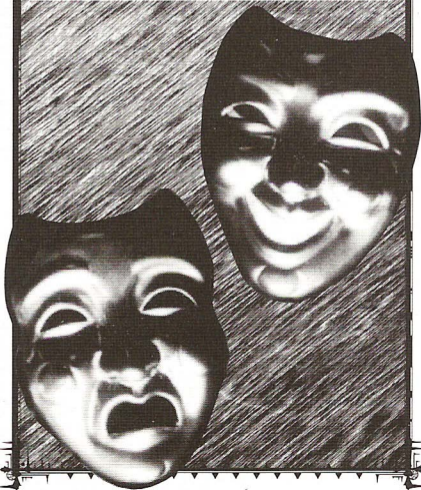


Mind's Eye Theatre
DISCIPLINE DECK



Mind's Eye Theatre[™]
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Feral Whispers

1st Basic Animalism

p. 134

By looking into the eyes of an animal and perhaps making some related sound (like growling or hissing), you are capable of communicating with the creature. Your predatory nature allows you to understand and cow natural creatures. Depending on your predilections, you may deal with the animal equitably, or you may demand obedience. The animal may not wish to obey, but this Discipline's power ensures that the animal is at least favorably disposed toward you. Even if the animal is intractable, you may be able to force it into submission.

Using this power requires that you look into the eyes of the creature with which you desire to communicate; if this gaze is lost, then you must attempt to re-establish contact if you wish to continue communicating. Most animals will continue to attend your gaze while you are communicating with them, though. Animals



without eyes, or very simple in nature, do not have enough of a mind or Beast to connect with easily. This power works best with predatory creatures and larger birds, reptiles and mammals.

You may communicate with animals without any test. However, to issue commands, you must defeat the animal in a Social Challenge — generally, the animal will have the equivalent of six to eight Traits for this challenge, as determined by a Narrator. If you succeed, you can count on the animal following your orders for the remainder of the evening. Most animals lack the intelligence necessary to carry out complex or conditional commands, but they can perform simple tasks like fetching, following people or guarding locations.

Beckoning

2nd Basic Animalism:

p. 134

By uttering a howl or other animal noise, you can summon animals to your side. Depending on how you couch your call, you can summon all animals of a particular type within the area or just a few. The creatures hasten to your *Beckoning*, ready to aid or simply to provide nourishment. Though animals called by this power do not fall under your control automatically, they are at least favorably inclined toward you.

You must expend a Social Trait for each animal that you summon. Only animals that can hear the summons respond; you cannot call a bird from across a city, nor could you call an animal that cannot hear. You may be as specific as you desire within the category of summoned animals. For instance, you may choose to summon all the rats in an area or just the white ones or even a specific rat that you know about.

ANIMALISM

Animals summoned with this power may take some time to arrive. Your Storyteller can issue cards for your animals or swarms, as appropriate. Animals summoned with this power remain as long as they are not attacked or threatened (within their conception — a rat would certainly feel threatened by the movements of several people in the area) or until the scene ends. You can use other *Animalism* powers normally to command or control the animals called.

Quell the Beast

1st Intermediate Animalism:

p. 135

Touching (from surprise or with a Physical Challenge) or gazing into the eyes of a victim, you can project the fearsome predatory aspect of your vampiric nature. Your Beast serves to show your ultimate mastery over your prey, cowing humans and animals alike into submission. Without the inner fire of powerful emotions, the subject is apathetic.

You must engage in a Social Challenge with your victim in order to use this power. Once you have intimidated or soothed the subject, he may no longer use Willpower Traits for the remainder of the evening. Such a subject also gains the Negative Trait *Submissive* x 2, for the same duration. Multiple uses of this power are not cumulative; once affected, the victim cannot receive additional *Submissive* Traits through further uses of this Discipline.

Cowing the Beast of a vampire is much more difficult. You must expend a Willpower

INTERMEDIATE ANIMALISM

Trait to make the attempt (before engaging in the Social Challenge). If successful, the vampire suffers from the normal effects of this power. Alternately, you may use this power on a vampire in frenzy, causing the Cainite to snap back into lucidity. In such a case, you expend the Willpower Trait and make the Social Challenge as usual, but if you succeed, the vampire merely returns to lucidity instead of suffering the other effects of this Discipline. You may not use this Discipline on yourself.

Subsume the Spirit

2nd Intermediate Animalism: p. 135

You are limited by the physical constraints of any animal that you possess — your physical Disciplines do not augment the creature, nor do you have the ability to speak or manipulate objects if that is normally outside of the animal's physical capabilities. However, you can use the animal's natural abilities, such as claws, wings, poison and gills.

There is no functional limit to the distance at which you can exercise this Discipline once you have possessed an animal — you can even move in sunlight (subject to the normal restrictions for remaining awake during the day), without concern for your vampiric form. However, you are not automatically aware of what transpires around your comatose body. If your animal form suffers injury, your vampiric body suffers equal sympathetic injury; if the animal body is slain, your soul returns to your body and you enter torpor. Should you choose to leave the animal's body for your own, you must declare this intent at the beginning of the turn and survive until the end of the turn. Fleeing the animal body does not require an action; you may still act normally in the turn that you intend to return to your body. If you are injured (without being knocked unconscious) while attempting to return to your own body, you must make

INTERMEDIATE ANIMALISM

a Simple Test — a tie indicates that you remain in the grip of animalistic behavior for the rest of the scene, and a failure causes you to immediately enter frenzy, though in both cases you return to your Cainite form automatically.

If your vampiric body dies while you inhabit an animal's form, you can try to remain in the animal body. Each sunrise, you must make a Simple Test (win or tie). If you lose, your spirit plunges into the astral realms, gone forever. Thus, you have only a short time to survive.

Exercising this power requires that you gaze into the eyes of the beast that you intend to possess. You must then expend Social Traits to move into the animal's body. The more Social Traits you choose to expend, the more complete your connection to the animal form. With simple possession, you direct the body as you choose; more complete dominance allows you to use some of your own Disciplines while in the body (see chart on p. 136 of *Laws of the Night* for chart).

Once you have used this power, you suffer from some of the animal's habits and instincts. For each Social Trait expended on the possession, you suffer from one Negative Trait of *Feral*. These Traits remain until you overcome the animal's behavior patterns by expending Willpower Traits — one Willpower Trait for each Negative Trait removed.

Drawing Out the Beast

Advanced Animalism:

p. 136

You must be on the verge of frenzy to use this Discipline. You exert this power in lieu of making any Virtue Test to control your frenzy. Instead, you make a Social Challenge against any individual within your line of sight. Doing so does not cost an action; you may attempt this feat any time that you are about to frenzy. If you win, your frenzy is transferred to the victim. The recipient immediately enters frenzy and even manifests some of your personality, habits and speech patterns (which should be roleplayed — typically, characters with the *Investigation* Ability may recognize your mannerisms in the victim). The victim remains in a normal frenzy, while you are unaffected and unable to frenzy for the duration. Should the victim die while frenzied, though, the screaming Beast immediately returns to you, requiring you to make a Virtue

ADVANCED ANIMALISM

Test or to exercise this power again. If you lose, you instead frenzy immediately, and you are unable to fight against your frenzy with Willpower Traits.

While the Beast is loosed in a victim, you remain complacent and placid. However, if the victim leaves your sight before the frenzy is over, you lose your Beast, suffering as if subjected to *Quell the Beast* — you cannot use Willpower Traits and you gain the Negative Trait *Submissive* x 2. You must find the recipient of your Beast and “convince” the Beast to return by acting in a monstrous fashion or else kill the victim so that the Beast returns automatically.

