

OWbN Guide to Blood Magic

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V3.0

Notes:

- 1)** This packet is designed to be a more complete resource to reference the existing Thaumaturgy and other Blood Magic printed in the White Wolf source material and created in OWbN chronicles.
- 2)** The mechanics set forth in this packet are only a resource for OWbN Storytellers, not house rules.
- 3)** The rarity rules previously used in this packet's forerunners do not apply to this packet. Note that rarity regulations are an enforceable genre standard within OWbN.

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Tremere Thaumaturgy

Note: Path of Blood is the Primary Path for all new starting Tremere.

Path and Ritual Classification:

ATTENTION – Any Tremere of any rank may have any level path or ritual, they need only have the proper level of approval to be *allowed* to possess it. If the Tremere is not of sufficient rank to learn the path or ritual without their superior's approval, then the proper superior's approval is required for them to teach it or to learn it from anyone.

The levels of Rare and Very Rare require out-of-character approval from the Tremere Coord and the Sub-Coord of your region, this includes at character creation.

The in-character approval for Thaumaturgy of these rarities must come from NPCs that are solely controlled at a coordinator level. Characters may learn Rare and Very Rare Thaumaturgy without in-character approval from the proper superiors, but doing so will surely be cause for a tribunal or worse repercussions if any other Tremere ever discovers that someone knows Thaumaturgy they were not taught legally by the Pyramid.

The repercussions for someone who has taught Thaumaturgy without the proper permissions would be no less severe. If a character learns Rare or Very Rare Thaumaturgy in this manner, coordinator approval is not required, but notification to either the coordinator or OWbN Council is still necessary.

Rarity does not always imply how rare (such as number of users in the Clan) a Path or Ritual is. Rarity, as a term, for use in this guide means how restricted a Path or Ritual is by the Clan.

1 - Common: All Tremere

2 - Uncommon: Regent or with Regent's permission.

3 - Rare: Lord or with Lord's permission.

4 - Very Rare: Sabbat paths, rituals or anything that PCs should NOT be allowed to have at all without permission from the appropriate Coordinator controlled NPC. Getting these would require you breaking into the chantry in Vienna, slipping in the Sabbat HQ in Mexico City, or getting it from the person who made it. Only a Pontifex, Councilor, or Tremere himself have the authority to approve instruction in these paths/rituals.

5 - Unique: Created by a Player Character. These can only be acquired from the PC who created the magic or through someone who acquired the ritual/path through legitimate means from the one who created it. Approval for teaching or learning Unique Thaumaturgy must still come from a Lord or higher.

Sabbat Thaumaturgy: Paths or rituals marked as being Sabbat are those that were created by the Tremere Antitribu. They taught some of this knowledge to other members of the Sabbat while they were alive, but the Tremere Antitribu are all dead now. For this reason, nobody in the Sabbat is capable of teaching what they know to others, except under extremely rare circumstances (OWbN by-laws state that only Tremere can teach Thaumaturgy).

Mind's Eye Journal #1 lists the rituals that the Camarilla managed to reclaim from the Tremere Antitribu. All other Sabbat Thaumaturgy is either lost to the Tremere or archived and locked away by the upper echelons of the Pyramid. Thus, it is *all* classified as being Very Rare.

OWbN precedes the destruction of the Tremere Antitribu. Therefore, it is an unfortunate fact that older PCs managed to get their hands on Sabbat Thaumaturgy, and have passed it around. For the sake of genre maintenance, although it is recognized that many PCs currently possess Sabbat Thaumaturgy, Pontifex or Councilor permission is still required for anyone to teach or learn these closely guarded secrets.

Anarch Thaumaturgy: *Very few Tremere are counted among the ranks of the Anarchs. These Tremere lost their access to the libraries and instruction of the rest of their clan, and had to develop some of their own rituals in order to survive. The rituals listed in the MET Anarch Guide are available to Anarchs. Some Pyramid loyal Tremere operate in chantries within Anarch territories, but they are not true Anarchs (rogues operating outside of Pyramid control).*

These Pyramid loyal Tremere have managed to gather some knowledge of the rituals designed by their Anarch and rogue clan mates before destroying them, but the knowledge gained is kept locked away by the upper echelons of the Tremere. For this reason, Anarch rituals are classified as Rare for Camarilla Tremere.

Note: Non-Tremere clans that have their own type of Thaumaturgy may not have rituals listed in this section unless instructed by a Tremere or if their clan already has those rituals or Paths available to their paradigm.

For instance, Setite Sorcery and Tremere Thaumaturgy are so different in application that a Setite sorcerer could never learn Pavis of the Foul Presence, which is Hermetic Tremere Thaumaturgy.

Learning Thaumaturgy

Thaumaturgy is a discipline, but it is not simply a discipline of the blood like many other vampire powers. With rare exception, only members of House and Clan Tremere may learn Thaumaturgy with the same ease that other disciplines are learned.

Tremere get their primary path of Thaumaturgy at in-clan costs. Along with this, two basic, two intermediate, and one advanced ritual are learned for free. The first basic ritual must be Rite of Introduction. These rituals must be approved by your Storyteller and follow any rarity approval restrictions. Other paths are learned at out of clan costs for a discipline.

Any secondary paths may be learned with the following restrictions.

1. You must have a Tremere teacher.
2. You cannot learn ANY secondary paths beyond the second basic until your primary path is advanced. If you have advanced in your primary path, you may learn up to advanced in secondary paths.

Rituals may be learned at a cost of two experience points per level of the ritual (two for a basic, four for an intermediate, and six for an advanced). You may not learn a ritual of a level higher than your primary path of Thaumaturgy.

PCs may not learn any ritual beyond the advanced level. Learning rituals requires that you have a teacher, and that you have the permission of your superior to know the ritual.

Learning Thaumaturgy out of Clan

It takes a great amount of time (1 year) for those not of the Tremere clan to learn Thaumaturgy. The ritual 'Inherited Affinity' will allow the student the ability to learn Thaumaturgy from a Tremere in significantly less time, like any other out-of-clan discipline. To do this, the student must place herself at the whim of the Tremere, which most Kindred would not do.

In almost all cases, a Blood Contract is required. There would have to be extenuating circumstances for such a Contract to **not** exist. The teaching of Thaumaturgy by a Tremere is an **extremely** rare thing. The teacher and the student are watched, so that the loyalty of both is assured.

At a minimum, the contract should include a clause that any Thaumaturgy the student learns will not be used against any member of House and Clan Tremere, and the student must swear to the Tremere oath. These things **must** be done, as well as approved by the hierarchy of the Tremere (Coordinator NPCs), or the teacher will be accused of betraying her clan.

Learning Tremere Thaumaturgy Out of Clan is also subject to the Character Regulation Bylaws. Please see www.owbn.org for the exact details.

Path and Ritual Creation

Creating new rituals & paths should be a challenge, but it should be possible.

The MET Storytellers Guide lists the process (paths pg. 44-46 & rituals pg. 63-64). It says that the creator must have “a Thaumaturgy Trait one level higher than that of the ritual level she seeks to create, of her Primary Path.” By this description, there cannot be any new advanced rituals created unless an NPC with Elder Thaumaturgy is the creator of the path or ritual.

In addition, the MET Camarilla guide states the minimum levels of occult influence required to create a ritual or path (6 for basic, 7 for intermediate, & 8 for advanced). By the printed description, a single Tremere PC working on her own could not create even the most basic of rituals. Depending on how local games use influence, two or more Tremere would have to work together to create any ritual or path.

If you do create a ritual or path, please submit it to the Tremere Coordinator for it to be included in future versions of this packet. If it is not submitted to the Tremere Coordinator for approval, it will probably not be accepted into OWbN as a whole.

Paths

Note: All paths listed here have their most recent text reference listed in the chart below. Any paths not printed in a Revised MET book are listed in the section directly following the ritual chart.

1 - Common:

The Green Path
The Lure of Flames
Movement of the Mind

The Path of Blood
The Path of Conjuring
Weather Control

2 - Uncommon:

Alchemy
The Hearth Path
Elemental Mastery
Neptune's Might

Oneiromancy
Path of Transmutation
Spirit Manipulation

3 - Rare:

Biothaumaturgy
The Faux Path
The Focused Mind
Hands of Destruction
Mastery of the Mortal Shell

The Path of Corruption
Path of Curses
Path of Shadow Crafting
The Path of Technomancy
Vine of Dionysus

4 - Very Rare:

The Path of the Father's Vengeance
(S)
Path of the Blood's Curse
The Path of Mars (S)
Gift of Morpheus (S)

Thaumaturgical Countermagic (Astors
only)
Spirit Thaumaturgy
Soul of the Serpent
Way of the Levinbolt
Way of Warding

5 - Unique:

Binding the Abyss
Borealis
Path of the Better Self

* (S) = Sabbat paths

The following paths are **Dead Paths**, and cannot be learned by **anyone**.
No conversions are given for them for this reason:

Way of the Worlds Blood (Original Source: Libra Sanguinus II: Keepers of the Word)
Way of the Shadow World (Original Source: Libra Sanguinus II: Keepers of the Word)
Way of Passage (Original Source: Dark Ages Compendium)
Prey on the Soul's Fear (Original Source: Dark Ages Compendium)

Path Name	Rarity	Location
The Path of Blood	1	LotN Revised: 177
The Lure of Flames	1	LotN Revised: 178
Movement of the Mind	1	LotN Revised: 180
The Path of Conjuring	1	LotN Revised: 182
Hands of Destruction	3	LotN Revised: 183
Elemental Mastery	2	MET Camarilla Guide: 76
The Green Path	1	MET Camarilla Guide: 78
Neptune's Might	2	MET Camarilla Guide: 81
The Path of Corruption	3	MET Camarilla Guide: 83
The Path of Technomancy	3	MET Camarilla Guide: 86
Spirit Manipulation	2	MET Camarilla Guide: 89
Thaumaturgical Countermagic	4	MET Camarilla Guide: 92
Weather Control	1	MET Camarilla Guide: 93
Path of Mars	4	MET Sabbat Guide: 125
The Path of the Father's Vengeance	4	MET Sabbat Guide: 127
Alchemy	2	MET Storytellers Guide: 47
Biothaumaturgy	3	MET Storytellers Guide: 48
The Focused Mind	3	MET Storytellers Guide: 50
The Hearth Path	2	MET Storytellers Guide: 51
Mastery of the Mortal Shell	3	MET Storytellers Guide: 53
Oneiromancy	2	MET Storytellers Guide: 54
Path of the Blood's Curse	4	MET Storytellers Guide: 56
Path of Curses	3	MET Storytellers Guide: 58
Path of Transmutation	2	MET Storytellers Guide: 60
Vine of Dionysus	3	MET Storytellers Guide: 61
Spirit Thaumaturgy	4	Laws of Elysium: 74
Gift of Morpheus	4	Laws of the Night: 103
Way of the Levinbolt	4	Tremere Clan Book Revised: 51
Path of Shadow Crafting	3	Tremere Clan Book Revised: 53
Faux Path	3	Blood Magic: 84
Way of Warding	4	Dark Ages
Soul of the Serpent	4	Cairo by Night: 88
Path of the Better Self	5	OWbN
Binding the Abyss	5	OWbN – Westchester & Tampa
Borealis	5	OWbN - NVA

Additions, Player-Created Paths & Table Top Path Conversions

Alchemy

This path must be used in a controlled, laboratory setting. The amount of Mass/Volume that the castor can affect is based on the amount of additional mental traits that the castor expends when the path is activated. Nothing larger than a Car can be affected.

Mentals	Mass/Volume (examples)
2	A Coin
4	A Brick
6	A Table
8	A Safe
10	A Car

Path of the Better Self

This path was created as an attempt to bring out a more social aspect of thaumaturgy. It was developed by Lord of the Fourth Circle C.L.U Vasa, House Hephaestus, as an aid in business settings and political dealings. The aim of the path is to give an advantage to the caster in these settings by manipulating the mind and body of the target to mimic certain afflictions at the most inopportune time.

No levels of this path are stackable with another level of this path.

Basic

Gentle Words

Gentle Words is designed to make the caster appear more charismatic than he or she really is. It was designed to aid in business dealing with superior adversaries.

Upon using this power, the caster spends one Blood trait and engages in a test versus 7 mental traits. On a success, the caster gains any combination of 2 (two) of the following *Charisma* related traits: Charismatic, Charming, Dignified, Eloquent, Expressive or Genial. These may be used primarily in social challenges dealing with arguments, politics, other conversational pieces where getting your point across above all others is key. It lasts for the rest of the scene or one hour, whichever comes first.

Bad Form

Bad Form is designed to embarrass your adversary in a business meeting. Most executives have learned from their very beginnings of their business meeting education that showing up intoxicated in any form is a very bad thing.

The caster must initiate a mental v. mental challenge against his/her target and spend a Blood trait. If the caster wins against a mortal, the target suffers from the

effects of an all night binge drinking fest, giving them the negative traits *oblivious* and *clumsy*. Kindred are affected as if they drank from an intoxicated mortal, giving the same negative traits as mentioned above, but the caster must expend a temporary willpower trait in addition.

Intermediate

Babbling Brook

Babbling Brook is designed to confuse the target. Upon a successful casting, the target can no longer maintain a solid train of thought for the duration of the scene or one hour. The target may start a sentence or conversation, but it quickly loses its focus and winds up a meandering spoken diatribe on everything but the original focused point. This does not mean the target can't remember what they wanted to say, but that they cannot finish it vocally.

The caster spends a Blood and engages the target in a mental test. On a win, the target gains the negative traits *Forgetful* and *Ignorant* for the rest of the night. In order to affect Kindred, the caster must also expend a temporary willpower trait. The effects of this path should be role-played out accordingly.

Incompetence

This power was developed to show one's true power over another. With this, the target becomes little more than a simpleton. Even the most mundane tasks (such as walking, talking or writing) become near impossible.

The caster spends a temporary Willpower and a Blood trait and engages the target in a Willpower challenge. If successful, any time the target wishes to take any actions, the target must first win a static challenge against his own traits of the appropriate category, which he may retest with appropriate retests. I.e. If the target has 8 physical traits and 6 social traits and wishes to walk or run, the target must first win a physical challenge against 8 traits and may retest with Athletics; similarly, he would have to win a social challenge against 6 traits in order to talk. This power lasts the rest of the night.

Advanced

Bring forth the Inner Child

Bring forth the Inner Child is the most devastating power of this Path. With it, the caster transforms part of the very core of his or her target, bringing out the inner child in him or her to the forefront. It changes the target's Nature to *Child*.

The caster must have a trait of the target's blood. The caster must expend a permanent Willpower trait and a Blood trait and then engage the target in mental challenge. If the caster is successful in the challenge, the caster then makes an extended challenge with the target, using the *psychology* ability as a retest. This determines the duration of the effect:

Number of Successes	Duration
1	Rest of the Evening
2	One Day
3	One Week
4	One Month
5	One Year
6	Permanent

Binding the Abyss

Although the Tremere have long been enemies of the Tzimsce, a chantry of 17th-century Portuguese Tremere once turned their talents to specialized means of combating the treacherous Lasombra of neighboring Spain. This resulted in the creation of the Path of Shadowcrafting. In the modern nights, however, Tzimisce-Lasombra ties in the Sabbat have brought the Lords of Shadow to the attention of the Tremere again. With the Camarilla's recent up-turn in their war with the Sabbat, the Tremere have needed a means to blunt the Sabbat's edge, so the Path of Shadowcrafting was unearthed. It was, however, archaic and hardly suitable for the trails of modern nights. The path of Binding the Abyss, a remodeled Path of Shadowcrafting, was made to accomplish what Shadowcrafting could not. Those who remade the Path focused upon the workings of the Abyss, researching the true masters of the shadows, the Lasombra themselves.

