>
<tr>
<td>Stomach</td>
<td>The target feels ill, and becomes violently sick if he attempts to consume blood while the nail remains in the poppet's stomach. He does not vomit the Vitae currently in his system, but cannot feed to gain additional Vitae until the pin is removed. If the Subject is mortal, he may not eat or drink until the nail is removed.</td>
</tr>
</tbody>
</table>
HAMARTIAPHAGE

Sin Eaters

Although sin-eating is an ability all Kindred possess, the Order of Sin-Eaters have refined the ability to an art form. With a mere taste, the Sin-Eaters can know the most intimate details of their vessel’s darkest secrets, shield themselves from their own sin and even force their sins onto the souls of others with a touch. Hamartiaphage is principally a tool for aiding in the Sin-Eater’s studies into the nature of sin, but this Discipline can be adapted quite well as a tool for information gathering and even a weapon, if need be. As with all unique covenant Disciplines, a character must have dots in the Covenant Status (Order of Sin-Eaters) Merit to learn Hamartiaphage.

As the Coils of the Dragon, Hamartiaphage is not a standard five-level Discipline with progressively increasing powers. This is still a relatively young Discipline, reaching back only to the mid-1800s, and thus only a few of its powers have been fully developed. These Sin-Eaters look on their work as science, and in science, progress sometimes comes from unexpected directions, outside the normal progression of research. At present, only three powers of Hamartiaphage are known.

[1] Knowing The Sin  ( Mythologies -- Page 59 )
Pre-Requisite: Covenant Status (Order Of Sin-Eaters)
Cost: --  Dice Pool: Wits + Empathy + Hamartiaphage versus Composure + Blood Potency
Action: Instant and contested; resistance is reflexive
Effect: When a vampire eats another's sin, he feels the rush of emotions that accompanied the sin, but gains no insight into its specific nature. While oftentimes the feelings associated with the sin are enough to guess the nature of the sin (murder, theft, rape, etc.), the Kindred remains ignorant of the particulars. This power allows the Kindred to see the details of the sinful act as though he himself had committed the act. He sees through the sinner's eyes, hears through the sinner's ears and feels through the sinner's hands.
Failure: The character gains no additional information when eating the victim's sin.
Success: The character perceives the events of the sin from the vessel's perspective. The character does not gain any additional insight into his vessel's motive or who any of the other players in the drama might be; the character only gains direct, sensory information.

Suggested Modifiers:
Modifier  Suggestion
+2  Power is turned on a vampire with whom the user has a blood tie
+1  Sin was committed within the last week
-1  Sin was committed more than one year ago

Pre-Requisite: Covenant Status (Order Of Sin-Eaters)
Cost: 1 Vitae and 1 Willpower  Dice Pool: Resolve + Empathy + Hamartiaphage  Action: Instant
Effect: Through their studies, Sin-Eaters gain an intimate familiarity with their own sins by devouring those of others. By understanding his own wickedness, the Sin Eater may bolster his own soul's defenses against the slow, inevitable domination of the Beast. This power allows the Sin-Eater to consume the sins of a mortal, internalize them, and weigh his own sins against those of his victim. By comparing the "weight" of the two sins, the Kindred finds it easier to cope with his own and gains a bonus on his next degeneration check. This power allows the
Kindred to stave off his own moral degeneration to a limited degree. It is, however, hardly a panacea for Kindred damnation; if it were, the Sin-Eaters would have abandoned their quest for the perfect mortal sin-eater some time ago. For one thing, the bonus only applies to the next degeneration check, never to the degeneration check made for eating a sin in the first place. Furthermore, the character only receives the bonus on degeneration checks made for sins on the same level or higher as the consumed sin. No matter how the Kindred weighs it, petty theft cannot be used as a balancing factor against murder. "I may have hurt him," the character might say, "but at least I don't feel like I would if I'd killed him." This power may only be used on mortal human beings. Its effects last until the character next makes a degeneration check, whether the next degeneration check is eligible for the bonus or not. 

Failure: The character gains no moral fortitude from the sin. Perhaps some mitigating circumstance rendered the "weight" of the sin less. Whatever the reason, the character gains no bonus on his next degeneration check.

Success: By weighing his own sin against the consumed one, the character gains some measure of solace from the process. He gains a +1 bonus on his next degeneration check.

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**Sin Lash**

*Mythologies -- Page 60*

**Pre-Requisite:** Covenant Status (Order Of Sin-Eaters)

**Cost:** 1 Vitae and 1 Willpower

**Dice Pool:** Manipulation + Empathy + Hamartiaphage vs. Composure + Blood Potency

**Action:** Instant and contested, resistance is reflexive

**Effect:** The ultimate expression of a Sin-Eater's mastery of Hamartiaphage, this power allows the Sin-Eater to channel his own sin into others, essentially forcing them to consume his own sin. This process is excruciatingly painful, and often causes severe mental trauma. Needless to say, it must be used with caution, but the Sin Lash is a vital part of Sin-Eater research and occult study. The fact that it is a useful interrogation tool, or even a weapon in a pinch, is merely a dreadful bonus. In many ways, this power is like the reverse of sin-eating, but with one notable exception: The character does not regain a point of Humanity by forcing his own sins onto his victim. This power draws upon the constant wellspring of sin that stems from the vampire's soul, inflicting that same damnation on the target. This power may never be used on the same character more than once per week. A character can only be subject to one instance of this power at a time.

Failure: The vampire fails to accumulate more successes than the target, the target is not affected. The vampire may try again.

Success: The target rolls fewer successes than the vampire and the sin is forced upon her. She must make a derangement check as though she had just committed a sin equal to her own Morality. If she fails, she gains a mild derangement or exacerbates an existing derangement at the Storyteller's discretion. This derangement persists until the victim succeeds on an extended Resolve + Composure roll with a number of necessary successes equal to 10 - her Morality. One roll can be made at the end of each night.

**Suggested Modifiers:**

<table>
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<td>+2</td>
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