Heightened Senses

1st Basic Auspex:

p. 137

At will, you can extend your senses beyond human norms. Your eyesight and hearing sharpen to twice your mortal limits, while your touch, smell and taste are acute enough to pick out tiny details and features with ease. You can sharpen any or all of your senses, as desired. Furthermore, you sometimes have flashes of insight, preternatural awareness of danger or future events.

Any senses augmented by this Discipline function at twice normal effectiveness, allowing you to spot hidden foes, hear the rustle of leaves outside, taste a bit of poison in vitae, read a hand-written note by touch and smell incense burned hours ago. Should your senses be overwhelmed, though, you may be stunned temporarily. A loud gunshot, a flash of light or other overwhelming factor can

BASIC AUSPEX

incapacitate one of your senses for a time, causing you to lose the benefits of this Discipline. Furthermore you remain completely stunned for one turn, and you lose the sharpened sense in question for the duration of the scene, unless you expend a Willpower Trait to keep your wits about you.

Aura Perception

2nd Basic Auspex:

p. 137

This Discipline is noticeable, as you stare at the subject with intense concentration.

You must be able to see your target in order to use *Aura Perception*. You then spend a turn in concentration and make a Static Mental Challenge with a difficulty of the target's number of Mental Traits (more complex targets are harder to read). Since using this power is a Static Test, the target may not relent or retest. If you succeed, you may ask any one of the following questions, which the subject must answer truthfully: What is your current mood/emotional state? What sort of creature are you (human, vampire, werewolf, etc., subject to your knowledge of such beings and their auras)? Are you under the effects of any form of magic? Have you committed diablerie (see the section on diablerie, **Laws of the Night** p. 215, for how long this form of detection is viable)? Was the last thing you said a lie?

BASIC AUSPEX

Aura Perception also allows you to sense ghosts and astral forms. If you suspect the presence of a ghost in an area, you may expend a Mental Trait to make a normal challenge to sense its aura, as described previously. If you succeed, you are aware of the ghost's aura as a pale, flickering and amorphous light, though this is not sufficient for you to identify specific ghosts.

The Spirit's Touch

1st Intermediate Auspex:

p. 138

Note that you may only use this power on objects or places, not on people, vampires, animals or other living creatures.

By touching an item and expending a Mental Trait for a turn of concentration, you gain a brief flash of insight into any powerfully emotional events surrounding the object in question. Each use of this power on an object allows you to ask a Narrator one of the following questions, requiring a truthful answer: Who last touched this object (before me)? Was this object used in any emotionally stressful events, like a murder, a passionate romance or a maniacal rage? What strong emotions drove a particular subject holding this object? Answers to these questions generally come in the form of images and impressions; you may not get exact names or lists of information, but instead distorted pictures, flashes of sudden passion and repeating sounds and voices. It is up to you to interpret such information.

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Telepathy

2nd Intermediate Auspex:

p. 138

In order to use *Telepathy*, you must make a Mental Challenge against your subject. A willing subject may relent to this mental contact, but there is no way to identify the originator of a given telepathic missive short of making contact (unless you choose to identify yourself). You must also spend a full turn in concentration, focusing on your subject. If you succeed, you establish a brief link, allowing you to send or scan thoughts as long as you maintain the contact. You may issue a stream of thoughts that the subject "hears" as a single concept, or you can pluck a thought from the victim, asking a single question and demanding a truthful answer. Legitimate secrets that can be uncovered are anything that could be discerned with *Aura Perception*. If you choose to interrogate an unwilling victim, you must make a Mental Challenge for each question

INTERMEDIATE AUSPEX

asked; if simply communicating normally, no additional challenges are required.

With effort, you can probe deep into the consciousness of an open mind, drawing out hidden secrets or buried memories. Doing so allows you to ask more detailed questions than the cursory ones usually employed with *Telepathy*. Each question asked requires a Static Mental Challenge against the subject's Mental Traits, and the subject may not relent.

You may only use your *Telepathy* on one subject at a time, but this limit does not preclude someone else from using her own *Telepathy* on you.

Using *Telepathy* on a supernatural creature is a taxing exercise, and it requires the expenditure of a Mental Trait. This Trait is expended before the Mental Challenge is made to establish the link.

Psychic Projection

Advanced Auspex: p. 139

While your senses are projected, your body lies in a comatose state, unaware of its surroundings. Your psychic form does not tire from travel, nor is it hindered or injured by the material world. Indeed, you are completely invisible and intangible, unable to affect anything physically. However, your spirit-form can still sense its surroundings normally, even using your other powers of *Auspex*. Your immaterial form is tied to your material body through a silver cord, a sort of psychic tether that keeps you from becoming lost in the realms of spirit.

Sending your senses out in this fashion requires the expenditure of a Willpower Trait. You may remain out of your body as long as you like, though the rise of the sun over your physical form may force you into slumber. Furthermore, by expending an additional Willpower Trait, you can manifest for a single turn as an intangible apparition, allowing you to be seen and to speak audibly. While materialized, you can use any of your Mental or Social Disciplines simply by expending a Mental Trait before making the appropriate additional expenditures or challenges. While visible, you appear as an idealized form of yourself, complete with projected trappings, though your real-world physical possessions do not come with you in spirit form. Even while visible, you remain intangible and

ADVANCED AUSPEX

thus immune to injury from conventional sources like claws, fire, sunlight and mundane weapons (although your comatose body can still be harmed). While in astral form, you may not possess other bodies, even if you have that talent in *Dominate*.

You may deal normally with other astral forms that you encounter, conversing and using Mental or Social Disciplines. You may even attempt to injure other astral travelers by attacking their silver cord. Such astral combat uses Mental Challenges, with damage causing the opponent to lose Willpower Traits. Once an astral combatant runs out of Willpower Traits, his silver cord snaps, stranding him in the spirit realms. From there, the spirit may accidentally wander deeper into other worlds (such as the Dark Umbra in *Oblivion* or the Realms described in *Laws of the Wild*), or he may stumble about until he finds a way to return to his body. Some spirits thus trapped never return, captured or devoured by monstrous entities that dwell in the astral plane.

While astral, your consciousness exists in a mental projection of the material world. You cannot directly interact with or see wraiths, Umbral spirits or Garou (see *Oblivion* and *Laws of the Wild*), unless you find a means to travel to or sense the other spirit worlds. Similarly, your astral form is invisible and intangible to them unless you manifest in the physical world.

Alacrity

1st Basic Celerity :

p. 141

Your reflexes are finely honed. Even as you watch others act, you can spring into action, completing your movements before they can respond.

By expending a Blood Trait, you gain the ability to preempt any physical actions taken in the same turn, as long as you are aware of them (a face-to-face mugging, yes — a sniper attack, no). Thus, if someone declares an attempt to pull out a hidden weapon and shoot at you, you can preempt that action to pull out your own gun and fire back (instead of being relegated to dodging). Similarly, if someone attacks an ally, you can preempt the action to get in the way and fight against the aggressor instead. If you attempt to preempt someone using *Celerity* or a similar speed-enhancing power, the character with the highest degree of *Celerity* acts first.

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BASIC CELERITY

Swiftness

2nd Basic Celerity:

p. 141

With shocking speed, you move faster than humanly possible. Even as others are recovering from events, you are making your next move.