Masters of Binding the Abyss have learned to dominate the soulless creatures of the shadows, but not in the same fashion as the Lasombra. Where as Binding the Abyss controls those that dwell within the Abyss, and thus making the Abyssal creatures briefly bow to their twisted whims, the Lasombra have a much more rooted dominance of the Abyss's powers, which are the pure stuff of darkness, channeled through their blood. As these two Clans draw their power from near the same sources, the Binding the Abyss has become eerily similar to Obtenebration's effects and practices. To begin learning Binding the Abyss, the Tremere must have at least three levels of Abyss Lore. However, all retests are made with the Occult Ability.

Basic

Tenebrious Breath

The first rule of Abyss: darkness devours all light. Eventually, every light gutters and fades into the darkness. A neophyte thaumaturge can exert this property of Abyss, bringing devouring darkness to lights nearby.

Spend one Blood Trait and you can snuff out a light source or multiple light sources that you can see, equaling up to a bonfire. The lights would be snuffed out for the rest of the scene, at which point the light will ebb back in a most unsettling manner.

Hand of Night

This wholly unnerving power allows a thaumaturge to take command of a distant shadow. Through his understanding of the ways of the Abyss, he is able to link his thoughts to the shadows and summon an almost tangible quality to the darkness he controls. If the shadow belongs to a person, it follows the thaumaturge's mental commands. Inhuman shadows contort as much as possible, stretching, elongating and moving in a semblance of the caster's thoughts. A shadow controlled in this fashion cannot actually do harm, but this unnerving shadow can tangle its semi-physical form about its source. Those who have felt this shadow's fleeting touch have said that it was completely unwholesome and felt as cold as ice.

You need only to indicate a distant shadow and spend a Blood Trait to invoke this power of 'Thaumaturgy.' Once you've invoked the power you can completely control the actions of a shadow that you can see for so long as you concentrate on it. You should either indicate its movements to the subject viewing it, or inform a Narrator who can relay the shadow's unusual actions.

If you decide to affect a person with this power, their shadow inflicts the Negative Trait Clumsy due to the semi-tangible elements of the shadow and distracting nature of its power.

Intermediate

Enveloping Darkness

How would shadow appear if it hovered in the air? A discoloration? A dimness in the atmosphere? A hole in space? A commanding Tremere can peel back reality and spill forth the shadows of the Abyss and bend them into a floating globe that whips about the caster. This airborne shadow conceals the caster and creates a roiling sphere of confusion. The unnatural display manifests as an ephemeral globe that encompasses the caster at about an arm's length, though it contracts and expands rapidly while the shadows flit about its surface.

Indicate "Enveloping Darkness" by crossing your arms at neck level, palms out with your fingers spread. Any onlooker can note the obviously unusual sight. This globe of darkness extends a full three feet about the caster and those who would come into the darkness are affected with the Negative Physical Trait of Clumsy while engulfed in the unnatural shade. Mortals with fewer than five Physical traits may be strangled to death, as they lose one Physical Trait per turn, and then lose Health Level per Turn.

Inside the globe of shadow, all light sources other than fire are extinguished and sound is muffled. All victims of the globe (except yourself) suffer the penalties of total

darkness: They lose two Traits in resolution of challenges and are forced to make a single retest on any successful challenge because of the darkness. Even those with Heightened Senses and Eyes of the Beast are affected: each removes one penalty Trait from the effects of the globe (forced retest is not removed).

You gain one bonus Trait to resolution in all challenges of stealth and when defending against any physical attack. And your Globe, once created, lasts for the entire scene or hour, or until you dispel the darkness to the Abyssal region from which it came.

Sacrament of the Void

Shadows seem to devour the landscape hungrily as night falls. Where any shadow lays, the power of night remains --- through that sympathetic power the Tremere can invoke the strength of night in any place. Mortals who have observed this bizarre power have left the experience "touched," talking of shadows impossible in the current light and non-Euclidean geometry casting horrid shades. Even the sun's touch is dulled by these shades.

By casting 'Sacrament of the Void' you can cause an area of shadow to expand beyond what would be its natural length. The preexisting shadow is considered to extend an additional yard in each direction. So long as you remain within this shadow (this may include the caster's own shadow), the area counts as being under the influence of night. Due to the strengthening ties to the Abyss, the caster can actually lessen the sun's searing light, in effect lessening the damage of sunlight by one Health Level. If the caster were to stand in direct sunlight with this power in effect, he would take two Health Levels of damage rather than three. This lasts for the rest of the scene or an hour.

Advanced

Abyssal Exorcism

Mastery of this path allows a Tremere to imbue his shades with a cannibalistic hunger. At this level of expertise, the caster can loose a shade filled with terrible hunger for its own kind. This mastery of the Abyss gives the Tremere a chance to counter the Obtenebration Discipline. When the Tremere summons forth this creature, malevolent darkness consumes all the shadows in the area, only to consume itself at the apex of the feast. The Shadow Fiend leaves the places it passes tinged with a harrowing frost.

When you cast this power you have a chance to have your shade consume 'Obtenebration.' By spending three Blood Traits, you make a Mental Challenge against the target in question, and if you win the 'Obtenebration' power fails completely and is consumed by the Shadow Fiend consequently, all natural shadow is consumed as well, temporarily resulting in a surreal, frozen locus. If you lose, you take a level of lethal damage as the Shade feasts upon the darkness within you. In either case the Shade quickly passes once its meal has been consumed back into its void.

Borealis

This Path was created in the Night... Falls (NVA) chronicle by Vincent King.

Basic

Ran's Touch

By concentrating, the thaumaturge can freeze a small area, rendering simple devices useless. To activate this power the target must be touched and single blood trait must be spent, then the caster engages in a Mental vs. Physical challenge. An additional Blood Trait must be spent for a currently moving target. This cannot be employed on a living or undead target.

Grasp of Magni

A slightly larger area of space can now be frozen and the thaumaturge no longer needs to touch the target. By spending a Mental Trait the caster may create a small (up to a cubic foot) block of ice. If targeting a person or something that a person is grasping, the caster must engage in a Mental vs. Physical Challenge. The Ice can halt movement of a person or machine, and will last until melted or broken (static Physical vs. 6 traits).

Intermediate

Forseti's Silence

With this level of control the thaumaturge can create a wall of Ice. The wall is three cubic feet of ice for each Mental Trait spent to cast it, has as many Enduring Physical Traits as Mental Trait spent to cast it, and has health levels equal to half of the Mental Traits spent to cast it, rounded down. The wall must be summoned in unoccupied space within 50 feet of the caster.

Hel's Kiss

The thaumaturge can literally freeze the blood of his chosen target. By spending a Willpower and winning a Mental vs. Physical challenge against the target, up to 3 Traits of Blood are frozen in the target's veins. A Mental Trait must be spent for each Blood Trait frozen. For mortals this would cause a lethal wound for each blood frozen, and render that blood permanently useless fluid. For Kindred this would make the blood unusable for 5 Minutes or the end of a scene. In both cases the target would be down one Physical trait for each blood trait frozen.

Advanced

Tomb of Buri

This power can completely incase a single target in a Tomb of Ice. The thaumaturgist must concentrate for a full turn, expend a Willpower Trait and initiate a Mental vs. Physical Challenge against the target. The Tomb has as many Enduring Physical Traits as Mental Trait spent to cast it, and has health levels equal to half of the Mental Traits spent to cast it, rounded down. If a Mortal is trapped in the Block of Ice he or she will take one Lethal wound each round until broken free. The victim of this power may attempt to break out, destroying the health levels of the ice, by initiating a physical challenge from within it.

Faux Path

As with nearly all Thaumaturgy, the Faux Path requires the expenditure of one blood trait and an entire turn of casting in addition to any other requirements specified in the power description. The symbol for use of the Faux path is crossed fingers, where appropriate.

Basic

Hello, Goodbye

The player makes a Static Mental challenge vs. six traits to invoke this power. The next sentence the thaumaturge utters will be perceived as a lie for the duration of the evening. At dawn, the affected characters may once again exercise their own judgment regarding the veracity of the statement.

Disciplinary Identification

The thaumaturge may identify a discipline he witnesses being used. In the case of disciplines such as Dominate or Dementation, an Awareness challenge may be required to notice that a discipline is in effect. Powers belonging to other Supernatural creatures, with the exception of Hedge Magic, register as "Unquantified." The effects of Hedge Magic, True Faith, Dark Thaumaturgy, and all other Sorceries, will always register as "Thaumaturgy" at this level of mastery. The thaumaturge throws a Static Mental challenge vs. six traits to invoke this power. The thaumaturge must know at least cursory information about the discipline's powers. Note that this power may never be used in combat.

Intermediate

Thaumaturgical Identification

The third level of The Faux Path allows the thaumaturge to identify the specific paths of Thaumaturgy and other path-based disciplines, provided he is at least familiar with the effects of the path under scrutiny and has first used Disciplinary Identification to identify the Discipline. Any use of this power without first successfully using Disciplinary Identification will result in an incorrect result. The thaumaturge makes a Static Mental challenge vs. eight traits to invoke this power.

Ritual Madness

By making a Static Mental challenge vs. eight traits, the thaumaturge can place the physical, somatic effects or extrapolations of the effects of any ritual he is familiar with on an object or person, but the 'ritual' will have no actual effect. In the case of faux wards (Ward vs. Fools) or similar effects, a courage check may be needed to touch the affected item. Such items will get any sensory-based traits incurred by the actual ritual. These effects last until the next sunset.

Advanced

Disciplinary Affectation

The thaumaturge can duplicate the outward appearance of any Discipline or Path power up to the Advanced level, provided he is familiar with the power in question. The thaumaturge may mimic any and all outward effects of a Discipline with a Static mental challenge vs. ten traits, the expenditure of a Willpower trait, and by meeting the costs

associated with the mimicked power as well. The burden of proof is with the Caster. Powers such as Obfuscate and Chimerstry will appear to have been used, but not successfully, against the viewer, i.e., the observer will believe that the discipline was used, but that it failed to deceive her. Bonus traits and negative traits conferred by the powers mimicked are not actually conferred, nor are the actual benefits of the power generated.

Gift of Morpheus

This path allows you to control others' sleep and dreams.

Basic

Cause Sleep

By winning a Mental Challenge with the victim, you can cause him to fall asleep. The victim will not fall over and snore on the floor, but he will, over a period of five minutes, gradually drift into a sleep from which loud noise or physical contact can wake him. While the ritual is intended primarily for use against mortals, you can spend a Willpower Trait to affect a vampire (you must still win a Mental Challenge).

Mass Slumber

By spending a Willpower Trait, you can cause a group of mortals to fall asleep. To resist, mortals must spend a Willpower Trait and test against you in a Mental Challenge. If there are ghouls or Garou present in the "mortal" crowd, you must engage in individual Mental Challenges with each non-mortal. This ritual is best invoked in the presence of a Storyteller.

Intermediate

Enchanted Slumber

This ritual allows you to cause a person or creature to fall into a sleep from which she cannot be wakened until a specific event occurs (like a kiss from Prince Charming). This event should be achievable, though not necessarily easy. The target will rouse if her life is threatened, although she will be down two Traits in all areas. To invoke this sleep, you must spend a Willpower Trait and initiate a Mental Challenge.

This is best used on a Narrator character. If used on a player character, you should remember that if the conditions are unachievable in-game, they could cause the player to be effectively cut out of the game for at the least the duration of the evening. Storytellers may choose not to allow you to set impossible conditions such as, "She may not awaken until her body is physically transported to the planet Mars."

Dreamscape

This allows the caster to enter the dreams of a sleeping target. The caster may not use any powers or harm the target in any way, nor does this power grant any control over the dream itself. The Target is not aware of the presence of the caster in her dream. You must possess a personal item of the target and engage in a Static Mental challenge with a difficulty equal to the total permanent (not temporary) willpower of the target.

Advanced Dream Mastery

You may enter the mind of a specific sleeper and induce nightmares or use Disciplines such as Presence, Dominate or Auspex if you possess them. You effectively gain control over the sleeper's dreams and can do as you wish. Any Discipline used on the sleeper must incorporate the usual number of challenges and other Blood and Willpower expenditures. This requires you to win a Mental Challenge and spend one Mental Trait. The sleeper may take normal action in her dream.

Soul of the Serpent

This path was created by a member of the secret society known as "The Eye of the Serpent."

To quote the description of the Path in Cairo by Night: "Thanks in part to the living asp residing in her stomach, the acting Tremere regent in Cairo has developed a Thaumaturgical path of her own over several decades of intense study and experimentation – a discovery she firmly believes to be her own. The path exemplifies and embodies the perfection of the serpent's form...."

The levels of this path are not "stackable" with Serpentis, and quite frequently function as a lesser (or variant) version of the powers of that Discipline.

Basic Serpentine Sense

The most basic level allows the lector-priest to access the considerable olfactory prowess of the serpent, granting acute sensitivity to all smells for the duration of the scene. The possible effects are varied, from allowing the lector-priest to identify poisons and poisoned foods by smell, to effectively letting her "see" in the dark.

Functionally this power works like Tongue of the Asp for darkness penalties, and otherwise grants the user a 1 Trait bonus when comparing ties to smell something. Smells not normally detectable via non-supernaturally heightened senses become apparent to the user. Note that use of this power causes the ophidian character's hearing to suffer commensurately, imposing a 2 trait difficulty on all related challenges until the Serpentine Sense is no longer employed.

Scaleskin

When this application of the path is invoked, the user's outer layers of skin become smooth and scaly like those of an anaconda or other river snake, allowing for greater flexibility on land as well as considerable freedom of movement through water.

The character gains the Physical Trait Dexterous, and she gains the ability to pass through any opening large enough for her head. In addition, swimming in this form is exceptionally efficient, allowing the user to travel through water at normal land speed. While use of this power is obvious (to say the least) it does allow for some nick-of-time escapes from handcuffs and other difficult situations.

Intermediate Venom Curse

The lector-priest can transform her own vitae into a deadly poison capable of blinding the eyes of nearby opponents, like that of a spitting cobra.

The character coughs a point of vitae into her mouth, where it transforms mystically into a deadly blood-venom. The vampire then spits the venom at any one opponent within range (equal to three feet per Strength related trait + level of Potence (i.e. Basic, Intermediate, Advanced)). The player engages the target in a physical challenge (bidding two traits due to the difficulty to hit the eyes). If the attack succeeds, the target must immediately make a static Physical Challenge (bidding a Stamina-related Trait) to soak the toxin. If the Stamina Challenge fails the victim remains blind until the venom has run its course.

The blindness lasts for a scene or an hour. Supernatural targets can conceivably shorten this time. Vampires may spend three blood points to eliminate the problem. Lupines will regenerate the blindness in short order, reducing the duration to 1 minute. The blood-venom is extremely toxic to mortals, however, who are blinded for life unless they receive immediate medical attention (within the hour). Thankfully, this supernatural venom is quite thin, and its potency cannot be maintained outside of the lector-priest's body.

Touch of Typhon

The lector-priest can now metamorphose her entire forearm and hand into a deadly asp, complete with a writhing, venomous snakehead.

Effective range is only five feet, but the bite of the serpent "arm" is deadly, doing an additional level of aggravated damage to anyone struck in combat. Mortals bitten thus must immediately succeed in a Static Physical challenge (vs. 7 traits, bidding a Stamina-related Trait) or die within (total number of Stamina related traits possessed + 5) minutes from the snakehead's virulent toxin.

If a mortal is killed in this way, the venom begins to seep out of the corpse's wound shortly thereafter, carrying the unfortunate mortal's essence along with it. The blood-venom pools nearby, slowly coagulating to form a small supernatural asp under the control of the lector-priest. From then on that mortal's soul knows no peace until such time as its new "boy" is killed, thus freeing the tortured spirit within.

Advanced Form of the Hydra

This powerful incantation – the ultimate plateau of achievement for one studying this path – allows the lector-priest to transform instantly into a writhing mass of vipers, her body erupting in a spectacular shower of black, red, green, and gold.

The player must spend two blood points to effect the change, which takes three turns to complete. During this time, the character may take no other action, and no transition of any kind is apparent in her form. At the end of the turn, her body simply bursts into a number of vipers equal to the maximum number of blood points the character can hold. (For example, an 8th generation Setite using this power would explode into 15 separate snakes.) Alternatively, the player may opt to transform instantaneously, but she does so at a cost of five blood points rather than two.

Individuals assuming the Form of the Hydra are nearly impossible to destroy. Every last viper must first be located, as the lector-priest may reform later if even a single serpent remains. This transformation lasts until the Warlock wills herself to assume normal form once again, which takes another three turns.

Spirit Thaumaturgy

Failures in Spirit Thaumaturgy are not recommended; the spirit of a botched summoning may turn out to be a Specter or may decide to follow the vampire around for a while to harass the vampire or worse.

Basic

Evil Eye

You can summon a wraith to harass a victim for a duration of time determined by a number of Mental Traits expended into the challenge. You must defeat the victim in a Mental Challenge. If you are successful, the victim must bid two extra Traits in any challenges for 10 minutes. You may extend the duration of harassment at the cost of one Mental Trait per five minutes.

Spirit Eyes

You may attempt to see and communicate with wraiths in the area. A successful Mental Challenge versus the wraith is required before you are able to see or communicate with it. You may communicate with the ghost for five minutes for every Mental Trait you expend.

Intermediate

Spirit Slave

This power allows you to master a summoned wraith. To use this power, you must win a Mental Challenge against the wraith. If you win the test, the wraith is bound to remain and answer any questions you like, or perform any one task you require. If unwilling, the wraith might opt to perform the task poorly. An additional use of this power can force a recently dead wraith into permanently haunting the present location. This effect requires a successful Mental Challenge against the target. However, this effect can (at the Storyteller's discretion) eventually wear off.

Journey

This power is similar to the Auspex power of Psychic Projection, but your spirit remains within the physical realm. Your body remains in one place while the spirit travels around. You can be trapped inside fetishes when in this state, and can potentially be controlled by any spirit power. Mental Disciplines that do not require touch are available for use while in this state, with the exception of Necromancy or any other Spirit Thaumaturgy. Any power requiring physical contact or manipulates the physical body is unavailable. Your spirit is visible to those around you unless Obfuscate is being used. To activate this power requires the expenditure of one Willpower Trait. While in this form, your spirit is immune to physical harm but is affected by sunlight and wards as normal.

Advanced Fetishes

You can cause spirits to inhabit objects, or fetishes, which you may then carry around with you. Once the spirit is imprisoned, the fetish will allow you access to one and only one power (not to exceed Advanced level) that the spirit possesses. The power that becomes available is determined by the Storyteller. A successful Mental Challenge against the victim is all that is required to bind the spirit to the fetish. The spirit is trapped in the fetish until the fetish is broken. Before you may access any power of the fetish, you must permanently expend a Mental Trait to attune the item to yourself.

Way of Warding

General Notes: Each level of this path requires the magus to paint a glyph on an object with their own blood (spending a blood trait), and succeed in a simple test. Contact with fire or sunlight will destroy all wards created by this path.

Basic

Bar the Common Passage

This will reinforce the physical stature of any object. After activated (see above) the affected object doubles its traits to resist breaking/battering. This may allow it to overbid in challenges against it if applicable. Traits of items affected are subject to the storyteller's discretion. Any object affected by this power will receive a free retest against any use of thaumaturgy to destroy it or alter its state (Path of Flames, Alchemy, etc).

Glyph of Scrying

The magus can see the area around the ward as if she was there. This can be placed on portable objects to act as remote sensors. Sensory amplification (heightened senses, spirit eyes, Eyes of the Beast) can be used through the ward. While looking through this glyph, the magus has no awareness of her current physical surroundings save for if damage is dealt to her (must be damage, a touch will not be noticed).

Intermediate

Runes of Power

This protective ward will do lethal damage equal to the number of mental traits the magus permanently expends at the time of use. The ward cannot be moved more than its normal range of motion (a door can swing on its hinges, but a sword would lose the effect as soon as it was picked up) after this rune is inscribed on it. Furthermore, any sentient creature will feel the power emanating from the rune, and will not be able to willingly touch it unless they expend a willpower trait (cannot be dominated into touching it).

Glyph of Enlightenment

The caster may create glyphs that can both act as glyph of scrying, and allow for 2-way communication. Thaumaturgical effects that you can meet the restrictions on can be used through this conduit (Generally, no touch. Theft of Vitae will steal the blood and

find the most direct route to you if there is one). All restrictions of the second basic of this path still apply.

Advanced

Secure the Sacred Domain

This powerful incantation allows the magus to protect an entire building. She draws a glyph at the exact center of the building (requiring the expenditure of a willpower trait and a static mental test vs. 10 traits). If successful, all windows, portals, and doors shut and become magically sealed (Cannot be opened but can be destroyed). Current breaches in the original structure are covered with a magical wall of force that cannot be destroyed, but can be circumvented (by knocking down a different wall). Multiple uses of this power will not have any effect other than sealing new breaches in walls.

Elemental Mastery

General Notes: This path functions as written. However, as an optional rule and at ST discretion only, an advanced summoner may be able to summon an elemental, using the Advanced level, as described in Laws of the Wild, p. 251.

To exert control would require a Static Mental Challenge as described in the Camarilla Guide, p.78. To command this advanced elemental, the summoner would need to spend two mental traits, or the elemental would want to bargain, again, as described.

Forcing an advanced elemental to perform a task that would endanger its existence requires the summoner to enter a Mental Challenge requiring 2 mental traits.

Rituals

Note: All Rituals listed here have their most recent text reference in the chart below. Any Rituals not listed in a MET book are listed in the section directly following the Ritual Chart.

- (A) = Anarch Rituals
- (S) = Sabbat Rituals

1 - Common:

Binding the Beast
Blood Mastery
Blood Mead (**Vine of Dionysus**)
Blood Walk
Bone of Lies
Brand of the Paramour
Bureaucratic Condemnation
Burning Blade
Calling the Restless Spirit
Communicate with Kindred Sire
Craft Bloodstone
Defense of Sacred Haven
Deflection of Wooden Doom
Donning Mask of Shadows
Enchant Talisman
Encrypt Missive
Engaging the Vessel of Transference
Expedient Paperwork
Extinguish
Gentle Mind
Illusion of Peaceful Death
Impassable Trail
Impressive Visage

Incantation of the Shepherd
Learning the Mind Enslumbered
Mourning Life Curse
Open Passage, the
Pavis of the Foul Presence
Principle Focus of Vitae Infusion
Purify Blood
Purity of the Flesh
Rebirth of Mortal Vanity
Rite of Introduction
Ritual's Recognition
Sanguineous Phial
Scent of the Lupine's Passing
Scribe, the
Serenading the Kami
Stolen Kisses
Stone Slumber
Telecommunication
Trima (**Vine of Dionysus**)
Wake with Evening's Freshness
Ward vs. Ghouls
Warding Circle vs. Kindred
Watcher, the
Whispers of the Ghost

2 - Uncommon:

Abandon the Fetters of Blood
Bind the Accusing Tongue
Bladed Hands
Blood Contract
Blood Into Water
Cleansing of the Flesh
Confess
Craft Dream Catcher (**Oneiromancy**)

Crimson Sentinel
Curse Belated, the
Curse of Clytaemnestra
Devil's Touch
Enhancing the Curse
Eyes of the Past
Ghost in the System
Heart of Stone
Imp's Affliction, the

Incorporeal Passage
Infirm Inert
Inscription
Jinx
Luminous Vitae
Major Creation (**Path of Conjuring**)
Mark of Amaranth
Obscure the Malice
One Mind of the Covens
Power of the Pyramid
Protean Curse
Purge the Inner Demon
Rend the Mind
Rending Sweet Earth
Return the Heart
Rutor's Hands
Sanguine Assistant
Scry
Sculpting the Perfect Servant

3 - Rare:

Banish Big Brother (**A**)
Beacon of the Self
Blood Allergy
Blood Certamen
Clinging of the Insect
Cobra's Favor
Court of the Hallowed Truth
Dedicate the Chantry
Detect the Hidden Observer (**A**)
Deny the Intruder
Escape to a True Friend
Flatline (**A**)
Flesh of the Fiery Touch
Harmonize Building
Haunted House
Hell's Calling (**A**)

Sense the Mystical
Severed Hand
Soul of the Homunculi
Splinter Servant
Track the Transgressor
Transubstantiation of the Seven
Umbra Walk
Unseen Change, the
Unweave Ritual
Ward vs. Demons
Ward vs. Fae
Ward vs. Ghosts
Ward vs. Kindred
Ward vs. Lupine
Ward vs. Spirit
Warding Circle vs. Ghosts
Warding Circle vs. Ghouls
Warding Circle vs. Lupines
Warding Circle vs. Spirits

Inherited Affinity
Innocence of the Child's Heart
Iron Body (**A**)
Iron Mind
Night of the Red Heart
Shaft of Belated Quiescence
Steps of the Terrified
Stone of the True Form
Touch of Nightshade, A
True Sight
Verdant Blade, The
Vires Acquirit Eundo
Vistas of the Mind
Ward Magic
Ward vs. Cathayans
Ward vs. Vitae (**A**)
Warding Circle vs. Demons
Writ of Protected Passage

4 - Very Rare:

Blade of the Forbidden Flower
Blood Rush (S)
Blood Test
Bone of Contention
Bone of Eternal Thirst
Bone of the Kindred
Bottled Voice (S)
Chain of the Bloodline
Chill of the Windsaber
Divorcing the Soul
Dominion (S)
Dominoe of Life (S)
Drawing upon the Bond
Eldritch Glimmer (S)
Eyes of the Beast (S)
Eyes of the Ever Vigilant
Eyes of the Night Hawk (S)
Fire in the Blood (S)
Fire Walker (S)
Friend of the Trees (S)
Gift, the
Haunting, the (S)
Illuminate Trail of Prey (S)
Impede the Gifts of Caine
Invisible Chains of Binding (S)
Invulnerable Weakness
Keening of the Banshee (S)

5 - Unique:

Alter Blood (C:DR)
Amulet of False Aura (R. SinClair, Winona)
Bring Forth the Light Within (R. Magius, C-U)
Chairs of Water (R. SinClair, Winona)
Craft Spirit Bloodstone (S. Lazarion, Tuscola)
Deny the Sun's Weight (R. Johnson, M:NR)
Diamond's Doom (C:DR)
Empathetic Jar (R. SinClair, Winona)
Epistula Phasma (R. Bulacanti & S. Hesse, ACE)
Ex Libris (R. Magius, C-U)
Extreme Care (C:DR)
Father of Mine (R. Johnson, M:NR)

Lion Heart (S)
Machine Blitz (S)
Mind Crawler (S)
Mirror of the Second Sight (S)
Mirror Walk (S)
Nectar of the Bitter Rose
Paper Flesh (S)
Power of the Invisible Flame (S)
Preserve Blood (S)
Raise the Dead
Recure the Homeland (S)
Refined Digestion
Respect of the Animals (S)
Ritual of Darkness
Ritual of Holding
Rotten Wood (S)
Shadow of the Wolf
Spider's Web
Spirit of Torment (S)
Summon the Guardian Spirit (S)
Summon Mischievous Spirit (S)
Thirst Unquenchable (S)
Utter Destruction of Bonds
Weapon of the Kindred Soul
Widow's Spite (S)
Will o' the Wisp (S)

Import Item (C:DR)
Knowledge of the Childe's Peril (A. Blake, Tuscola)
Lightning Rod (V. King, NVA)
Mirror Attunement (S. Lazarion, Tuscola)
Refresh the Wearied Mind (H. Roark, CiD)
Rite of the Vanishing Blemish (HoB)
Serenity of the Heart's Blood (R. Johnson, M:NR)
Shape of the Familiar (R. Bulacanti & S. Hesse, ACE)
Sight of the Dead (V. Daemos, C-U)
Steps of Silence (R. Johnson, M:NR)
Teleport to a Safe Haven (C:DR)
Tremere's Bane (C:DR)
Walkin's Purity of the Flesh (P. Walkin, C-U)
Wizard's Gift (V. King, NVA)

Wizard's Gold (V. King, NVA)

Ritual Name	Rarity	Location	Level
Abandon the Fetters of Blood	2	Tremere Clan Book: 65	Advanced
Alter Blood	5	OWbN: Chicago: Dark Requiem	Basic
Amulet of False Aura	5	OWbN: Winona	Intermediate
Banish Big Brother	3	MET Anarch Guide: 66	Basic
Beacon of the Self	3	New York by Night: 38	Intermediate
Bind the Accusing tongue	2	Camarilla Guide: 109	Basic
Binding the Beast	1	Laws of Elysium: 82	Intermediate
Blade of the Forbidden Flower	4	Blood Magic: 99	Methuselah
Bladed Hands	2	Laws of Elysium: 82	Intermediate
Blood Allergy	3	MET Storytellers Guide: 69	Intermediate
Blood Certamen	3	Tremere Clan Book: 61	Intermediate
Blood Contract	2	LotN Revised: 187	Advanced
Blood Into Water	2	New York by Night: 48	Basic
Blood Mastery	1	Tremere Clan Book: 56	Basic
Blood Mead	1	MET Storytellers Guide: 64	Basic
Blood Rush	4	MET Sabbat Guide: 130	Basic
Blood Test	4	OWbN: Chicago: Dark Requiem	Basic
Blood Walk	1	Laws of Elysium: 80	Basic
Bone of Contention	4	Tremere Clan Book: 66	Elder
Bone of Eternal Thirst	4	Blood Magic: 99	Master
Bone of Lies	1	LotN Revised: 186	Intermediate
Bone of the Kindred	4	2 nd Ed. Players Guide: 92	Elder
Bottled Voice	4	Laws of Elysium: 90	Intermediate
Brand of the Paramour	1	MET Storytellers Guide: 65	Basic
Bring Forth the Light Within	5	OWbN: C-U: Fires of the Wise	Basic
Bureaucratic Condemnation	1	Blood Magic: 91	Basic
Burning Blade	1	Camarilla Guide: 110	Basic
Calling the Restless Spirit	1	Laws of Elysium: 80	Basic
Chain of the Bloodline	4	2 nd Ed. Players Guide: 92	Master
Chairs of Water	5	OWbN: Winona	Basic
Chill of the Windsaber	4	MET Journal #1: 44	Elder
Cleansing of the Flesh	2	MET Storytellers Guide: 69	Intermediate
Clinging of the Insect	3	MET Sabbat Guide: 132	Intermediate
Cobra's Favor	3	MET Storytellers Guide: 73	Advanced
Communicate with Kindred Sire	1	LotN Revised: 185	Basic
Confess	2	Hunters Hunted: 63	Basic
Court of Hallowed Truth	3	MET Storytellers Guide: 73	Advanced
Craft Bloodstone	1	MET Storytellers Guide: 65	Basic
Craft Dream Catcher	2	MET Storytellers Guide: 70	Intermediate
Craft Spirit Bloodstone	5	OWbN: Shadows of Cincinnati	Advanced