Expend a single Blood Trait to gain one additional action in your turn, in addition to your preemptive *Alacrity* (the costs are not cumulative). This additional action is taken at the end of the turn, after everyone has resolved single basic actions. If multiple people have additional actions like this, they are all resolved at the same time, after basic actions. You can thus swing a sword twice, run twice as far as normal in a turn, fire a gun and then duck behind cover, or otherwise perform multiple feats.

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INTERMEDIATE CELERITY

Rapidity

1st Intermediate Celerity:

p. 141

Invoking all of your *Celerity*, at the cost of a single Blood Trait, enables you to use the Bomb in challenges of speed and agility. When performing an action where speed is of the essence, such as dodging an attack, throwing a knife or grabbing something out of someone's hand, you can declare that you have *Rapidity*. Once thus declared, you may choose to use the Bomb, a fist with the thumb pointing upward; the Bomb defeats Rock and Paper, but loses to Scissors (the fuse is cut) and ties with other Bombs. This symbol is usable in any challenges of speed throughout the turn. However, you are not required to use the Bomb — it is simply another option.

You may use *Rapidity* in any challenge where you rely on your own speed, even if your opponent attempts to use strength or stamina.

INTERMEDIATE CELERITY

Thus, if you try to use your *Rapidity* to dodge out of the way of someone grabbing at you, you can still use the Bomb. If the opponent possessed *Might*, you could still use the Bomb for speed, but the opponent would be able to use his *Might* to retort for grappling.

INTERMEDIATE CELERITY

Legerity

2nd Intermediate Celerity:

p. 141

You may activate your *Legerity* and all other *Celerity* levels for the turn at the cost of one Blood Trait. Your *Legerity* grants you one additional normal action at the end of the turn, in addition to your action from *Swiftness* (thus, you have at least three actions, a preempt and the Bomb in challenges of speed). Actions gained from *Legerity* come after basic and *Swiftness* actions, at the end of the turn.

INTERMEDIATE CELERITY

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Fleetness

Advanced Celerity:

p. 141

With a single Blood Trait, you activate all of your *Celerity* powers. You now win all ties in challenges of speed, regardless of Traits. If some other consideration would cause you to lose on ties (such as wounds or an enemy's *Potence*), you compare Traits normally instead of losing automatically. This benefit lasts for the duration of the entire turn in which you use your *Celerity*. Your *Fleetness* functions in all challenges where you rely on speed, even if your opponent tries to use strength or stamina. Thus, if you use the speed of *Fleetness* to challenge an opponent who uses the strength of *Puissance*, ties are determined normally (since you both have powers that would win all ties). If the opponent only had *Might*, you would win all ties but still be vulnerable to a *Might* retest.

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BASIC CHIMERSTRY

Ignis Fatuus

1st Basic Chimerstry:

p. 142

You generate a brief, static illusion that affects a single sense. You could cause the appearance of a rose in your hand or make someone hear a low wind or feel the grating touch of sandpaper. This illusion has no real substance (and it cannot confine or injure your victims), but it can confound or mislead. The illusion cannot move in any fashion, although you can hold and move an illusion that you create. Thus, an illusion of a person cannot walk or fidget, but you can pick up and brandish an illusory knife.

You must expend a Willpower Trait and best your subjects in a Social Challenge to create this illusion. The illusion persists until you leave the area or until someone manages to disbelieve the effect (by passing a hand through the illusory rose, testing the air and feeling no wind, etc.). You may also dispel the illusion at your desire; doing so is immediate and requires no action.

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Fata Morgana

2nd Basic Chimerstry:

p. 142

Your illusions appeal to all of the senses. Though you still cannot harm or affect others physically with your phantasms, you can generate static constructs that seem real to any senses that you choose to affect. Thus, you can make a wall that appears solid, has a rough feel and smells of old dust and paint, but which has no real substance and can be passed through. Alternately, you could create a phantasm that lacks certain characteristics — you could cause a person to believe that you were holding a rose and brushing it against her cheek, provoking the feeling of the flower against the skin and the scent of the rose, when in fact you do not have a rose. These illusions are still incapable of independent movement.

You must expend a Willpower Trait and a Blood Trait to create an illusion of this nature, and you must best your subjects in a Social Challenge. These illusions remain viable under the same conditions as phantasms created with *Ignis Fatuus*.

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Apparition

1st Intermediate Chimerstry:

p. 143

No longer confined to mere static images, you can create an illusion that appeals to many senses and has its own capabilities. You must first create an illusion using one of the lesser powers of this Discipline. Then, you can give it a semblance of life. People can be made to move, water to drip and lights to shine in complex patterns. You can even create blatantly strange moving effects, like a knife that flies about threateningly or a human who comes apart and back together again.

You need only spend a single Blood Trait to give animation to an illusion. Once so imbued, you cause the phantasm to move in one specific pattern that you desire. If you spend a complete turn in concentration, you can change this pattern at no extra cost. You must be present for your illusion to sustain itself.

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Permanency

2nd Intermediate Chimerstry:

p. 143

You no longer need to be present to sustain your illusory creations. Any illusion that you make with *Chimerstry* can be imbued with *Permanency*, allowing it to persist even if you leave the area.

Once you have created an illusion, the expenditure of a single Blood Trait grants *Permanency*. The phantasm remains until you dissolve it or until someone sees through the illusion in some fashion. Thus, you can cast an illusion over an area and then leave, allowing the illusion to persist.

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Horrid Reality

Advanced Chimerstry:

p. 143

Your terrifying powers of deception extend directly into the mind of your victim. By focusing your efforts on one individual, you can create terrifyingly realistic phantasms. These illusions can affect the senses and move about in any fashion that you desire, but they affect only one victim. Because of the absolute realism of these phantasms, they can actually convince the victim that he has been injured or affected physically. An illusory fire created with this power burns its target, a phantom wall bars passage and a chimerical stake paralyzes a vampire if thrust through the heart.

You must expend a Willpower Trait and defeat your victim in a Social Challenge in order to use this power effectively. Once active, the nightmarish creation of this power remains for the entire scene, and its effects can last even longer — if you create a gun with this power, it remains for the scene, but wounds

ADVANCED CHIMERSTRY

inflicted with it score damage that lasts until disbelieved. Since the illusion is completely under your control, it can affect the victim without recourse to additional tests, meaning that you can make a chimerical gun that always hits or a chimerical stake that seems to bend and twist toward the heart. Illusory wounds of this sort cannot kill, though they can certainly drive the victim into a comatose state. These wounds only disappear when the victim is convinced either of the illusory nature of the effect or when he is convinced that he is "healed."

BASIC DEMENTATION

Passion

1st Basic Dementation:

p. 144

You can bring emotion to a fever pitch, accentuating any and all drives or fears that may occupy the mind of your subject. Alternately, you can diminish passions to whispers, quelling the most fierce emotional fires.

You must engage your victim in a Social Challenge in order to use *Passion*. If you succeed, you enhance or dull the subject's emotions, at your choice. If you heighten the target's sensitivity, then the subject suffers from the Negative Mental Trait *Impatient*. If you dim the subject's emotions, then the victim suffers the Negative Mental Trait *Submissive*. In either case, the target should roleplay the new condition. The incited *Passion* lasts for the remainder of the scene or for a full hour, whichever comes first. Successive uses of this Discipline on the same individual are not

BASIC DEMENTATION

cumulative. The source of this affliction is not immediately obvious, though some elder vampires are aware of the mind tricks of the Malkavians, and they may deduce the source correctly if someone suddenly becomes manic or listless.

BASIC DEMENTATION

The Haunting

2nd Basic Dementation:

p. 144

Freakish, fleeting nightmares follow your target. The surreal world seems to come alive in barely heard noises and brief glimpses of motion. Victims find themselves distracted by inexplicable sensations, often stemming from their own hidden fears and guilt. Though you have no control over these images, you can choose what sense is affected. With continuous prolonged exposure, your subject may fall to madness as these apparitions afflict his consciousness.

You must expend a Blood Trait and engage in a Social Challenge with your victim in order to use this power. If successful, the subject suffers from fleeting nightmares, often plucked from his own subconscious. For the remainder of the evening, the victim suffers from the derangement *Schizophrenia*. Your use of this power is not immediately evident, although the victim should roleplay the effects of his new terrors.

BASIC DEMENTATION

The Haunting

2nd Basic Dementation:

p. 144

Freakish, fleeting nightmares follow your target. The surreal world seems to come alive in barely heard noises and brief glimpses of motion. Victims find themselves distracted by inexplicable sensations, often stemming from their own hidden fears and guilt. Though you have no control over these images, you can choose what sense is affected. With continuous prolonged exposure, your subject may fall to madness as these apparitions afflict his consciousness.

You must expend a Blood Trait and engage in a Social Challenge with your victim in order to use this power. If successful, the subject suffers from fleeting nightmares, often plucked from his own subconscious. For the remainder of the evening, the victim suffers from the derangement *Schizophrenia*. Your use of this power is not immediately evident, although the victim should roleplay the effects of his new terrors.

INTERMEDIATE DEMENTATION

Eyes of Chaos

1st Intermediate Dementation:

p. 145

You can delve into someone's innermost motives by watching his simple actions. You must watch the target for a full turn, concentrating on his actions and motions. Then, you must engage in a Mental Challenge with the target. If you succeed, you learn the subject's Nature.

By watching the fall of random events around you, you may gain insight into your current situation. If you spend a full turn in contemplation of circumstances and expend a Mental Trait, you can predict (to some degree) the possible course of events. For the remainder of the scene or for the next hour (whichever comes first), you cannot be surprised.

Losing a challenge in *Eyes of Chaos* causes you to become entranced with the patterns around you. Consider this entrancement identical to the Toreador Clan Disadvantage.

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Voice of Madness

2nd Intermediate Dementation:

p. 145

Simply by speaking aloud to your victims, you can reduce them to howling fear or anger. You address your targets in a reasonable tone, encouraging them to succumb to their inner demons. Those terrors then come to the fore, driving your victims to blind, uncontrolled panic.

You must expend a Blood Trait to use this power. Then, by speaking to your victims for a full turn, you can attempt to drive them into frenzy. You may affect multiple people at once, as long as they can all hear you. You then make a Social Challenge against your targets; any who lose to you are brought to the verge of frenzy. Mortals immediately flee in terror, as if affected by Röttschreck. Vampires, Lupines and other creatures capable of frenzy make *Self-Control/Instinct* Tests immediately, with a

INTERMEDIATE DEMENTATION

difficulty of four Traits, or else fall into a similar state. However, you must also test for Röttschreck, with a difficulty of three Traits. This frenzy lasts for an entire scene unless curbed with Willpower or other capabilities, and mortals do not remember their actions during this period of terror.

Total Insanity

Advanced Dementation:

p. 146

Madness lies around the nearest corner of every mind. Pulling insanity from the recesses of your target's deepest memories and beliefs, you cause the hapless victim to succumb to a wash of overpowering lunacy.

You must gain your target's total attention for a full turn; many Malkavians do so with sudden tricks, non sequiturs and bizarre actions. You must then expend a Blood Trait and engage your target in a Social Challenge. If you win, your victim begins to suffer from five derangements, chosen by a Storyteller or Narrator, for the remainder of the evening. This Discipline is not cumulative — you cannot pile up more derangements with successive uses.

To ease the use of *Total Insanity*, it may be handy to make up several cards with derangements listed on them, and allow your subject to choose five randomly.

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BASIC DOMINATE

Command

1st Basic Dominate:

p. 146

Exerting your will against a single individual, you can give a simple command and demand obedience. A single word, even one embedded in a sentence and stressed slightly, becomes an imperative command to your victim. You need only meet your victim's gaze. As long as your victim sees your eyes and hears your voice, your command carries the authority of your blood.

You must meet the gaze of your subject and speak a single word, emphasized for control. This command must be simple and easily understood: "Stop," "Run," "Sleep," "Scream," "Follow," and "Silence!" are all acceptable examples. The command cannot be blatantly harmful or self-destructive. You then engage in a Mental Challenge with your opponent. If you win, your victim must follow the order directly and immediately. The command cannot last more than 10 minutes.

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Mesmerism

2nd Basic Dominate:

p. 146

By making a Mental Challenge against your subject, you can impart more complex or subconscious commands. You may give your subject any sort of command as long as it is not self-destructive. This command can either be triggered immediately (“Go and fetch me a mortal vessel”) or implanted with a particular trigger event (“When the prince ends court, sneeze loudly”). Only one such command may be implanted in a victim at a time, and unless other powers are used, the victim may well remember the process. Placing an order in your victim requires only as much time as it takes to speak the entirety of your command. Both the trigger and the suggestion must be clear and easily understandable.

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Forgetful Mind

1st Intermediate Dominate:

p. 147

To uncover, alter or erase memories, you must make a Mental Challenge against your victim. With success, you can change up to 15 minutes of your victim's memories; additional blocks of time may be altered with additional challenges. You can simply erase areas of the past, leaving the victim with a "hole" in his recollections, or you can specify new memories to overwrite your victim's experiences.

Implanting additional commands with other *Dominate* powers still requires additional challenges, though. When altering someone's memories, you should record the number of Mental Traits that you possess at the time of the alteration — later uses of *Forgetful Mind* may be able to overcome your powers.

By winning a Static Mental Challenge against the Mental Traits of the previous

INTERMEDIATE DOMINATE

dominator, you can determine if certain memories are falsely implanted or changed, and you can then restore the original memories or alter the false ones as you see fit. You cannot use this power on your own memories.

Conditioning

2nd Intermediate Dominate:

p. 147

Each night that you attempt to exercise *Conditioning*, you must make a Mental Challenge against your victim. If you manage to accumulate as many successes as your subject's *Self-Control/Instinct Traits* (or *Willpower Traits* for victims without vampiric *Virtues*), you tear down the victim's mind and turn her into a virtual slave. The victim loses creativity and self-direction, instead following your orders to the letter automatically. You need not make tests to *Dominate* such a victim; the subject follows your commands even if you cannot make eye contact. Furthermore, the subject gains one free retest against the *Dominate* powers of any other Cainites.

A victim of *Conditioning* has little free will or motivation, and he has trouble reacting to stimuli. As a result, such pawns cannot produce artistic works or engage in teaching; they lack

INTERMEDIATE DOMINATE

the drive and flexibility to perform these sorts of tasks.

If an enslaved subject manages to avoid all contact with her master for six game sessions, minus one session for each Willpower Trait spent (minimum of one full session), then the *Conditioning* is shaken off and the subject reasserts her individuality. A drone may also be deprogrammed by the successful use of this Discipline again, just as if trying to enslave the subject. The subject resists automatically, but if enough successes are accumulated to perform proper *Conditioning* again, then the target's original persona can be restored.