Crimson Sentinel	2	Laws of the Night: 101	Basic
Curse Belated, the	2	MET Storytellers Guide: 70	Intermediate
Curse of Clytaemnestra	2	Laws of Elysium: 85	Advanced
Dedicate the Chantry	3	Tremere Clan Book: 57	Basic
Defense of Sacred Haven	1	LotN Revised: 185	Basic
Deflection of Wooden Doom	1	LotN Revised: 185	Basic
Deny the Intruder	3	Tremere Clan Book: 58	Basic
Deny the Sun's Weight	5	OWbN: Milwaukee: Nocturnal Rapture	Intermediate
Detect the Hidden Observer	3	MET Anarch Guide: 67	Intermediate
Devil's Touch	2	LotN Revised: 185	Basic
Diamond's Doom	5	OWbN: Chicago: Dark Requiem	Advanced
Divorcing the Soul	4	2 nd Ed. Players Guide: 92	Master
Dominion	4	Laws of Elysium: 92	Advanced
Dominoe of Life	4	MET Sabbat Guide: 130	Basic
Donning the Mask of Shadows	1	Laws of Elysium: 80	Basic
Drawing upon the Bond	4	2 nd Ed. Sabbat Players Guide: 119	Elder
Eldritch Glimmer	4	Laws of Elysium: 90	Intermediate
Empathetic Jar	5	OWbN: Winona	Intermediate
Enchant Talisman	1	Camarilla Guide: 113	Advanced
Encrypt Missive	1	MET Storytellers Guide: 65	Basic
Engaging the Vessel of Transference	1	Camarilla Guide: 110	Basic
Enhancing the Curse	2	MET Storytellers Guide: 65	Basic
Escape to a True Friend	3	Camarilla Guide: 114	Advanced
Ex Libris (Fire Trap)	5	OWbN: C-U: Fires of the Wise	Basic
Epistula Phasma	5	OWbN: ACE: Always Comes Evening	Basic
Expedient Paperwork	1	Blood Magic: 87	Basic
Extinguish	1	MET Storytellers Guide: 66	Basic
Extreme Care	5	OWbN: Chicago: Dark Requiem	Basic
Eyes of the Beast	4	Laws of Elysium: 92	Advanced
Eyes of the Ever Vigilant	4	MET Storytellers Guide: 75	Ascendant
Eyes of the Nighthawk	4	MET Sabbat Guide: 130	Basic
Eyes of the Past	2	Laws of Elysium: 83	Intermediate
Father of Mine	5	OWbN: Milwaukee: Nocturnal Rapture	Basic
Fire in the Blood	4	Laws of the Night: 105	Intermediate
Firewalker	4	MET Sabbat Guide: 132	Intermediate
Flatline	3	MET Anarch Guide: 66	Basic
Flesh of the Fiery Touch	3	Laws of Elysium: 83	Intermediate
Friend of the Trees	4	Laws of Elysium: 90	Intermediate
Gentle Mind	1	Laws of Elysium: 83	Intermediate

Ghost in the System	2	Blood Magic: 97	Advanced
Gift, the	4	MET Journal #1: 45	Master
Harmonize Building	3	World of Darkness 1: 100	Advanced
Haunted House	3	Laws of Elysium: 83	Intermediate
Haunting, the	4	Laws of Elysium: 90	Intermediate
Heart of Stone	2	Laws of Elysium: 83	Intermediate
Hell's Calling	3	MET Anarch Guide: 68	Intermediate
Illuminate Trail of Prey	4	MET Sabbat Guide: 131	Basic
Illusion of Peaceful Death	1	Laws of Elysium: 84	Intermediate
Imp's Affliction, the	2	MET Storytellers Guide: 66	Basic
Impassable Trail	1	MET Storytellers Guide: 66	Basic
Impede the Gifts of Caine	4	Archon's and Templars: pg 146	Master
Import Item	5	OWbN: Chicago: Dark Requiem	Advanced
Impressive Visage	1	MET Storytellers Guide: 66	Basic
Incantation of the Shepherd	1	Camarilla Guide:110	Basic
Incorporeal Passage	2	LotN Revised: 186	Intermediate
Infirm Inert	2	MET Storytellers Guide: 70	Intermediate
Inherited Affinity	3	Tremere Clan Book: 59	Intermediate
Innocence of the Child's Heart	3	Laws of Elysium: 84	Intermediate
Inscription	2	Tremere Clan Book: 58	Basic
Invisible Chains of Binding	4	Laws of the Night: 106	Advanced
Invulnerable Weakness	4	2 nd Ed. Players Guide: 93	Ascendant
Iron Body	3	MET Anarch Guide: 67	Basic
Iron Mind	3	MET Journal #1: 46	Intermediate
Jinx	2	MET Storytellers Guide: 66	Basic
Keening of the Banshee	4	Laws of Elysium: 91	Intermediate
Knowledge of the Childe's Peril	5	OWbN: Tuscola: Buried Destiny	Intermediate
Learning the Mind Enslumbered	1	MET Storytellers Guide: 67	Basic
Lightning Rod	5	OWbN: Night Falls, NVA	Intermediate
Lion Heart	4	Laws of Elysium: 92	Advanced
Luminous Vitae	2	New York by Night: 48	Basic
Machine Blitz	4	MET Sabbat Guide: 131	Basic
Major Creation	2	MET Storytellers Guide: 71	Intermediate
Mark of Amaranth	2	Tremere Clan Book: 63	Intermediate
Mindcrawler	4	Laws of Elysium: 92	Advanced
Mirror Attunement	5	OWbN: Shadows of Cincinnati	Advanced
Mirror of the Second Sight	4	MET Sabbat Guide: 133	Intermediate
Mirror Walk	4	Laws of Elysium: 91	Intermediate
Mourning Life Curse	1	MET Storytellers Guide: 67	Basic
Nectar of the Bitter Rose	4	LotN Revised: 187	Advanced
Night of the Red Heart	3	Tremere Clan Book: 65	Advanced
Obscure the Malice	2	New York by Night: 48	Basic
One Mind of the Covens	2	2 nd Ed Players Guide: 91	Advanced

Open Passage, the	1	LotN Revised: 185	Basic
Paper Flesh	4	MET Sabbat Guide: 133	Advanced
Pavis of the Foul Presence	1	LotN Revised: 187	Intermediate
Power of Invisible Flame	4	Laws of Elysium: 89	Basic
Power of the Pyramid	2	Tremere Clan Book: 60	Intermediate
Preserve Blood	4	Laws of Elysium: 89	Basic
Principle Focus of Vitae Infusion	1	LotN Revised: 186	Basic
Protean Curse	2	Laws of Elysium: 84	Intermediate
Purge the Inner Demon	2	MET Storytellers Guide: 67	Basic
Purify Blood	1	Tremere Clan Book: 57	Basic
Purity of the Flesh	1	Camarilla Guide: 110	Basic
Raise the Dead	4	MET Journal #1: 41	Master
Rebirth of Mortal Vanity	1	MET Storytellers Guide: 67	Basic
Recure the Homeland	4	MET Sabbat Guide: 131	Basic
Refined Digestion	4	MET Storytellers Guide: 74	Master
Refresh the Wearied Mind	5	OWbN: Columbus in Darkness	Intermediate
Rend the Mind	2	Blood Magic: 96	Intermediate
Rending Sweet Earth	2	Laws of Elysium: 84	Intermediate
Respect of the Animals	4	Laws of Elysium: 91	Intermediate
Return the Heart	2	MET Storytellers Guide: 71	Intermediate
Rite of Introduction	1	MET Storytellers Guide: 68	Basic
Rite of the Vanishing Blemish	5	OWbN: Milledgeville, Habit of Being	Basic
Ritual of Darkness	4	Milwaukee by Night: 53	Intermediate
Ritual of Holding	4	MET Journal #1: 42	Master
Ritual's Recognition	1	Tremere Clan Book: 59	Basic
Rotten Wood	4	Laws of the Night: 105	Basic
Rutor's Hands	2	LotN Revised: 187	Intermediate
Sanguine Assistant	2	Camarilla Guide: 111	Basic
Sanguineous Phial	1	MET Storytellers Guide: 68	Basic
Scent of the Lupine's Passing	1	LotN Revised: 186	Basic
Scribe, the	1	MET Storytellers Guide: 68	Basic
Scry	2	MET Storytellers Guide: 71	Intermediate
Sculpting the Perfect Servant	2	Blood Magic: 97	Advanced
Sense the Mystical	2	MET Storytellers Guide: 68	Basic
Serenading the Kami	1	Blood Magic: 91	Basic
Serenity of the Heart's Blood	5	OWbN: Milwaukee: Nocturnal Rapture	Intermediate
Severed Hand	2	MET Storytellers Guide: 73	Advanced
Shadow of the Wolf	4	MET Journal #1: 47	Master
Shaft of Belated Quiescence	3	Camarilla Guide: 112	Intermediate
Shape of the Familiar	5	OWbN: ACE: Always Comes Evening	Basic

Sight of the Dead	5	OWbN: C-U, Fires of the Wise	Intermediate
Soul of the Homunculi	2	LotN Revised: 187	Intermediate
Spider's Web	4	MET Journal #1: 49	Master
Spirit of Torment	4	Laws of Elysium: 93	Advanced
Splinter Servant	2	Camarilla Guide: 113	Intermediate
Steps of Silence	5	Milwaukee: Nocturnal Rapture	Intermediate
Steps of the Terrified	3	Blood Magic: 93	Basic
Stolen Kisses	1	MET Storytellers Guide: 71	Intermediate
Stone of the True Form	3	MET Storytellers Guide: 74	Advanced
Stone Slumber	1	MET Storytellers Guide: 74	Advanced
Summon the Guardian Spirit	4	Laws of Elysium: 89	Basic
Summon Mischievous Spirit	4	2 nd Ed. Sabbat Players Guide: 118	Intermediate
Telecommunication	1	MET Storytellers Guide: 72	Intermediate
Teleport to a Safe Haven	5	OWbN: Chicago: Dark Requiem	Advanced
Thirst Unquenchable	4	Laws of the Night: 106	Advanced
Touch of Night Shade, A	3	MET Storytellers Guide: 72	Intermediate
Track the Transgressor	2	MET Storytellers Guide: 72	Intermediate
Transubstantiation of the Seven	2	Tremere Clan Book: 61	Intermediate
Tremere's Bane	5	OWbN: Chicago: Dark Requiem	Advanced
Trima	1	MET Storytellers Guide: 69	Basic
True Sight	3	Diablerie Britain	Basic
Umbra Walk	2	LotN Revised: 188	Advanced
Unseen Change, the	2	Laws of Elysium: 85	Intermediate
Unweave Ritual	2	Tremere Clan Book: 64	Intermediate
Utter Destruction of Bonds	4	MET Journal #1: 43	Master
Verdant Blade, The	3	Archons and Templars: 146	Advanced
Vires Acquirit Eundo	3	Blood Magic: 98	Advanced
Vistas of the Mind	3	Storyteller's Handbook: 118	Basic
Wake with Evening's Freshness	1	LotN Revised: 186	Basic
Walkin's Purity of the Flesh	5	OWbN: C-U, Fires of the Wise	Basic
Ward Magic	3	World of Darkness 1: 100	Intermediate
Ward vs. Cathayans	3	San Francisco by Night: 130	Intermediate
Ward vs. Demons	2	Camarilla Guide: 114	Advanced
Ward vs. Fae	2	MET Storytellers Guide: 73	Intermediate
Ward vs. Ghosts	2	Camarilla Guide: 114	Advanced
Ward vs. Ghouls	1	LotN Revised: 186	Basic
Ward vs. Kindred	2	Camarilla Guide: 113	Intermediate
Ward vs. Lupines	2	Camarilla Guide: 113	Intermediate
Ward vs. Spirits	2	Camarilla Guide: 114	Advanced
Ward vs. Vitae	3	MET Anarch Guide: 68	Intermediate
Warding Circle vs. Demons	3	Camarilla Guide: 111	Advanced
Warding Circle vs. Ghosts	2	Camarilla Guide: 111	Advanced
Warding Circle vs. Ghouls	2	Camarilla Guide: 111	Basic

Warding Circle vs. Kindred	1	Camarilla Guide: 111	Advanced
Warding Circle vs. Lupines	2	Camarilla Guide: 111	Intermediate
Warding Circle vs. Spirits	2	Camarilla Guide: 111	Advanced
Watcher, the	1	Laws of Elysium: 85	Intermediate
Weapon of the Kindred Soul	4	2 nd Ed. Players Guide: 92	Methuselah
Whispers of the Ghost	1	MET Storytellers Guide: 69	Basic
Widow's Spite	3	MET Sabbat Guide: 132	Basic
Will o' the Wisp	4	Laws of Elysium: 89	Basic
Wizard's Gift	5	OWbN: Night Falls (NVA)	Advanced
Wizard's Gold	5	OWbN: Night Falls (NVA)	Intermediate
Writ of Protected Passage	3	San Francisco by Night: 130	Intermediate

Table Top & OWbN Specific Thaumaturgy Rituals

Some of the rituals listed below will not be found in any White Wolf publication. Players of OWbN have created these Rituals. They are included here for players and STs to appreciate the devotion that these players have had to their characters and the Tremere. They have been approved by the Tremere Coordinator (take note of their rarity restrictions), and may be included in your game only with ST permission.

Basic

Alter Blood

This ritual will temporarily mask, but not change or produce false readings, when Path of Blood's Taste of Vitae is used upon the ensorcelled Thaumaturgist or a Trait of Blood that she has likewise enchanted.

System: With the expenditure of a Mental Trait by the Thaumaturge, this ritual will temporarily alter the readings of Taste of Vitae if used on the Thaumaturgists blood. The only information that is obtainable is the relative generation of the Kindred, compared to the inquisitor, i.e. higher or lower generation only.

Note: this ritual only effects Taste of Vitae, it will not fool other rituals such as Blood Walk, etc. from discerning information from the Blood. The effects of this ritual, if cast on the Thaumaturgist, will last until the following sunrise. The Thaumaturge during this time may only use her blood to heal wounds, as it becomes somewhat alien to her. This ritual may also be used to enchant a Blood Trait in a vessel. This enchantment will have the same effect but will permanently alter the Blood Trait.

Blood Into Water

All spilled blood within this ritual's reach transmutes to water. This is most frequently used to remove bloodstains, whether as a result of foul play or rites that involve blood to mark or otherwise designate effects. The thaumaturge pours a cup of purified water through the fingers of his outstretched hand while casting this ritual.

System: The ritual requires a five minute casting time and affects a ten foot radius, but will cleanse the area of blood thoroughly. Blood in containers and living things will not be affected, only spilt blood.

Note that certain rituals and powers require blood markings or require blood to be applied to an object (such as Ward vs. Ghouls or Impassible Trail). This power has no effect on blood used to create active or dormant discipline effects – it could not be used to remove a Ward vs. Ghouls, though it could be used to clean up a blood circle drawn on the ground used to bind a demon, so long as that binding is done and over with.

Blood Test

When this Ritual is used, if there is enough Kindred Vitae in the 'tested' sample to cause a step in a blood bond or vinculum, the Kindred Vitae will move in a visible spiral within the blood sample. The movement is visibly apparent to all present. The more Kindred Vitae present in the sample, the larger and more spectacular the movement.

System: Casting Blood Test requires the expenditure of one Willpower, one Mental trait, and an extended static Mental challenge. The number of successes or ties, against a difficulty of five traits, equals the number of blood points that can be tested during a one-hour time frame. The caster's hands acquire a slight bluish tinge while the ritual is in effect.

Bring Forth the Light Within

This Ritual may be cast on a 'non-magical' object in one of two ways. It may be cast temporarily where it will work for one evening, or it may be cast permanently where it will last forever. Upon speaking the power word (set during casting) the object the ritual is cast upon will begin to glow with a soft, dull white light. After this point a second power word (also set during casting) may be spoken for the object to stop glowing.

System: as a Basic Ritual this takes a casting time of 15 min., It requires the temporary expenditure of one mental trait for a one night effect, and one permanent mental trait for the permanent effect.

Bind the Accusing Tongue

Bind the accusing tongue lays a compulsion upon the target that prevents her from speaking ill of the caster, allowing the thaumaturge to commit literally unspeakable acts without fear of reprisal.

System: The caster must have a picture or image of the target, a lock of her hair and a black silken cord. The caster ties the cord around the hair while chanting. Any time the target wants to speak ill of the caster, she must defeat the caster in a mental challenge (Occult retests on both sides are applicable).

Bureaucratic Condemnation

This ritual was created to be the opposite of Expedient Paperwork.

System: Once cast the influence actions of the target of this ritual take three times as long as they normally would. A Storyteller may allow a player with a significant amount of influence **may** decrease this time, but that is up to each local game.

Burning Blade

Developed during Clan Tremere's troubled inception, Burning Blade allows a thaumaturge to temporarily enchant a melee weapon to inflict unhealable wounds on supernatural creatures. While this ritual is in effect, the weapon flickers with an unholy greenish flame.

This ritual can only be cast on melee weapons. The caster must cut the palm of her weapon hand during the ritual – with the weapon if it is edged, otherwise with a sharp stone. This inflicts a single health level of lethal damage which cannot be soaked but may be healed normally. The player spends three blood points which are absorbed by the weapon. Once the ritual is cast, the weapon inflicts aggravated damage on all supernatural creatures for the next few successful attacks, one per temporary mental trait spent during the casting, up to a maximum of three. Multiple castings of Burning Blade cannot be “stacked” for longer durations. Furthermore, the wielder of the weapon cannot choose to do normal damage and “save up” aggravated strikes – each successful attack uses one aggravated strike until there are none left, at which point the weapon reverts to inflicting normal damage.

Chairs of Water

This 15 minute ritual allows the caster to create more substantial and detailed chains of water when employing Neptune’s Might. Instead of chains of water used to bind persons, the caster can now create objects with water. Chairs and tables are the most common uses for this power. Those who use these objects mysteriously do not get wet even while lying on a couch of water. The objects created cannot be moved, and cannot be used to prevent passage through an area. They cannot be used in combat at all. They last until the creator leaves the area, or until he wills them away. The ritual consists of the caster anointing himself with water while chanting for fifteen minutes. The power lasts for the rest of the night. Blood expenditures are still required to create the objects. Here are some sample costs for common objects. Stool or chair - one blood trait; card table - two blood traits; large table or sofa - three blood traits

Confess

This ritual must be cast in the presence of the subject, who must then answer one question posed by the caster fully and truthfully. No resistance beyond the initial casting is required or allowed.

Epistula Phasma "Ghost Letter"

This is a simple ritual, made for sending a written message to an acquaintance. A single sheet of parchment is magically pre-prepared using a trait of the caster’s blood. It will not be possible by any means to determine who sent the letter, apart from recognizing the handwriting, etc. When activated, the note will travel through the ether to its intended recipient where it will hover in front of them in an incorporeal form which only they (or someone with active Thaumaturgical Sight) can see. The target will know the letter is intended for them, and may choose to pluck it out of thin air. The note will wait for an opportune moment to manifest, rather than when the recipient is occupied, distracted, or traveling.

Should they choose to not accept the note within a reasonable amount of time (10 minutes) or if they move away from it the effect will end and the message will be forever lost between planes. The caster can only send notes to

people they are acquainted with, and have actually met in person. Encrypt missive can be used in conjunction with this casting, but any other rituals are subject to ST discretion as to if they will work combined with epistula phasma. This is designed as little more than a glorified cantrip, intended for passing notes.

Ex Libris (Fire Trap)

This ritual is simply a ward cast and scribed on the inside cover of a bound book where, after casting the book cannot be opened without intoning the power phrase (set during the casting). If the correct phrase is not uttered before opening the book, it combusts and burns to ashes (causing no damage to the person holding the book).

System: as a Basic Ritual this takes a casting time of 15 min., and one blood trait (used as the ink of the ward)

Expedient Paperwork

This ritual allows a thaumaturge to avoid delays that are created in modern bureaucracies (church, government, financial, etc...). It requires the hair of a dog that is considered loyal and protective (could be bound).

System: Once cast this decreases the amount of time that influence actions might take. The amount of time saved is up to the ST. It is suggested that the time required is reduced to one third of the original time. The ritual takes 8 hours to complete.

Extreme Care

This ritual allows for the creation of enchanted elixirs. These elixirs have the ability to miraculously heal mortal creatures of disease and wounds.

System: This ritual, usable only on mortal living creatures (humans, ghouls, Garou, etc.), requires that one trait of Vampiric Blood be injected, or ingested, into a subject's body. This has the usual effects - the subject moves a step closer to becoming blood bound to the vampire whose blood is used, and temporarily becomes a Ghoul. In addition, the mortal automatically heals one Wound Level of damage and the Thaumaturge, if in the presence of the use of the elixir, may spend one Medical Ability to cure the patient of one viral or bacterial illness (Not cancers or hereditary diseases. AIDS, Ebola, and other such particularly nasty things should be immune to healing, but the life span of the infected person could be extended).

Mortals drinking this elixir may be brought back from the threshold of death, without being made into a vampire. The blood leaves no trace in the patient's system, and all but the partial Blood Bond fades completely within 3 days. Once the Thaumaturgist's blood is transformed into the elixir it loses most of its connections to the Thaumaturge. Thus, it may not be used for Discipline or rituals against the Thaumaturge. And, rituals such as Blood Walk or Disciplines such as taste of Vitae merely reveal that it is altered Kindred vitae and little else.

The elixir will only retain its potency for 72 hours after casting.

Father of Mine

This ritual gives the thaumaturge a subliminal sense of direction and distance to people, places, and objects of personal and mystical importance to the target. ST must be present to adjudicate the use of this power.

While intoning the ritual's vocal component, the caster spins in a slow circle with a glass object of some sort held to one of his eyes while spilling a trait of his own vitae onto a sketch of his sire. At the end of the ritual the vitae soaked sketch is burned and the ashes sprinkled over a personal item of his sire. The personal item is then kept with the caster and he gains a subliminal sense of direction and distance to people, places, and objects that had personal and mystical significance to his Sire for the remainder of the night. Once this ritual has located an item, place, or person, it ceases to be detected with future uses. (An ST presence is absolutely necessary for the use of this power to adjudicate information gained.)

The maximum range is equal to 10 miles per Generation background of the Caster, or five miles if he has no points in the Background. If attempted on the caster's Sire when he's still alive, the ritual automatically fails and the Sire realizes his childe has tried to scry on him.

The ritual only works to locate people, places, and objects of the caster's Sire and only if the caster's Sire has met Final Death. This ritual lasts the remainder of the night, until next sunrise.

Incantation of the Shepherd

This 15 Minute Ritual allows the user to locate, in approximate Direction and Distance, all members of the Caster's Herd. To properly cast this ritual, the Thaumurgist, while intoning the names of her Herd, must hold two small glass objects to her eyes and spin in a slow circle. . If the Caster does not have the Herd Background, she will detect the closest three mortals from whom she has fed at least three times. This Ritual has a Maximum range of 10 times the Caster's Herd Background, or 5 miles if she does not have any Herd Background.

Luminous Vitae

This ritual duplicates the effects of alternate light sources on vitae, causing blood to glow in the caster's sight. This is most often used to make sure an area has been cleaned sufficiently in a chantry laboratory, but it has a number of useful applications outside the chantry as well. The caster looks through the eye of a needle when using this ritual.

System: To enact this ritual the caster must engage in a static mental challenge vs. six traits while pouring water through his fingers. The power of this ten-minute ritual lasts for one scene or one hour, during which blood on a surface no matter how small an area or how faint glows an iridescent purple. From the oldest bloody fingerprint on a desk drawer to a pool of blood gathering beneath a murder victim's corpse, it all becomes visible.

The power has no effect on blood inside a person or container. If the thaumaturge opens a vessel containing blood, he will see the vitae in the usual purple color, but this ritual does not allow him to see though other objects.

Obscure the Malice

In this ritual, the caster pours her own vitae into a corpse's wound. The blood scabs over and the wound "heals" during the course of the ritual. This ritual cannot be used to heal the living or undead, though it can conceal evidence of feeding or other physical violence on a corpse.

System: To activate this ritual the caster must engage in an extended static mental challenge vs. six traits, the effect of the ritual is determined by the amount of successes. One success indicates a very visible wound (that nonetheless must have healed before the victim suffered whatever trauma killed him...) while five successes heal the wound flawlessly postmortem. This ritual works only for wounds – poisons, drowning, etc. will still be evident with a full autopsy, though such results may prove misleading without other telltale marks.

Ritual of Darkness

Creates a very powerful darkness in the user's Haven. This darkness cannot be seen through by intruders, but the caster of the spell can see easily. The caster must rub soot from a coal fire on the windows, and the ritual takes a full hour. The darkness lasts until sunlight hits it (if the haven is underground this could be forever).

Rite of the Vanishing Blemish

This ritual 'soaks' blood and other stains, leaving no trace.

System: With a small amount of raw cotton or wool and the caster's incantation, even large stains are absorbed into nothingness. The material must be held over the stain while the incantation is said, after which it is mystically "soaked" in and the cotton/wool is useless. This works even if the stain has dried.

Serenading the Kami

By binding spirits to her physical form the thaumaturge can gain a temporary boost in strength.

System: This ritual grants the castor 2 additional traits in her next physical action. This action could be as simple as digging a ditch or hitting someone. It takes 30 minutes to cast this ritual.

Shape of the Familiar

Through the casting of this ritual, the caster mixes equal measures of cat blood, their own vitae, and fresh catnip from the ground to form a personal potion that can later be ingested to transform into a feline shape, along with all their carried small possessions and garments.

The ritual will fail if the blood was not collected humanely, or if the donor cat is killed in the process.

Unlike its cousin Protean Curse, this change in form cannot be shared or inflicted upon others, and it takes about one minute for the potion to become effective once imbibed. The caster can end the effect at will (at the end of the turn), regaining their normal appearance with but a thought and an expenditure of a Willpower trait. Otherwise, the effect ends at sunrise.

Only small cat forms about the size of a domesticated house cat can be taken on, and the appearance of said form will look similar in coloration and breed to that of the subject the blood sample came from. The loss of human speech makes thaumaturgy impossible, though rituals already cast (Pavis Foul Presence, Deflection of the Wooden Doom, etc.) may still be used. No additional powers or liabilities are gained when in cat form and the caster's normal trait maximums are unchanged.

True Sight

"This ritual turns a vampire into an undead polygraph. It is often used by Justicars to catch Diabolists. Once the short ritual is performed (requiring about five minutes), the vampire's senses become amazingly enhanced, allowing her to hear the slightest quaver in a person's voice, see the minute twitching of a liar's mouth, or notice how a liar's eyes blink too much."

Mechanics: "True Sight only detects deliberate, willful lies. If the other party believes she is telling the truth, then what she says will appear to be true. The ritual detects the state of nervousness, not whether the truth was spoken."

In effect, the Thaumaturge has a single extra investigation ability and five extra mental traits, for the duration of the ritual, for the purposes of Auspex challenges that they initiate. These traits may not be bid, but are added to the caster's total for purposes of comparison or overbid. They do not aid in Auspex challenges initiated against the caster because the ritual does nothing to alter the Thaumaturgists ability to hide their own reactions, nor the other person's ability to perceive the Thaumaturgists. To indicate that this ritual is in effect, the player should get a card denoting the extra traits and the time cast from a storyteller.

This ritual takes five minutes to cast and last's one hour.

Vistas of the Mind

This ritual causes an increase in memory and intelligence, allowing a single retest once in the evening on the use of any primarily Mental Ability.

Walkin's Purity of the Flesh

This Ritual is functionally the same as the Ritual 'Purity of the Flesh' with a few minor changes. It does require the same casting time, and additionally 13 quartz Crystals, that are 'popped like flashbulbs' upon the Ritual's completion

System: The system for this Ritual is Identical to 'Purity of the Flesh' with the addition that the subject of the Ritual is also freed of any Technological enhancements (i.e.: Technocracy Nanites and the like)

Warding Circle versus Ghouls (and others)

Created as a protective ward, it creates a circle of protection against many different creature types. Each creature type is a separate ritual.

System: These rituals require three traits of blood of the appropriate creature type (handful of sea salt for spirits, ground marble from a tombstone for ghosts, or holy water for demons). The caster determines the size of the warding circle in the following manner. It starts at a base of 10' radius (20' diameter). The caster may spend one mental trait and one-blood traits to increase the radius by 10'.

Any appropriate creature that approaches the circle will feel the power of the circle. In order to cross the ward, she must win a static test against the mental traits of the caster, bidding her current number of willpower traits (no traits are risked by either side). If she fails she takes three lethal damage, and is denied entry. If she wins the challenge she may cross, but still takes the three lethal damage. Attempts to leave the circle are not blocked.

Wards can be laid inside of each other, but must have at least 20' diameter smaller than the one they are inside of, and must be of different types

Intermediate

Amulet of False Aura

This hour longs ritual creates an item that temporarily masks the creature type of the wearer as far as the aura is concerned. It will not hide diablerie veins or emotional state, just creature type. To perform the ritual, the item must be placed in a trait of blood of a specific creature type. During the ritual, the blood is absorbed in the item, and is no longer usable for any types of magic. The item must be worn around the neck. For the next week, anyone aura perceiving the wearer of the item for creature type sees the wearer's aura as being that of the creature type of the blood used during the ritual.

Beacon of the Self

While Calebros ascribes a great deal of power to this ritual, it is not so potent as he believes it to be. In fact, the ritual itself is quite rare, owing to many Tremere elders harboring some degree of paranoia. While the ritual does indeed locate Kindred with ease, few of those elders want themselves so effortlessly found, and guard the secrets of its performance. This ritual reveals the location of a specific Kindred to the caster, so long as she is within a night's travel of the caster's current location. The caster receives a dream-like but identifiable mental image of the subject's current location. This ritual requires some portion of the subject's body, however small: a hair, a severed finger, a fang, or a thumbnail.

System: The thaumaturge performs this 20-minute ritual as normal, which destroys the subject's left-behind matter in a whiff of yellow smoke. The caster inhales the smoke, which creates the vision in her mind. The caster then engages in a static mental challenge vs. six traits. If the ritual fails, or if the subject is out of range ("within a night's travel" seems to be an arcane measurement, equal to the distance the caster could travel on foot in one night), it provides no image at all, though it does destroy the tissue sample.

Deny the Sun's Weight

The caster gains the ability to exist on less rest than other kindred, tending to rise at least one hour before sunrise. For the duration of the ritual, he will always seem to be the first to rise and the last to go to bed, even if he's been out until dawn. While other kindred may still be groggy, he is awake and aware.

System: The caster may awaken early and remain awake late during the first and last hour of light, with no need to expend Willpower to stay awake. This Ritual takes 20 minutes to cast and its duration is 24 hours. This ritual does not grant the ability to bid more Traits than your Morality would normally allow during the day. Another means such as Light Sleeper or the ritual Wake with Evening's Freshness would be needed to bid more Traits than your Morality would normally allow during the day. The primary Components to cast is A moonstone gem, which must be with the caster for the duration of the ritual, and is often worn as a ring or pendant.

Empathetic Jar

This ritual creates a bottle that collects and condenses emotions. The thaumaturge must fill the bottle with a trait of his blood, which must be drawn by a knife that has been used in a murder. A wedding ring is placed in wax and used to seal the bottle. Once sealed, the bottle begins to absorb emotions from the immediate area. The emotion absorbed will be whatever emotion is strongest in the area. The blood in the bottle becomes transparent as emotion is absorbed. Once the liquid is clear, the bottle is full of emotion. The liquid will have a slight color to it, which represents the emotion contained inside. The time required to fill the bottle depends on the strength of emotions in the immediate area. A bottle left in a supermarket would take a year, while one in a church might take a few weeks. A bottle left at the scene of a recent or currently occurring murder might take a few hours. If the wax is removed before the blood is clear, or if the bottle ever breaks, the ritual ends and the emotion dissipates. As soon as the wax is placed on the bottle, the blood in the bottle becomes for all purposes inert, and cannot be used again for anything.

Once the liquid is clear, the wax can be removed and the emotion can be used, by pouring the liquid onto a person, place or item. If the liquid is poured on an item, the item then radiates that emotion permanently. This covers any other emotions on the object, unless they were very strong to begin with. When using The Spirit's Touch, or similar powers, a separate test must be won versus 12 traits to notice anything except the emotion.

If the liquid is poured over an area, the area radiates the emotion. This will cause small changes in behavior for anyone in the area. Storytellers should inform players of the "feelings" they get in a certain area. This effect lasts for the rest of the night.

If the liquid is poured on a living (or undead) creature, requiring a physical challenge, the individual is overcome with that emotion. The individual receives two negative traits appropriate for the emotion, and should role-play out the emotion. This effect lasts for the rest of the night.