Possession

Advanced Dominate:

p. 148

Once you have touched a likely mortal subject, you may expend a Willpower Trait immediately and make a Mental Challenge to exercise *Possession*. If you win the challenge, you take control of the mortal body, while your own body collapses without volition. You must expend a Mental Trait to finish the possession; additional Traits allow you to use some of your Mental and Social Disciplines while in the host body (See p. 148 of *Laws of the Night* for chart).

During the course of *Possession*, you experience everything that happens to the mortal body. Your Cainite form also suffers any damage sustained by the mortal body; if the mortal body dies before your consciousness can flee, you immediately collapse into torpor. If you wish to flee the mortal body for your own corpse, you must announce your intent at the beginning of the turn, and your spirit does not

ADVANCED DOMINATE

leave until the end of the turn. As soon as you leave, the mortal resumes control over his body.

You have all the capabilities of the living body; you can even survive daylight, if you manage to stay awake. The body is as vulnerable as any other mortal's, though. For this reason, most vampires use ghouls for *Possession*, relying on the inherent strength of such creatures.

If your vampiric body is slain while your consciousness resides in another body, you can try to hang onto the form. However, you must make a Simple Test (win or tie) at each sunrise. If you lose, your spirit tumbles into the astral plane, lost forever. A possessed body also cannot be Embraced.

This power is ineffective on vampires and other supernatural creatures.

BASIC FORTITUDE

Endurance

1st Basic Fortitude:

p. 149

While most Kindred still suffer the fatigue and pain of their injuries, you shrug off such hardships. Even the searing injuries of fire and sunlight can barely slow you.

You do not suffer any wound penalties from anything past the Bruised health level, until you are struck into torpor or Final Death. When most vampires lose all ties due to being Wounded, or remain insensible and Incapacitated, you simply suffer the usual penalties of being Bruised.

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BASIC FORTITUDE

Mettle

2nd Basic Fortitude :

p. 149

Wounds that would slow other vampires mean nothing to you. You can shrug off damage from most sources, ignoring pain and damage alike. Your body resists harm with incredible strength.

On achieving this Discipline, you gain one additional health level, which functions just like an extra Healthy line on your health level chart. This health level can be lost and healed like any other.

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INTERMEDIATE FORTITUDE

Resilience

1st Intermediate Fortitude:

p. 149

Even the banes of most Cainites, fire and sunlight, rarely injure you. You can endure punishment that would reduce other Cainites to ash, albeit for a brief time.

When you suffer aggravated damage, you may immediately make a Simple Test to try to reduce the severity of the damage. If you succeed, you reduce the injury to lethal damage. Before making the test, you may choose to expend a stamina-related Physical Trait, allowing you to reduce injury on a win or a tie. Otherwise, you must win the test outright. Use of *Resilience* is reflexive; it does not count as an action.

You may only attempt to use this Discipline once on any given attack. Thus, if you suffer two or more levels of aggravated damage from a particular attack, you may test to reduce only one level to lethal damage.

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Resistance

2nd Intermediate Fortitude : p. 149

When you suffer lethal or bashing damage, you may make a Simple Test immediately to avoid some of the damage. If you succeed, you remove one level of the damage from the amount suffered. Before making the test, you may choose to expend a stamina-related Physical Trait, allowing you to avoid a level of damage on a win or tie. Otherwise, you must win the test outright. Use of *Resistance* is reflexive; it does not count as an action.

You may use this Discipline after reducing aggravated damage with *Resilience*, attempting to negate or reduce the damage entirely. Thus, if you suffer two health levels of aggravated damage from sunlight, you can test to reduce one to lethal damage with *Resilience*, and if successful, you may then attempt to remove that lethal damage with *Resistance*. You may only attempt this Discipline once on any given source of damage, so if you suffer two or more levels of damage from a single attack, you may only attempt to reduce a single level of damage from that attack.

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2nd Intermediate Fortitude : p. 149

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ADVANCED FORTITUDE

Aegis

Advanced Fortitude:

p. 150

At any point during a turn, you may declare the use of *Aegis*. You must expend a permanent Willpower Trait or three permanent Physical Traits to activate this Discipline (though these Traits may be re-purchased later with Experience Traits). When you declare *Aegis*, you immediately revoke any damage that you suffered in the turn, and you take no damage for the remainder of the turn. You may even declare *Aegis* after you have been “killed,” ignoring the damage that killed you and any other injury suffered in the same turn. If you are “killed,” you must use *Aegis* in the same turn — once a new turn begins, you cannot revoke any previous damage. Use of *Aegis* is reflexive; it does not count as an action.

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The Missing Voice

1st Basic Melpominee:

p. 150

Like a ventriloquist, you can throw your voice to any place within your line of sight. However, you do not merely cause your voice to seem to emanate from there — with *The Missing Voice*, you actually cause your speech or song to generate from thin air. You can even carry on two conversations simultaneously, for *The Missing Voice* functions independently of your normal voice.

You may use *The Missing Voice* at any time, as desired. However, if you use *The Missing Voice* while performing other actions, you suffer a two-Trait penalty on the resolution of challenges due to your split concentration.

BASIC MELPOMINEE

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Phantom Speaker

2nd Basic Melpominee:

p. 151

No longer limited to sending your voice to a place you can see, you can project speech or song to anyone you know. As long as it is night at the subject's location, you make your voice heard to your target.

The words and music of *Phantom Speaker* are audible only to your target, unless an eavesdropper with at least the Intermediate level of *Auspex* manages to listen in by defeating you in a Mental Challenge.

You must expend one Blood Trait to project your voice for a single turn.

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You must expend one Blood Trait to project your voice for a single turn.

Madrigal

1st Intermediate Melpominee:

p. 151

You must make a Social Challenge against every target that you wish to affect with your *Madrigal* — you can affect anyone within hearing range, at your discretion. Willpower can be used to retest in defense against this power, as usual for Social Challenges. If you choose to affect multiple people, use a mass challenge as described in mob combat. Anyone who succumbs suffers the effects of an overwhelming surge of emotion, directed by your choice of song. The subjects should roleplay this wave of emotion as long as you perform no action other than singing.

You must sing for a full turn for *Madrigal* to take effect. The player need not actually sing to invoke this Discipline, though players so talented are certainly encouraged to do so.

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Siren's Beckoning

2nd Intermediate Melpominee:

p. 151

You must make a Social Challenge against your target to use the *Siren's Beckoning*. If you win, the victim suffers from one randomly chosen derangement. You may carry about a stack of cards with various derangements and allow the victim to choose one at random, or you may have the derangement relate to the song you sang (such as regression for a children's song or megalomania for a national anthem). This derangement lasts for the rest of the night.

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Virtuosa

Advanced Melpominee

p. 151

Though most Daughters of Cacophony are limited to affecting a single target with hidden speech or insanity, your performance carries your music to as many listeners as you desire. You can extend your powers of *Phantom Speaker* or *Siren's Beckoning* to multiple subjects.

You need only expend one Blood Trait to use *Phantom Speaker* or *Siren's Beckoning* on up to five targets at once. If you use *Phantom Speaker*, every subject hears the same words or music that you project. If you use *Siren's Beckoning*, you make a mass Social Challenge against all of the victims at once. In either case, you can only use one power at a time — you cannot use *Virtuosa* to project speech to some people while singing to others simultaneously.

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Insight

1st Basic Sepulchre Path Necromancy:
p. 152

Gazing into the eyes of a corpse, you can see the image burned into them by its death. A moment's concentration allows you to call up the memories of the death itself.

You need only expend a Mental Trait while gazing into the eyes of a corpse in order to use this power. You immediately see the last minute of the individual's existence, generally as flashes of vision and startling sensations. This power can even be used on the corpse of a vampire who has reached Final Death, as long as he had not achieved Golconda and is not in a state of advanced decomposition. However, it does not function on vampires that are still ambulatory.

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Summon Soul

2nd Basic Sepulchre Path Necromancy:
p. 152

To call a ghost, you must know its name or at least have a clear image of its persona from *The Spirit's Touch*. You must also have an object with which the ghost had some contact while it was alive. If this object has particular importance to the wraith (a Fetter), you gain a free retest on your attempt to *Summon Soul*. Some wraiths cannot be summoned regardless of your efforts; many ghosts are lost in the eternal storm of the Underworld or go on to their final rewards. Vampires who were diablerized or who achieved Golconda before Final Death likewise cannot be summoned in this fashion.

You must make a Mental Challenge against the wraith that you call (see *Oblivion*, or use the guidelines for wraiths on p. 264 of *Laws of the Night*). If the wraith wishes to be summoned, it can appear voluntarily. The wraith finds itself pulled to your location, and

BASIC SEPULCHRE PATH NECROMANCY

it becomes visible and audible to you. You may ask a single question of the ghost, which it must answer truthfully. After a single turn, the ghost fades away unless it chooses to remain or is coerced with further *Necromancy*. Even if the ghost stays nearby, you must use other *Necromancy* powers to see and hear it again, unless you exercise *Summon Soul* on it again.

Compel Soul

1st Intermediate Sepulchre Path Necromancy:
p. 153

You must first use *Summon Soul* to cause a wraith to appear for you, then engage in a Social Challenge for the turn in which it manifests. The wraith may expend its Pathos (see *Oblivion* on pp. 139-140) to resist, forcing you to expend a Social Trait for each Pathos Trait spent. If you win the challenge, the wraith is bound to obey your commands for an entire hour. The wraith must answer your questions truthfully and act as you direct. During this time, the ghost remains visible and audible to you as well.

If you successfully *Compel Soul*, you may expend a temporary Willpower Trait to force the wraith to obey you for the entire evening. Expending a permanent Willpower Trait causes the wraith to be bound to your will for a year and a day.

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Haunting

2nd Intermediate Sepulchre Path Necromancy:
p. 153

You must engage a wraith in a Social Challenge in order to link it to a particular location. If you win, the wraith cannot leave the room (or move more than 10 feet from a particular object) for the remainder of the evening. By spending a temporary Willpower Trait at the time of the *Haunting*, you can force the wraith to remain in the location for a full week; a permanent Willpower Trait extends this time to a year. If the wraith attempts to leave the location, it suffers one aggravated level of damage per turn outside the confines of the *Haunting* until it returns or is destroyed utterly.

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Torment

Advanced Sepulchre Path Necromancy:
p. 153

Though you remain in the physical world, you can make Physical Challenges against wraiths. You lash out with supernatural energies, though many Giovanni choose to direct the blow by striking physically. Your attacks inflict lethal damage on the wraith; a wraith disincorporated with this power is banished to the deeper levels of the Underworld for a full month, unable to return.

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Shroudsight

1st Basic Ash Path Necromancy:

p. 154

With minimal effort, you can see across the Shroud that separates the world of the living from the lands of the dead. The Underworld appears as a decaying and ghastly reflection of the mortal world, sometimes with structures lost to the past or unusual spirits flitting about. You can see (though not hear or feel) anything that transpires in the Underworld within your normal visual range, with a sort of “double sight” that does not hinder your normal vision.

You need only expend a Mental Trait to look across the Shroud for the duration of the scene, or for an hour, whichever comes first.

Shroudsight

1st Basic Ash Path Necromancy:

p. 154

With minimal effort, you can see across the Shroud that separates the world of the living from the lands of the dead. The Underworld appears as a decaying and ghastly reflection of the mortal world, sometimes with structures lost to the past or unusual spirits flitting about. You can see (though not hear or feel) anything that transpires in the Underworld within your normal visual range, with a sort of “double sight” that does not hinder your normal vision.

You need only expend a Mental Trait to look across the Shroud for the duration of the scene, or for an hour, whichever comes first.

Lifeless Tongues

2nd Basic Ash Path Necromancy:

p. 154

The babble of restless spirits is clear to you. By concentrating for a moment, you attune your senses to the Underworld, making yourself capable of both seeing and hearing all that transpires there around you. Furthermore, you can understand the language of the dead, so unless a ghost goes out of its way to use a language that you do not know, you can comprehend the words of any wraith.

You must expend a Willpower Trait to attune yourself to the Underworld for a scene or an hour (whichever ends first).

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2nd Basic Ash Path Necromancy:

p. 154

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You must expend a Willpower Trait to attune yourself to the Underworld for a scene or an hour (whichever ends first).

Dead Hand

1st Intermediate Ash Path Necromancy:

p. 154

By expending a Willpower Trait, you make yourself capable of touching the contents of the Shadowlands for a scene or an hour (whichever comes first). Each additional scene or hour, you can maintain this power at the cost of one Blood Trait. During this time, you do not actually pierce the Shroud, but your actions affect both worlds. Thus, you can climb a ghostly rope, then turn and step onto a real-world roof. You can also lash out physically and strike or grapple with ghosts, though they can return the attacks. However, you cannot push or pull objects from one world to the next. Effectively, you exist in both realms simultaneously, which can be very disturbing to those watching you climb invisible ropes or grapple unseen opponents.

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Ex Nihilo

2nd Intermediate Ash Path Necromancy:
p. 154

This power allows for direct contact with shades of the restless, and it serves as an unusual means of travel. While you are in the Shadowlands, you still see everything that transpires in the mortal world, but your physical form exists in the realm of the dead.

You must first mark a doorway with chalk or blood on any available surface, taking a full turn to do so. (You need not actually draw such a door, but you should pantomime the appropriate actions.) You must then expend a Willpower Trait and two Blood Traits, and make a Static Physical Challenge with a difficulty of eight Traits. If you succeed, you step through the door into the Underworld. Returning to the material world is a matter of concentration; you need only focus your intent to do so and expend a Willpower Trait, at which point you return to the living lands at the end of your turn. Beware, though, for if you

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wander too deeply into the Shadowlands, you may become lost and unable to pierce the Shroud.

When you travel into the Shadowlands, you take with you only the inanimate objects that you carry. You cannot pull in other living or undead creatures. Furthermore, the laws of physics in the Underworld are not the same as those of the material world; guns do not work, and electrical devices fail.

Shroud Mastery

Advanced Ash Path Necromancy: p. 155

You must expend a Willpower Trait to exercise *Shroud Mastery*. Then, you may raise or lower the Shroud, as you desire. Each Mental Trait that you expend alters the strength of the Shroud by one point in either direction. A stronger Shroud makes it more difficult for wraiths to interact with the living, while a weaker Shroud has the reverse effect. You can raise the Shroud up to a maximum of 10, or lower it to a minimum of three. The “typical” Shroud rating for most locations is 7 or 8, though areas frequented by vampires or ghosts (cemeteries, crypts, mortuaries and sites of Elysium) may have ratings of 4 or 5.