If the liquid is ingested, the individual receives the negative traits, and a derangement appropriate for the emotion. This also lasts for the rest of the night.

Once the wax seal has been broken, the liquid must be used within five minutes, or the effect is lost. One bottle can only be used for one object, place or person. All of the content must be used for it to be effective.

Knowledge of the Childe's Peril

With a trait of Blood from a ghoul (the caster's or not), the caster of this Ritual may become attuned to said ghoul for a night allowing the use of the ghouls senses.

System: This Ritual takes 30 min. to cast and lasts all night. One trait of the casters blood is mixed with one trait of the ghoul's blood, and the ritual is performed. The blood boils down to one trait and then Imbibed by the caster, thus attuning the ghoul to the caster. After the Ritual is complete any time throughout the night the caster may spend a Mental Trait to gain use one of the Ghouls senses for a period of 1 hour, though the caster may choose to 'turn off' the effect of the Ritual. (see though the ghouls eyes, hear through the ghouls ears, etc.) The caster's senses take a back seat to those of the ghouls so they are effectively blind or deaf or without whatever sense they are taking from the ghoul. The ghoul is unaware that the ritual has been cast or enacted, however the caster may NOT interact with anything within the area of the affected ghoul. When the hour is up the caster may expend another trait to gain the effects of the Ritual again, however at the end of the night the Ritual is over and the ghoul must be re-attuned to use the Ritual again.

Lighting Rod

With this Ritual a Master of the Path of Weather may utilize a Bolt of Lightning for later use.

System: An appropriate item must be pre-prepared to accept the bolt. A Staff or Sword is appropriate (though if a sword the Lightning Bolt cannot be released as part of a strike of the Weapon). This takes a week, with a series of challenges (one static mental challenge each night difficulty of 10). If any fail the item is destroyed and the process must start over again. On the last night a Permanent Mental Trait must be spent to attune the item to the castor. Only the castor may release her own Lightning. Once the item is created it may hold One (1) Lightning Strike, for each of the Permanent Willpower that the castor has. Following the rules of Lightning Strike (Advanced Weather) the castor must summon Lightning to the Rod. She or she will take 3 Lethal Wounds doing so, but the Lightning is also stored. If the Rod is broken the Lightning

will harm anyone holding it. To release the Lightning Strike the castor must again follow all rules of Lightning Strike, save the weather requirement, since the lightning already exists.

Refresh the Wearied Mind

In a small, unventilated room, burn five candles made of Beeswax, Ginkgo Biloba oil, and Rosemary oil, arranged in a traditional star pattern with a runic circle drawn in the middle. The thaumaturge meditates during the casting of the ritual, repeating a chant in Latin, which causes the candles to burn quickly and completely (so new candles are required for every casting). The thaumaturge must then draw the smoke deeply into her lungs, which completes the casting.

Upon successful completion, the Thaumaturge replenishes all her mental traits. The ritual can only be cast once per night. This ritual does not take the place of using willpower to replenish traits; a Willpower trait may be used as normal. The caster must have and expend (for the night) a level of the meditation ability to cast this ritual.

Rend the Mind

Most of the Tremere are not physically powerful. This ritual combines the lethal powers of Thaumaturgy and Auspex into a powerful tool.

System: This ritual allows the castor to make **one** telepathic attack before the next sunrise. If she wins a mental challenge against her target she will cause a number of bashing wounds equal to her permanent willpower. This ritual takes one hour to cast. Also the castors Primary Path **must** be at the second intermediate and have Telepathy.

Sanguine Assistant

Tremere often need lab assistants that they can trust implicitly. This ritual allows a thaumaturge to create a temporary servant that was utterly loyal.

System: The caster spends 5 blood and makes a static test against 10 traits. The resulting servant is about a foot tall, and roughly humanoid shape and is formed out of random objects in the room (but oddly enough it will never take anything that you will be using).

The servant will last for a number of days equal to the caster's mental traits.

The servant will follow the orders of the caster, and will take on the personality and mannerisms of the caster. When the ritual expires, it will return to the bowl it was summoned in, and fall apart. The caster may re-summon the same servant and it will retain its personality and memories.

Serenity of the Heart's Blood

The caster gains +2 Traits in tests to resist Frenzy and Röttschreck, for the duration of this ritual. The thaumaturge may only use the power on himself.

System: No physical component is necessary to empower this ritual, however, during the casting the thaumaturge must meditate and achieve a trance-like state. The

ritual gains its power from Inherency. The caster cannot expend vitae to increase Physical Traits while the ritual is in effect (thus not allowing his heart's blood to be stirred), is able to gain a degree of mastery over his beast. This ritual requires 20 Minutes to cast and its Duration is 24 hours.

Shaft of Belated Quiescence

This ritual turns a regular stake of rowan wood into a particularly vicious weapon. When the tip touches kindred, it breaks off and burrows for the victim's heart.

System: The stake must be of rowan wood, coated in three traits of the caster's blood and baked over an oak wood fire. When the stake is used in combat, it acts normally as a weapon. If a successful strike hits, the tip of the stake breaks off and begins burrowing at the heart of the victim (even if you have misplaced heart). Every hour, the affected player must make a static physical challenge against the mental traits of the caster or take one lethal damage. Once 5 lethal damage has been done in this fashion, the character is staked.

Removing the tip via surgery requires the medicine ability. The surgeon enters an extended challenge against a number of traits equal to the creator of the stake's mental traits. She must cumulate 5 successes to remove the tip. Each challenge made will do 1 point of lethal damage win, loose or tie. Healing the wounds closes the incisions and the surgeon must start over.

If a stake enchanted with this ritual is used on someone that has her heart removed by Heart of Darkness (advanced Serpents), the stake will do normal combat damage on the initial hit, but the tip will not break off, and the ritual is not expended.

Sight of the Dead

Allows the caster to see and hear wraiths for x hours where x is the number of blood traits spent upon casting.

System: The caster must obtain dirt from a freshly dug grave. While mixing in x blood traits, the thaumaturgist must read backwards from the Bible ("Ashes to Ashes..."). He then must smear the dirt/blood mixture behind his ears, and on his eye lids.

Splinter Servant

Another ritual designed to enchant a stake, Splinter Servant is a progressive development of Shaft of Belated Quiescence, and the two rituals are mutually exclusive (They cannot be placed on the same stake). The stake itself becomes a minion bent on staking its target.

System: The stake must be made from a tree that has been nourished by the dead (a tree from a graveyard would be a good choice) and wrapped in sheath made of nightshade twine and wax. When the binding is torn off, the splinter servant springs to life, ripping little legs out of itself, and attacking the person that it is commanded to attack (by pointing it at the target as the sheath is ripped off).

The splinter servant has a number of Physical Traits equal to half the Mental Traits of the caster, a number of melee equal to the caster's occult rating, and is immune to mental and social challenges. It has three health levels, and ignores wound penalties. It can move up to 30' (9 paces) per turn. It will remain active and attacking until it stakes its victim, it is destroyed by damage, or 5 combat rounds have passed. It loses traits normally, and must succeed in the normal staking challenges. It is up three traits to avoid attacks due to small size.

Any damage increasing effects (Scorpion's Touch, Wards, etc.) will ruin the ritual.

Steps of Silence

The ritual enchants an item (typically an amulet or shoes) so that while worn, the wearer is considered up +2 traits in stealth related tests. The caster of the ritual instinctively knows where the item is at, at all times. While this does not grant precise knowledge of its location, it does give the caster a strong sense of distance and direction.

The caster must know the rituals Craft Bloodstone and Donning the Mask of Shadows in order to successfully learn and cast this ritual.

Completion of this ritual takes 10 minutes per night, for three nights, plus one trait of Assamite blood. The effects of the ritual last until the enchanted item is destroyed.

Summon Mischievous Spirit

The Vampire with this Ritual is able to summon a poltergeist. The poltergeist will cause a ruckus, messing with appliances, furniture, plumbing, electronic devices, and any other inanimate objects. The Spirit may cause almost any object to move around, but it will seldom directly harm a person. However, it will readily cause indirect injury, such as dropping a chair on someone's head, or causing a knife to fly across the room.

It is important to remember that the Spirit doesn't want to harm the victim – it just wants to annoy the hell out of him.

System: The effect of the spirit is up to ST discretion. The length of time the spirit stays is based on a simple challenge that is thrown and repeated until a loss occurs. The amount of success, are the number of hours the spirit will stay.

Ward Magic

This spell creates an amulet that lasts an entire month and protects the wearer versus all hostile magic as if the wearer had a form of Magic Resistance. The bearer is considered 2 traits up in all defensive magical challenges, although it does not affect the wearer's own magic, if he has any. The amulet requires both a Willpower Trait and a Blood Trait to create. *This is a House Wards & Measures ONLY Ritual and will NOT be taught outside the members of that House.*

Wizard's Gold

Description: The elders of Clan Tremere have newly created this ritual. It was created in an effort to reduce the amount of rare and restricted rituals and paths that are being taught by members of House and Clan that should not be teaching such things. This Ritual is cast whenever a ritual or path that is restricted to Regents or above is taught to an Apprentice.

System: A Gold coin of the highest quality is used. Stamped on one side is the shield of House and Clan Tremere. On the other are the names of the teacher and the student and the name of the ritual or path that is being taught. The teacher places the coin in a Silver chalice with a trait of her vitae as well as a blood trait of the student. During the casting of the ritual the coin absorbs the blood and takes on a slightly red hue. Another trait of Vitae must be used to fuel the ritual itself. Once completed the student is unable to teach the ritual or path. She can speak of the path and what affects that it has. But she is unable to impart enough knowledge to another person so that person can then learn that power.

Advanced

Craft Spirit Bloodstone

This is a small perfectly spherical stone crafted from an opal (tourmalated opal). The opal is left in a crystal bowl of vitae (three points of your own blood), which takes three evenings to absorb. This can only be cast during the full moon, and must be exposed to the moonlight during the evening. This bloodstone may then be tracked across to the umbra, and the shadowlands. Further the caster may track it from three planes interchangeably: the astral plane, the umbra, and the shadowlands.

Enchant Talisman

Create talisman allows the thaumaturgy to enchant a personal magical item (the fabled wizards staff) to act as a amplifier for her Thaumaturgical might. Many such talismans are covered with magical writing and runes (like every ward the caster knows). The object must be rigid and about a yard in length (swords and walking staffs are the most common, but some may enchant shotguns, pool cues or other more exotic objects).

System: This ritual takes 6 hours per night for a complete lunar cycle, beginning and ending with a new moon. The caster enters one extended challenge per week. The challenge is 10 static mental challenges against 16 traits. The caster must win or tie (be sure to compare traits on a tie on the RPS) 20 times over the course of the 4 sets of challenges. Failure means that the effort has been wasted, and the thaumaturge must start over.

If successful, the caster now has a potent weapon and tool.

With the following benefits (as long as the Talisman is in the hands of the caster):

- 1.The caster is considered 1 trait up on any Magical attack made against her.
- 2.The caster is considered 2 traits up on any challenge with her Primary Path.
- 3.The caster is considered 1 trait up when casting her rituals.
- 4.If the item is used as a weapon, it has no negative traits.

If another person ever takes this item, being that it is inscribed with the true name of it's creator (and if you are a product of western society, your birth name IS your true name), they are considered three traits up in any Magical attack against you.

You always have an innate mental connection with your talisman, and you can track it if moving at a normal walking pace. You can always tell general direction and distance. You know if it is destroyed. You can only have One Talisman in existence at a time.

Diamond's Doom

This ritual is the trademark of John Diamond, Jonestown's sire. It enchants a wooden object into a powerful anti-Kindred weapon. The object can be as large as a wooden stake or a cane, or as small as a letter opener; in any case, it must be roughly shaped like a stabbing weapon.

System: A Diamond's Doom stake gains an additional trait for use in combat challenges. Like any common stake, it can be used to impale the heart of and immobilize a vampire. The attacker makes three simple tests, not two, and if any two of them succeed, the defender is staked.

Once the enchanted weapon is in a vampire's heart, it takes root, and cannot be removed without ripping out the heart and putting the vampire into torpor--a disaster for low-generation Kindred. Furthermore, if weapon and heart are removed--a task involving considerable strength or crude butchery--the vampire remains staked, similar to the results of staking a removed heart as in Heart of Darkness. If the heart is burned or exposed to the sun, the vampire is destroyed. Furthermore, if the heart is outside of the body of the kindred for more than one hour, it begins to decay, and will lead to the death of the kindred who's heart it is (this ritual is not a cheap alternative to Heart of

Darkness, and does not provide the protections of the heart that the Advanced Serpentis does). Aegis may be blown to avoid death by heart deterioration. The heart will re-form in the body when Aegis is blown.

The weapon will release its grip and slide out easily if the true name of the one who wielded it is spoken as it is pulled. Anyone may remove it by this method.

Other methods of removal would be by the use of Vicissitude (up to Bonecraft is required), the ritual Rotten Wood will destroy the stake, Decay (First Basic Hands of Destruction) will destroy the stake (the Second Basic Gnarl Wood will not work). Other methods such as burning the stake out with a blowtorch will only result in the death of the person so staked.

The ritual Purity of Flesh will also expel the stake.

Those who can see auras will notice a shimmering cloud of menace and hate around the weapon if they think to check. Anyone who tries to use Spirit's Touch or its equivalent will be overwhelmed by visions of pain and violence from the malevolent intelligence that inhabits the weapon if they attempt to "read" it. Whether they win or lose, they will gain no useful information from the Spirit's Touch.

This ritual can by no means be combined with Shaft of Belated Quiescence or Splinter Servant.

Escape to a True Friend

One of the few rituals that provide a form of teleportation, this ritual takes the caster to the general area of the person that they trust the most.

System: Taking 3 hours each night for 3 nights engraving a magic circle on bare stone. Each night requires three blood traits as well that are poured into the circle, and the caster permanently expends a mental trait each night. Once the circle is complete, the transport may happen at any time. Note that the caster is the only one that may utilize the circle. The caster steps into the circle and speaks the name of her friend. The caster then appears a short (5 min) walk away from her friend.

This ritual will only function if the caster names one who she believes to be her friend.

Ghost in the system

Modern false identities can be created with this ritual. The identity is created with great detail, Citizenship, driver's license, SSN number, etc.

System: The castor must make 7 challenges (they must be won), one for each night that this ritual takes to complete (IE one week). If she fails 4 or more of the challenges the ritual is a complete failure and a certain government agency might start looking into the changes. If all of the challenges are not won there is an extended delay in the creation of the new identity. The amount of time is up to the ST. While in this 'problem' time the Kindred will have as much of a hard time completing mortal activities as an ST wishes. This ritual is powerful with real negative drawbacks if failed.

Harmonize Building

Any new building built under the caster's specifications will gain one specific benefit chosen by the caster. The benefit will relate to the buildings function (a bank will enhance Finance, a Chantry Occult, a Hospital Medicine, etc) and will allow those using the affected ability within the building to have an additional use of that Ability each night *and* be allowed one retest on a failed use of that Ability each night. This only affects Abilities, not Disciplines, Traits or other statistics. *This is a House Wards & Measures ONLY Ritual and will NOT be taught outside the members of that House.*

Import Item

This ritual allows the Thaumaturgist to call forth an enchanted item into their presence, avoiding all physical barriers in its path.

System: Unlike this ritual's Infernal predecessor, 'Aport Object', it does not use external forces – such as demons and their ilk – to accomplish its task. Without these forces to make the ritual possible the Tremere looked to other rituals, such as 'Escape to a True Friend', to re-derive their means of translocation. The Shadowlands, while not as secure as an Umbral Pocket realm, was deemed to be the most achievable means by which this translocation could be accomplished. Although this was the decided upon means – it does take a considerable trained Thaumaturgist to master its utilization. Unlike its Infernal cousin that even a neonate can master – or is that 'its masters will utilize them'? To enchant an item, so its capable of such a journey, the Thaumaturgist needs soak the item in three of her Blood Traits, for the ninety-minute ritual, and expend a Willpower Trait. Items attuned in this manner may be no larger than the Thaumaturge can hold in both hands or be more than twice her mass. Items, which are so attuned, must have this indicated on their respective 'item cards' or recorded on the Thaumaturgist's character sheet for the ST' review.