If you are simply using wraiths as generic antagonists, each point of change in the Shroud’s strength grants the wraith bonus Traits when interacting with the living world (if the Shroud is weakened) or acts as a penalty to the wraith’s total Traits (if the Shroud is strengthened). If you are using the rules from *Oblivion*, the Shroud’s effects are explained on pp. 160-161.

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Tremens

1st Basic Bone Path Necromancy

p. 155

You can instill a corpse with a brief jolt of life. Though this power is insufficient to actually animate or control bodies, you can make them start or twitch spasmodically. Naturally, this sight frightens those unaccustomed to the mobile dead.

You need expend only one Blood Trait to use *Tremens*. The body then twitches or moves briefly in a fashion that you dictate, from sitting up to blinking to flailing an arm momentarily. If you expend a Physical Trait as well, you can implant a command into the corpse instead, causing it to move (once) as you direct when a certain event comes to pass. Corpses twitching in this fashion cannot actually attack or inflict damage, but they can certainly startle the unwary.

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Apprentice's Brooms

2nd Basic Bone Path Necromancy:

p. 155

Your skills in the *Bone Path* allow you to animate the dead, bringing ambulatory motion and a semblance of understanding to a cold corpse. Though they cannot fight, these zombies follow simple instructions, performing tasks that you set for them.

You must expend a Blood Trait and a Willpower Trait to use *Apprentice's Brooms* on one or more corpses, and you must also spend one Mental Trait for each corpse so animated. These corpses have four health levels, and they do not suffer penalties for injuries, but they cannot fight. Corpses animated with this power continue to perform a single task as you direct until they complete the job or until time or damage destroys them. Cadavers continue to rot even after being imbued with this energy, though only at the slow rate of one health level per month.

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Shambling Hordes

1st Intermediate Bone Path Necromancy :
p. 156

When you raise the dead to do your bidding, they come in skeletal hordes and withered masses that obey your every command, working and fighting until destroyed. Any body, no matter how decomposed, can be raised to serve your will.

You must expend a Willpower Trait to call on the *Shambling Hordes*, and then invest one Mental Trait and one Blood Trait for each corpse animated. As long as the skeleton is reasonably intact, the corpse rises to do your bidding. Such guardians can perform tasks or fight for you with no regard to their own welfare. They typically have four health levels (though heavily damaged corpses may have less), and they suffer no wound penalties. These zombies fight with the same number of Physical Traits that they possessed in life (assume five Traits for randomly chosen

INTERM. BONE PATH NECROMANCY

corpses). They can be given orders to attack people or to guard an area, and they wait tirelessly until destroyed. Decomposition will continue for corpses in varying states of decay, although completely skeletal guardians will be unaffected.

Soul Stealing

2nd Intermediate Bone Path Necromancy:
p. 156

Your mastery of animate flesh and spirit allows you to pull the soul from a living or undead body. With *Soul Stealing*, you draw out the victim's soul, turning it temporarily into a wraith while leaving the body as an empty husk.

You must expend a Willpower Trait and engage your target in a Social Challenge to use this power. If you succeed, the soul is torn from the body, forced to remain as a ghost for a full hour or scene. You can then use other *Necromancy* powers to bind the hapless spirit as long as it is separate from the body. The body itself continues to survive in a comatose state, a perfect host for other possessing spirits.

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Daemonic Possession

Advanced Bone Path Necromancy:

p. 156

Though you are not dealing with actual infernal spirits, you can cast a willing soul into a fresh corpse or inanimate body. Thus embedded, the soul takes control of the body, turning it into a new physical home. Dead bodies continue to decay, and thus, they last no more than a week, but this trick provides a perfect temporary repose for a free-floating soul or summoned ghost.

The body must have died within the same scene in which you use *Daemonic Possession*, or else it must be alive or undead and bereft of consciousness (for instance, if you have removed its soul or if the owner is currently using *Subsume the Spirit*, *Possession* or *Psychic Projection*). Bodies of vampires in torpor do not make suitable hosts, as the vampire's spirit is still inside the torpid body. You need not make any challenge or expenditure — with an appropriate host and spirit, the process is automatic once you exert your power.

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BASIC NECROMANTIC RITUALS

Call of the Hungry Dead

Basic Necromantic Ritual:

p. 157

With 10 minutes of time and a hair from the head of your prospective victim (represented by a card), you afflict your target with the cacophonous moaning and wailing beyond the Shroud. The victim is assaulted with a welter of confusing voices and mournful howls. For the remainder of the scene or the next hour (whichever ends first), the target suffers the Negative Mental Traits *Oblivious* x 2 due to the confusing hail of otherworldly noise.

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Eyes of the Grave

Basic Necromantic Ritual:

p. 157

Over the course of two hours, you can concentrate deathly emotions in a pinch of grave soil and use it to conjure visions of death and horror. Once you complete the ritual, you focus these images at the victim, who sees random intermittent flashes of her own gruesome demise.

Once during the remaining evening, you may force the subject to fail a retest, as a shocking vision of death overcomes her. Only you may invoke this benefit — other people may not use this ritual's power against the victim, even if they are aware that you have cast the ritual.

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Spirit Beacon

Basic Necromantic Ritual:

p. 157

By casting this ritual over a severed human head, you turn it into a supernatural beacon for ghosts. Within the Shadowlands, the head appears to glow with an unearthly radiance, emitting light from its mouth, ears and eyes. Any wraith viewing the Underworld radiance from this head must expend a Willpower Trait or else be immediately drawn to the light for a full hour (or until the end of the scene). The head loses its light at the next sunrise, though it may be enchanted again.

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Cadaver's Touch

Intermediate Necromantic Ritual:

p. 157

By chanting hideous paeans while melting a wax figure of your victim over a three-hour ritual, you cause the subject to lose all semblance of life. The mortal subject of this spell becomes much like a vampire, with a weak pulse, cool skin and a pale countenance. As long as the wax is melted without boiling off or solidifying, the ritual keeps the victim in such a pallid state.

The mortal subject of *Cadaver's Touch* gains the Negative Trait *Repugnant* for the duration of the ritual, as he literally resembles a walking corpse. However, this ritual can be very useful for sending a mortal unnoticed among vampires, or causing hunters to mistake a mortal for a Cainite.

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Call On the Shadow's Grace

Intermediate Necromantic Ritual:

p. 157

After casting this potent ritual, you may peer through the veil obscuring the Shadowlands and detect the dark side of every wraith. You can speak directly to the Shadows of ghosts, conversing with their dark sides and learning their secrets. Furthermore, you can coax deadly plots and treacheries from the recesses of the living or undead, simply by communing with their shadowy sides.

Casting *Call On the Shadow's Grace* on a living or vampire target requires that you best your opponent in a Mental Challenge. If you win, one of the victim's Flaws or Negative Traits is immediately revealed to you. To cast this ritual on a ghost, perform the same Mental Challenge with your target. If you win, the wraith enters Catharsis, bringing his Shadow boiling to the surface. For more information on the Shadow, see *Oblivion*.

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Ritual of the Unearthed Fetter

Intermediate Necromantic Ritual: p. 158

By casting this ritual with the finger bone of a corpse, you attune the bone to any material objects, people or places that may have significance to the finger bone's owner — specifically, to the ghost of the dead individual. You take a chip of a grave marker, crush it and sprinkle it over the bone while intoning the ritual. When complete, the finger bone acts as a sort of spiritual compass, pointing toward objects of vital importance to its wraithly owner.