To summon an object so ensorcelled through the Shadowlands, the Thaumaturgist must will the object into her presence, thus expending a Mental Trait (taking one full combat turn). If however she does not have either hand free, the item will appear where she wishes but no more than five feet from her. Note: the item will not imbed itself within anything or anyone. Also noting the medium by which the ensorcelled item travels, Ward versus Spirit prevents the use of this ritual.

Upon reaching the Thaumaturgist, items summoned in this manner lose their enchantment. This is important because a Thaumaturgist may only have one enchantment of this type at any given time. Hypothetically two Thaumaturges may each have an item enchanted by this ritual. However be warned, if both Thaumaturgists summon the same item at the exact same instance (same action) the object goes to neither. In fact Arcades, the creator of this ritual, postulates that items lost in this manner are displaced into the depths of the Shadowlands – but as of now this is only a hypothesis.

Mirror Attunement

This ritual requires a glass mirror. The caster must etch (properly and with good craftsmanship, as hieroglyphics are not only a language but a set of magical symbols as

well) into the glass, a border of text. That text being a very lengthy and poetic description of a soul passing through its own reflection.

Then the "mate" of this mirror must have the *exact* mirrored set of hieroglyphs etched in by the caster, including any flaws or extended artistic whim. The caster then paints in, with her vitae, the etched hieroglyphs (the mirror image reflection on its mate, identically) and brings them 'to life'. The blood then must be left to dry, in the waxing half-moon moonlight.

After this preparation, these two mirrors, no matter what location, distance, or angle, can be entered by someone using the ritual "Mirror Walk", and exit out the 'mate' of the mirror entered.

One Mind of the Covens

"This is a very exclusive ritual used by the Regent of a given chantry during a simultaneous communication with her equivalents across the world."

System: "This ritual is one of the main reasons that the Tremere clan is so controlled and organized - it allows the elders to demand current information concerning the progress of all its members' schemes." Another more common utilization of this ritual, allows those with the same variant rituals, after engaging in an hour-long chant, to stare into a silver mirror and telepathically speak to their counterparts, even across the world. This means of communication can be maintained all night and can switch from person to person throughout the casting. It can even contact several (or all) of them simultaneously, with each Tremere getting a signal, much like that sent by the Rite of Introduction, alerting her to the fact that there is another that seeks her attention. Many Tremere carry pocket mirrors in compacts or cigarette cases for just such an event.

Sculpting the Perfect Servant

This ritual truly has no real possible game affect. To see any **real** development from a PC perspective a character would have to be alive for more than a decade. This ritual should be used by the STs as background information for possible PCs or storyline. In the hands of a PC it has no purpose.

Teleport to a Safe Haven

Via the utilization of a material focus and an attuned summoning circle the Thaumaturgist is capable of teleporting from anywhere to their "Safe Haven."

System: During the ninety-minute ritual a one-meter circle is inscribed and enchanted with the proper arcane sigils and the caster permanently expends a mental trait. This is done in conjunction with enchanting a material focus. These two in tandem make the ritual capable of transporting and receiving the Thaumaturgist's physical form (true body only, this ritual will fail if cast on a possession suit), into the summoning circle. Note that the caster is retrieved naked, and all items are left behind.

The material focus can be created out of any material but is commonly made of ceramics or something else that is easily broken when the need presents itself. After the amulet had been physically fashioned it is then imbued, during the casting of the ritual,

with a Blood Trait of the Thaumaturgist's physical form and will remain so enchanted until broken or one month (30 days) passes. When the material focus is broken (requiring a static physical test vs. 5 traits in combat), the physical form that is attuned to the circle is drawn to it at the end of the combat round. Thusly, teleporting the attuned body into the center of the circle. Only one such attunement may be placed upon any physical form at any one time.

Tremere's Bane

This very potent ritual takes five people to cast, though only one person needs to have the ritual. All five castors must succeed in a Static Challenge (Diff 12). This is a two hour long ritual where the five mages chant while the blood of a recently (same night of ritual) embraced and willing (not coerced with disciplines) virgin (male or female) is sacrificially drained into a chalice with a ceremonial dagger. A five-pointed star is drawn on the floor (facing north), each mage sits at one of the points, the virgin is placed in the center. The mage at the north point takes the dagger and chance, places the chance next to the virgin, and then holds up the dagger and everyone begins to chant. After the chanting has reached its rhythm the dagger is plunged into the heart of the virgin. The blood then begins to drain into the chalice. The blood in the chalice does not stay it mystically evaporates. This process takes the whole two hours. The virgin will feel no pain during the ritual and she will not be killed, just her blood will be drained.

If this ritual has been successfully cast then anyone who is not of Tremere blood will experience a difficult time employing any of the Paths of Thaumaturgy, not rituals just Paths. The system for this is as follows; when any discipline is used the cost for that discipline is doubled and if it doesn't already have a test then it will require a simple test to use. If the tests are failed then the opposite effect of the discipline will occur.

The Ritual lasts for One year and affects a single building.

Here are two examples:

An 11th generation Brujah tries to lower her generation to 8th with Potency of the blood. Normally it would cost her 6 Mental traits and one Blood, but with Tremere's Bane being present it will cost 12 Mental traits, 2 Blood and a simple Test. If she fails the test then instead of lowering her generation she raises her generation to 13th. If a Malkavian tries to Forcebolt another vampire, it will cost her 2 blood traits instead of one. If she loses the challenge she suffers the effects of Forcebolt herself.

Verdant Blade, The

Kindred sometimes have to be taken in for judgment or (more likely) for questioning. Carrying a heavy wooden stake is fairly conspicuous, though, and it lets your target know that you don't want him dead. Several Quaesitors developed the Verdant Blade in the 1800s. Its use is limited largely to that group, though a few other Archons have learned it. The ritual temporarily enchants any sharp object – a sword or large knife, a bone, a piton, or tent spike – to paralyze Kindred staked with it as though it were wooden. The weapon or item must be placed in a vat or tub along with a freshly cut tree branch, several ounces of sap, and a gallon of water. When the ritual is complete, the weapon will paralyze a vampire when driven into its heart. This effect

works only once; once the weapon is removed, it must be enchanted again if the caster wishes to use it to stake another Kindred.

System: the caster must expend a blood trait and make a static mental challenge vs. ten mental traits, and must spill a second blood trait into the vat with the items described above. The chanting that follows takes 25 minutes. If the static mental is failed, the weapon is not enchanted and will shatter on impact. The item or weapon must still be large enough to use as a stake (a large knife or sword will work, but a pin will not). The ritual does not make the actual staking process any easier, and the weapon cannot be enchanted in any other respect.

Vires Acquirit Eundo

This ritual when cast in tandem with another ritual can increase some effects of that ritual

System: The affects that are extended are completely up to the ST. The player can suggest possibilities as to what affects are changed, but the ST has the final say so. It is suggest that the player carry an index card signed by an ST that says that the change is legit. It is strongly advised to STs that they use common sense before approving some extended requests.

Wizard's Gift

Description: This ritual was created as the opposite of Wizard's Gold. Once an Apprentice attains the position of Regent she must be able to educate those Apprentices that she has been chosen to educate.

System: The coin, or coins (as this can be cast on any coins that have the persons name on it) have this ritual cast on them in the presence of the person that they affect. If successful the thaumaturge is now free to teach the rituals and paths that were before closed.

Elder

Bone of Eternal Thirst

This three night Ritual creates an ensorcelled weapon made of bone and ivory. The Thaumaturge must carve the weapon himself and then bathe it in the lifeblood of a year-old fledgling each night. All of the blood is absorbed into the weapon and cannot be used for any other purposes. The third "contributor" must be the caster's own Childe. The enchanted weapon becomes a powerful tool, able to sever flesh and even bone with ease, draining the strength of those it injures. It is nearly impossible to destroy this weapon.

System: All damage done by this bone-weapon is aggravated. In addition, for each level of damage it does the weapon "drinks" a trait of the victim's blood. The weapon can be destroyed only if it absorbs 20 traits of blood from a single victim. If this

happens it is immediately incinerated Any weapon that can be carved from ivory or bone may be used in this ritual, and does damage per that weapon type

Bone of the Kindred

"This two-night ritual creates an enchanted weapon made of bone or ivory. The ritual requires the lifeblood of a Kindred. This blood is absorbed into the weapon and cannot be used for any other purpose. The enchanted weapon inflicts aggravated wounds. When in use, the weapon seems to "drink" any blood that is on it."

System: When in the hands of the one to whom the Weapon is attuned, all damage dealt by the weapon (including extra damage from Potence and wards is aggravated, and it steals a Blood Trait every time it strikes a target. The Blood Trait that is stolen is absorbed into the blade to empower itself, and cannot be extracted by any means, including the destruction of the weapon.

Drawing upon the Bond

This Ritual allows the caster to draw upon the power of her thralls.

System: The caster may utilize any disciplines that any of her thralls possess. All challenges using that discipline uses the caster's traits, willpower and blood.

This Ritual should be NPC access only as it can be very unbalancing.

Master

Chain of the Blood Line

This Ritual grants the Warlock power over another vampire's extended brood. This Ritual takes three nights and must end on the night of a new moon with the death of the Kindred whose brood the caster wishes to control. The Warlock must kill the Kindred by successfully committing Diablerie upon her. When the Ritual is completed by the Diablerie, the Warlock then learns the brood of the victim, and in turn their brood, and so on. When the caster encounters any of these Kindred, he may command them in any way, impelling them to obey.

System: Those commanded in this manner may resist by making a Static Self-Control challenge against the number of permanent willpower traits of the caster. If the caster wins, the victim must wait an hour before attempting to challenge again, and conversely if the caster loses he must wait an hour before attempting to command the victim again via this ritual. While successfully under the effects of this ritual the victim is rendered incapable of attacking the Warlock.

Divorcing the Soul

This is a devastating Ritual that separates one's spirit from its physical element, although the spirit is kept imprisoned in the body. During the casting of this Ritual, the Thaumaturge drops dead pomegranate seeds in a ring around the target, saying a

short, enigmatic chant with each one. The target could be a single person, a house, an office building, a city block, or even an entire city. The caster must be walking (one seed per pace), so after the initial seven hour incantation, the ritual can take anywhere from 10 minutes to several years to complete.

System: The affected individual(s) cannot use or regain willpower, all of her abilities and virtues drop **to** (and cannot rise above) one trait, and she becomes almost incapable of creative thought. The Victim(s) has no motivation, little emotion and can only bid half traits in Dominate or Presence challenges. She gains the Negative Physical Traits of Lethargic, and Slow, AND the Negative Mental Traits of Careless, and Depressed. The enchantment stays in effect until one of the seeds is displaced (burying them is a good idea).

Impede the Gifts of Caine

Developed for use by Quaesitors facing superior numbers of Kindred, Impede the Gifts of Caine allows the thaumaturge to temporarily dampen the use of Disciplines in her immediate area. The focus of the ritual can be any item between the size of a baseball and that of a small suitcase, though it must be of relatively sturdy construction. The item must be bathed in six traits of vitae that must come from at least two different thaumaturges (though only one need know the ritual). Discipline use in this area is substantially more difficult. The effect lasts for as long as the device is active.

System: To cast this ritual the thaumaturge must expend a blood trait in addition to those in which the focus must be submerged, engage in a static mental challenge vs. ten traits, and requires a full hour of casting. Upon completion of the ritual, successful or not, the focus of the ritual is set briefly aflame (if the ritual succeeds, the damage done to the item fades), and must be extinguished by the bare hand of the thaumaturge (causing one level of aggravated damage, as well as a Courage test to avoid Rotschreck). Once activated, the device creates an area of power one hundred feet in diameter, centered on itself. Once active, anyone attempting to invoke or use disciplines in the area must first enter a static mental challenge vs. a difficulty of ten traits. Kindred of a lower generation than the caster remain unaffected, but the caster herself is affected if she steps inside the area. The item functions until "turned off" or until dawn. In either case, once deactivated, it becomes nonmagical and cannot be reused.

Methuselah

Weapon of the Kindred Soul/Blade of the Forbidden Flower

"This ritual creates an enchanted weapon much like the "Bone of the Kindred" weapon from the above ritual. The ritual requires the lifeblood of a Kindred who is also an expert in the use of the weapon to be enchanted. As above, this blood is absorbed and may not be used in any other way."

"The weapon created by this ritual becomes the vessel for the slain Kindred's soul and Willpower. The Thaumaturgist conducting this ritual has a great deal of control

over the weapon's new personality and goals, and commonly imbues the weapon with an overriding desire to protect the Thaumaturgist. The weapon maintains all of the Abilities, Disciplines, etc. of the Kindred slain to create it, but all of its memories seem distant and unimportant. The weapon is given a new name during the ritual, and can communicate with its user telepathically. In effect, the weapon is a freethinking being with its own goals, Abilities and mystical Disciplines." Note that you cannot actually use the disciplines or abilities of the weapon, but the weapon can use them (to the limitations of its form) to follow its own goals and desires.

Invulnerable Weakness

This is a jealously guarded Ritual, allegedly known only to Tremere himself. The Ritual takes an entire year to cast and a massive number of complex components to complete. The most important component is a large diamond bathed in the sun's rays for an entire, cloudless day and engraved with the symbols of life and death. The gem is then consumed on the final night of the Ritual. It will stay inside the Warlock's body until it slowly and mystically decomposes over a period of years. During that time the caster is immune to fire, heat and sunlight. Furthermore, the kindred may stay awake during the day. During the duration of the Ritual's affect those who drink the blood of the caster will gain all the same benefits for an hour per trait.

System: An extended physical challenge (stamina based) is entered into with occult as the appropriate retest. The number of successes is the amount of years this ritual will work for.

Appendix: Listing of Rituals by Rarity/Level

<u>Ritual Name</u>	<u>Rarity</u>	<u>Location</u>	<u>Level</u>
		OWbN: Chicago: Dark	
Alter Blood	5	Requiem	Basic
Banish Big Brother	3	MET Anarch Guide: 66	Basic
Bind the Accusing tongue	2	Camarilla Guide: 109	Basic
Blood Into Water	2	New York by Night: 48	Basic
Blood Mastery	1	Tremere Clan Book: 56	Basic
Blood Mead	1	MET Storytellers Guide: 64	Basic
Blood Rush	4	MET Sabbat Guide: 130	Basic
		OWbN: Chicago: Dark	
Blood Test	4	Requiem	Basic
Blood Walk	1	Laws of Elysium: 80	Basic
Brand of the Paramour	1	MET Storytellers Guide: 65	Basic
Bring Forth the Light Within	5	OWbN: C-U: Fires of the Wise	Basic
Bureaucratic Condemnation	1	Blood Magic: 91	Basic
Burning Blade	1	Camarilla Guide: 110	Basic
Calling the Restless Spirit	1	Laws of Elysium: 80	Basic
Chairs of Water	5	OWbN: Winona	Basic
Communicate with Kindred Sire	1	LotN Revised: 185	Basic
Confess	2	Hunters Hunted: 63	Basic
Craft Bloodstone	1	MET Storytellers Guide: 65	Basic
Crimson Sentinel	2	Laws of the Night: 101	Basic
Dedicate the Chantry	3	Tremere Clan Book: 57	Basic
Defense of Sacred Haven	1	LotN Revised: 185	Basic
Deflection of Wooden Doom	1	LotN Revised: 185	Basic
Deny the Intruder	3	Tremere Clan Book: 58	Basic
Devil's Touch	2	LotN Revised: 185	Basic
Dominoe of Life	4	MET Sabbat Guide: 130	Basic
Donning the Mask of Shadows	1	Laws of Elysium: 80	Basic
Encrypt Missive	1	MET Storytellers Guide: 65	Basic
Engaging the Vessel of Transference	1	Camarilla Guide: 110	Basic
Enhancing the Curse	2	MET Storytellers Guide: 65	Basic
		OWbN: ACE: Always Comes	
Epistula Phasma	5	Evening	Basic
Ex Libris (Fire Trap)	5	OWbN: C-U: Fires of the Wise	Basic
Expedient Paperwork	1	Blood Magic: 87	Basic
Extinguish	1	MET Storytellers Guide: 66	Basic
		OWbN: Chicago: Dark	
Extreme Care	5	Requiem	Basic
Eyes of the Nighthawk	4	MET Sabbat Guide: 130	Basic

		OWbN: Milwaukee: Nocturnal	
Father of Mine	5	Rapture	Basic
Flatline	3	MET Anarch Guide: 66	Basic
Illuminate Trail of Prey	4	MET Sabbat Guide: 131	Basic
Imp's Affliction, the	2	MET Storytellers Guide: 66	Basic
Impassable Trail	1	MET Storytellers Guide: 66	Basic
Impressive Visage	1	MET Storytellers Guide: 66	Basic
Incantation of the Shepherd	1	Camarilla Guide: 110	Basic
Inscription	2	Tremere Clan Book: 58	Basic
Iron Body	3	MET Anarch Guide: 67	Basic
Jinx	2	MET Storytellers Guide: 66	Basic
Learning the Mind			
Enslumbered	1	MET Storytellers Guide: 67	Basic
Luminous Vitae	2	New York by Night: 48	Basic
Machine Blitz	4	MET Sabbat Guide: 131	Basic
Mourning Life Curse	1	MET Storytellers Guide: 67	Basic
Obscure the Malice	2	New York by Night: 48	Basic
Open Passage, the	1	LotN Revised: 185	Basic
Power of Invisible Flame	4	Laws of Elysium: 89	Basic
Preserve Blood	4	Laws of Elysium: 89	Basic
Principle Focus of Vitae			
Infusion	1	LotN Revised: 186	Basic
Purge the Inner Demon	2	MET Storytellers Guide: 67	Basic
Purify Blood	1	Tremere Clan Book: 57	Basic
Purity of the Flesh	1	Camarilla Guide: 110	Basic
Rebirth of Mortal Vanity	1	MET Storytellers Guide: 67	Basic
Recure the Homeland	4	MET Sabbat Guide: 131	Basic
Rite of Introduction	1	MET Storytellers Guide: 68	Basic
		OWbN: Milledgeville, Habit of	
Rite of the Vanishing Blemish	5	Being	Basic
Ritual's Recognition	1	Tremere Clan Book: 59	Basic
Rotten Wood	4	Laws of the Night: 105	Basic
Sanguine Assistant	2	Camarilla Guide: 111	Basic
Sanguineous Phial	1	MET Storytellers Guide: 68	Basic
Scent of the Lupine's			
Passing	1	LotN Revised: 186	Basic
Scribe, the	1	MET Storytellers Guide: 68	Basic
Sense the Mystical	2	MET Storytellers Guide: 68	Basic
Serenading the Kami	1	Blood Magic: 91	Basic
		OWbN: ACE: Always Comes	
Shape of the Familiar	5	Evening	Basic
Steps of the Terrified	3	Blood Magic: 93	Basic
Summon the Guardian Spirit	4	Laws of Elysium: 89	Basic
Trima	1	MET Storytellers Guide: 69	Basic
True Sight	3	Diablerie Britain	Basic
Vistas of the Mind	3	Storyteller's Handbook: 118	Basic

Wake with Evening's Freshness	1	LotN Revised: 186	Basic
Walkin's Purity of the Flesh	5	OWbN: C-U, Fires of the Wise	Basic
Ward vs. Ghouls	1	LotN Revised: 186	Basic
Warding Circle vs. Ghouls	2	Camarilla Guide: 111	Basic
Whispers of the Ghost	1	MET Storytellers Guide: 69	Basic
Widow's Spite	3	MET Sabbat Guide: 132	Basic
Will o' the Wisp	4	Laws of Elysium: 89	Basic
Amulet of False Aura	5	OWbN: Winona	Intermediate
Beacon of the Self	3	New York by Night: 38	Intermediate
Binding the Beast	1	Laws of Elysium: 82	Intermediate
Bladed Hands	2	Laws of Elysium: 82	Intermediate
Blood Allergy	3	MET Storytellers Guide: 69	Intermediate
Blood Certamen	3	Tremere Clan Book: 61	Intermediate
Bone of Lies	1	LotN Revised: 186	Intermediate
Bottled Voice	4	Laws of Elysium: 90	Intermediate
Cleansing of the Flesh	2	MET Storytellers Guide: 69	Intermediate
Clinging of the Insect	3	MET Sabbat Guide: 132	Intermediate
Craft Dream Catcher	2	MET Storytellers Guide: 70	Intermediate
Curse Belated, the	2	MET Storytellers Guide: 70	Intermediate
Deny the Sun's Weight	5	OWbN: Milwaukee: Nocturnal Rapture	Intermediate
Detect the Hidden Observer	3	MET Anarch Guide: 67	Intermediate
Eldritch Glimmer	4	Laws of Elysium: 90	Intermediate
Empathetic Jar	5	OWbN: Winona	Intermediate
Eyes of the Past	2	Laws of Elysium: 83	Intermediate
Fire in the Blood	4	Laws of the Night: 105	Intermediate
Firewalker	4	MET Sabbat Guide: 132	Intermediate
Flesh of the Fiery Touch	3	Laws of Elysium: 83	Intermediate
Friend of the Trees	4	Laws of Elysium: 90	Intermediate
Gentle Mind	1	Laws of Elysium: 83	Intermediate
Haunted House	3	Laws of Elysium: 83	Intermediate
Haunting, the	4	Laws of Elysium: 90	Intermediate
Heart of Stone	2	Laws of Elysium: 83	Intermediate
Hell's Calling	3	MET Anarch Guide: 68	Intermediate
Illusion of Peaceful Death	1	Laws of Elysium: 84	Intermediate
Incorporeal Passage	2	LotN Revised: 186	Intermediate
Infirm Inert	2	MET Storytellers Guide: 70	Intermediate
Inherited Affinity	3	Tremere Clan Book: 59	Intermediate
Innocence of the Child's Heart	3	Laws of Elysium: 84	Intermediate
Iron Mind	3	MET Journal #1: 46	Intermediate
Keening of the Banshee	4	Laws of Elysium: 91	Intermediate
Knowledge of the Child's Peril	5	OWbN: Tuscola: Buried Destiny	Intermediate
Lightning Rod	5	OWbN: Night Falls, NVA	Intermediate

Major Creation	2	MET Storytellers Guide: 71	Intermediate
Mark of Amaranth	2	Tremere Clan Book: 63	Intermediate
Mirror of the Second Sight	4	MET Sabbat Guide: 133	Intermediate
Mirror Walk	4	Laws of Elysium: 91	Intermediate
Pavis of the Foul Presence	1	LotN Revised: 187	Intermediate
Power of the Pyramid	2	Tremere Clan Book: 60	Intermediate
Protean Curse	2	Laws of Elysium: 84	Intermediate
		OWbN: Columbus in	
Refresh the Wearing Mind	5	Darkness	Intermediate
Rend the Mind	2	Blood Magic: 96	Intermediate
Rending Sweet Earth	2	Laws of Elysium: 84	Intermediate
Respect of the Animals	4	Laws of Elysium: 91	Intermediate
Return the Heart	2	MET Storytellers Guide: 71	Intermediate
Ritual of Darkness	4	Milwaukee by Night: 53	Intermediate
Rutor's Hands	2	LotN Revised: 187	Intermediate
Scry	2	MET Storytellers Guide: 71	Intermediate
		OWbN: Milwaukee: Nocturnal	
Serenity of the Heart's Blood	5	Rapture	Intermediate
Shaft of Belated Quiescence	3	Camarilla Guide: 112	Intermediate
Sight of the Dead	5	OWbN: C-U, Fires of the Wise	Intermediate
Soul of the Homunculi	2	LotN Revised: 187	Intermediate
Splinter Servant	2	Camarilla Guide: 113	Intermediate
Steps of Silence	5	Milwaukee: Nocturnal Rapture	Intermediate
Stolen Kisses	1	MET Storytellers Guide: 71	Intermediate
		2nd Ed. Sabbat Players	
Summon Mischievous Spirit	4	Guide: 118	Intermediate
Telecommunication	1	MET Storytellers Guide: 72	Intermediate
Touch of Night Shade, A	3	MET Storytellers Guide: 72	Intermediate
Track the Transgressor	2	MET Storytellers Guide: 72	Intermediate
Transubstantiation of the Seven	2	Tremere Clan Book: 61	Intermediate
Unseen Change, the	2	Laws of Elysium: 85	Intermediate
Unweave Ritual	2	Tremere Clan Book: 64	Intermediate
Ward Magic	3	World of Darkness 1: 100	Intermediate
Ward vs. Cathayans	3	San Francisco by Night: 130	Intermediate
Ward vs. Fae	2	MET Storytellers Guide: 73	Intermediate
Ward vs. Kindred	2	Camarilla Guide: 113	Intermediate
Ward vs. Lupines	2	Camarilla Guide: 113	Intermediate
Ward vs. Vitae	3	MET Anarch Guide: 68	Intermediate
Warding Circle vs. Lupines	2	Camarilla Guide: 111	Intermediate
Watcher, the	1	Laws of Elysium: 85	Intermediate
Wizard's Gold	5	OWbN: Night Falls (NVA)	Intermediate
Writ of Protected Passage	3	San Francisco by Night: 130	Intermediate
Abandon the Fetters of Blood	2	Tremere Clan Book: 65	Advanced
Blood Contract	2	LotN Revised: 187	Advanced
Cobra's Favor	3	MET Storytellers Guide: 73	Advanced

Court of Hallowed Truth	3	MET Storytellers Guide: 73	Advanced
Craft Spirit Bloodstone	5	OWbN: Shadows of Cincinnati	Advanced
Curse of Clytaemnestra	2	Laws of Elysium: 85	Advanced
		OWbN: Chicago: Dark	
Diamond's Doom	5	Requiem	Advanced
Dominion	4	Laws of Elysium: 92	Advanced
Enchant Talisman	1	Camarilla Guide: 113	Advanced
Escape to a True Friend	3	Camarilla Guide: 114	Advanced
Eyes of the Beast	4	Laws of Elysium: 92	Advanced
Ghost in the System	2	Blood Magic: 97	Advanced
Harmonize Building	3	World of Darkness 1: 100	Advanced
		OWbN: Chicago: Dark	
Import Item	5	Requiem	Advanced
Invisible Chains of Binding	4	Laws of the Night: 106	Advanced
Lion Heart	4	Laws of Elysium: 92	Advanced
Mindcrawler	4	Laws of Elysium: 92	Advanced
Mirror Attunement	5	OWbN: Shadows of Cincinnati	Advanced
Nectar of the Bitter Rose	4	LotN Revised: 187	Advanced
Night of the Red Heart	3	Tremere Clan Book: 65	Advanced
One Mind of the Covens	2	2nd Ed Players Guide: 91	Advanced
Paper Flesh	4	MET Sabbat Guide: 133	Advanced
Sculpting the Perfect Servant	2	Blood Magic: 97	Advanced
Severed Hand	2	MET Storytellers Guide: 73	Advanced
Spirit of Torment	4	Laws of Elysium: 93	Advanced
Stone of the True Form	3	MET Storytellers Guide: 74	Advanced
Stone Slumber	1	MET Storytellers Guide: 74	Advanced
		OWbN: Chicago: Dark	
Teleport to a Safe Haven	5	Requiem	Advanced
Thirst Unquenchable	4	Laws of the Night: 106	Advanced
		OWbN: Chicago: Dark	
Tremere's Bane	5	Requiem	Advanced
Umbra Walk	2	LotN Revised: 188	Advanced
Verdant Blade, The	3	Archons and Templars: 146	Advanced
Vires Acquirat Eundo	3	Blood Magic: 98	Advanced
Ward vs. Demons	2	Camarilla Guide: 114	Advanced
Ward vs. Ghosts	2	Camarilla Guide: 114	Advanced
Ward vs. Spirits	2	Camarilla Guide: 114	Advanced
Warding Circle vs. Demons	3	Camarilla Guide: 111	Advanced
Warding Circle vs. Ghosts	2	Camarilla Guide: 111	Advanced
Warding Circle vs. Kindred	1	Camarilla Guide: 111	Advanced
Warding Circle vs. Spirits	2	Camarilla Guide: 111	Advanced
Wizard's Gift	5	OWbN: Night Falls (NVA)	Advanced
Bone of Contention	4	Tremere Clan Book: 66	Elder
Bone of the Kindred	4	2nd Ed. Players Guide: 92	Elder
Chill of the Windsaber	4	MET Journal #1: 44	Elder
Drawing upon the Bond	4	2nd Ed. Sabbat Players	Elder

		Guide: 119	
Bone of Eternal Thirst	4	Blood Magic: 99	Master
Chain of the Bloodline	4	2nd Ed. Players Guide: 92	Master
Divorcing the Soul	4	2nd Ed. Players Guide: 92	Master
Gift, the	4	MET Journal #1: 45	Master
		Archon's and Templars: pg	
Impede the Gifts of Caine	4	146	Master
Raise the Dead	4	MET Journal #1: 41	Master
Refined Digestion	4	MET Storytellers Guide: 74	Master
Ritual of Holding	4	MET Journal #1: 42	Master
Shadow of the Wolf	4	MET Journal #1: 47	Master
Spider's Web	4	MET Journal #1: 49	Master
Utter Destruction of Bonds	4	MET Journal #1: 43	Master
Blade of the Forbidden			
Flower	4	Blood Magic: 99	Methuselah
Weapon of the Kindred Soul	4	2nd Ed. Players Guide: 92	Methuselah

Combination Powers:

Name the Fallen

By spending a Blood Trait and making a Mental challenge (see difficulty chart below) a Thaumaturge may identify a deceased person, kindred or kine. The Thaumaturge must have a part of the physical remains, such as a bone, finger or other body part, a pile of ash is also sufficient. If the test is not successful, the body part being used cannot be used again to identify the deceased; a new part must be used on a new attempt.

Only the identity of the person is given. The user does not get any information about clan, method of death, generation, powers or abilities. This must be determined by alternate means or powers.

XP Cost: 4

Requirements: Auspex 3, Thaumaturgy: Path of Blood, a teacher

Time since death	Difficulty: Kindred	Difficulty: Kine
Less than 24	9	7
1-7 Days	9	7
1 Month or less	10	8
6 Months or less	11	9
1 Year or less	12	10
10 Years or less	14	12
1 Century or less	18	16
More than 1 Century	NA	18

Source: Archons and Templars, p. 140

Sanguinary Expulsion

By activating this power, one may ingest blood without forming Blood Bonds or Vinculi, or be affected by poison or other abnormal blood based properties of the blood being consumed. The blood may later be regurgitated. However, no new blood may be consumed until then. Also, no blood may be spent until the blood that was consumed originally is gone. Spending blood in any manner will cause the consumed blood to be absorbed. When the blood is expelled, 1 extra trait is also expelled. This power costs nothing to activate.

When activating this power, the caster must make a physical test of 9 plus the amount of blood traits consumed. For example: if the caster activates Sanguinary Expulsion and consumes 5 traits of blood, the test would be against 14 traits.

XP Cost: 8

Requirements: Fortitude 2, Thaumaturgy: Path of Blood 3, a teacher

Source: Archons and Templars, p. 142

Credits

The following people have given their time and effort to produce the OWbN Tremere Thaumaturgy guides since inception. Without them, this resource would not exist:

Ross Anderson
Peter Bohlman
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Dylan Parker
Mark Roemer
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Kim Schultz
Dennis Sharpe
Aaron Wiseman

We hope we haven't missed anyone...

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