Once you have attuned a finger bone with this ritual, you can use it to find Fetters of a particular wraith, assuming that the remains in question are of an individual who became a ghost. You can therefore determine whether a particular place, object or person is a Fetter for a wraith. By spending a turn testing a suspect item with the finger bone, you can ask a ghost or Narrator whether it is a Fetter to that particular ghost. Remember, though, that the finger bone only finds Fetters of its owner.

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Grasp the Ghostly

Advanced Necromancy Ritual:

p. 158

Casting this potent ritual requires a full six hours of chanting. Once complete, you reach into the Underworld, pulling a ghostly object from there and replacing it with an item of your own of roughly equivalent mass. You can only use this ritual on objects, not on people, vampires or ghosts.

Once you have pulled an item from the Underworld, it maintains a solid existence, though its plasmic matter fades slowly from the real world. After a full year, the item in question vanishes forever. This ritual only works on objects that once existed in the real world and that now have ghostly relic equivalent. Artifacts — objects created by wraiths in the Underworld — are not affected by this power; attempting to bring them across will destroy them.

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BASIC OBEAH

Sense Vitality

1st Basic Obeah:

p. 158

You must touch your subject to use *Sense Vitality*. With a successful touch, you can unearth information about the subject's life force by spending Mental Traits. Expending one Mental Trait tells you if the subject is a mortal, vampire, ghoul or other creature. Two Mental Traits tell how much damage the victim has suffered. Three Mental Traits reveal the amount of blood in the subject's system, while four Mental Traits reveal any diseases. These expenditures are cumulative; that is, any expenditure of Mental Traits includes the information for a lesser expenditure automatically.

Sense Vitality may also be used for medical diagnosis, determining the source of injuries or diseases afflicting a victim. Anything that could be learned with a medical examination — the source of the injury, the wound's severity, the reason behind unnatural mental

BASIC OBEAH

states or death — can be learned with a touch. Each condition examined in this fashion requires the expenditure of a Mental Trait. Thus, determining that a subject was injured with a poisoned knife would cost two Mental Traits — one to recognize the wound as a knife wound and one to recognize the poison.

Anesthetic Touch

2nd Basic Obeah:

p. 159

You must touch your subject to use *Anesthetic Touch*, but as it only works on willing subjects, doing so generally requires no challenge. Expending one Blood Trait causes the subject to suffer no penalties from wounds for the next full turn. If you also expend a Willpower Trait, the pain-numbing effects last for the rest of the scene or for an hour, whichever ends first.

Alternately, you can cause a willing mortal to sleep. You must expend a single Blood Trait. The mortal immediately enters a deep, peaceful slumber, suffering no nightmares or derangements. The subject can be awakened normally. If the mortal sleeps for an entire natural sleep cycle (which will happen automatically if uninterrupted), then the mortal's Attribute Traits are refreshed and one Willpower Trait is restored on awakening. *Anesthetic Touch* has no effect on vampires.

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INTERMEDIATE OBEAH

Corpore Sano

1st Intermediate Obeah:

p. 159

You must touch an area on or near an injury to invoke *Corpore Sano*, possibly requiring a Physical Challenge if the victim is for some reason unwilling (a vampire who does not trust the assurances of a diabolical Salubri, for instance). Each Blood Trait that you expend heals one health level of lethal damage on the subject immediately and completely; aggravated damage requires two Blood Traits per level healed. If your generation precludes you from spending enough Blood Traits to heal the target completely, you can maintain your contact over the course of several turns in order to heal severe injuries. You are not required to heal all damage that a target suffers — you can spend as much or as little blood as you like over the course of the healing.

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Mens Sana

2nd Intermediate Obeah:

p. 159

Soothing words and supplicating paeans calm the mind of your subject, gifting mental peace to the disturbed. Using *Mens Sana* requires you to spend about 10 minutes in uninterrupted, quiet conversation with the subject. You must expend two Blood Traits and make a Static Mental Challenge with a difficulty of the subject's Mental Traits — more complex minds are harder to cure. If you succeed, you alleviate one of the target's derangements. Although a Malkavian can never be cured of his core problem permanently, this power can affect even such madness, temporarily removing the derangement for the rest of the scene or the next hour (whichever comes first). Other subjects are relieved of the burden of insanity permanently.

Mens Sana cannot be used to cure your own derangements.

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Unburdening the Bestial Soul

Advanced Obeah:

p. 160

When you remove a soul for healing with *Unburdening the Bestial Soul*, the subject's body is devoid of consciousness. As a result, the empty shell cannot be affected by Mental or Social Disciplines, as there is no personality to affect. Unless possessed by an outside consciousness, the body automatically follows your simple verbal commands as long as you hold the soul.

Unburdening the Bestial Soul functions only on a willing subject, and you must make eye contact with the target. Then, you make a Static Physical Challenge against the subject — the difficulty is two Traits for every Humanity/ Path Trait that the subject falls below six (a subject with three Humanity Traits, for instance, has a static difficulty of six Traits). This power only functions on vampires with Humanity Traits or on the Paths of Harmony or Honorable Accord, and it cannot

ADVANCED OBEAH

affect a subject who has no remaining Humanity/ Path Traits.

Once you remove a subject's soul, you can expend permanent Willpower Traits to restore Humanity/ Path Traits on a Trait-for-Trait basis. You can restore the subject up to the normal maximum of five Traits.

If you fail to care for the subject's body while holding the soul or try to hold the soul after the subject wants to return to his body, you risk losing your own Humanity (make a *Conscience/ Conviction* Virtue Test, difficulty four Traits). The soul can make a Mental Challenge against you once per night to break free in such a case.

You cannot use *Unburdening the Bestial Soul* to restore your own Humanity/ Path Traits.

BASIC OBFUSCATE

Cloak of Shadows

1st Basic Obfuscate:

p. 161

By remaining still and relying on natural cover, you can blur the apparent lines of your form and make it difficult for people to notice you. While nobody is watching, you can use cover to fade from view. As long as you remain completely silent and unmoving in a shadowed place or behind some sort of cover, you may cross your arms in front of your chest to represent the use of *Obfuscate*. While thus hidden, nobody but a Cainite using *Auspex* (or another supernatural creature with similar sensory acuity) can spot you. This concealment vanishes immediately if you move, speak or interact with your environment in any fashion.

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Unseen Presence

2nd Basic Obfuscate:

p. 161

Your powers of concealment allow you to fade from view and then to wander about while remaining unnoticed. Any time that you are hidden from sight, you may invoke this Discipline, crossing your arms in front of your chest to represent *Obfuscate*. Once concealed, you may move about at a walk and remain unnoticed. This concealment remains as long as you do not speak, make any loud noises or interact with your environment — you can wander about unnoticed, but you automatically become visible if you open a door, attack a person, exert the *Presence* Discipline or knock over a vase, for instance.

Unseen Presence

2nd Basic Obfuscate:

p. 161

Your powers of concealment allow you to fade from view and then to wander about while remaining unnoticed. Any time that you are hidden from sight, you may invoke this Discipline, crossing your arms in front of your chest to represent *Obfuscate*. Once concealed, you may move about at a walk and remain unnoticed. This concealment remains as long as you do not speak, make any loud noises or interact with your environment — you can wander about unnoticed, but you automatically become visible if you open a door, attack a person, exert the *Presence* Discipline or knock over a vase, for instance.

Mask of a Thousand Faces

1st Intermediate Obfuscate:

p. 162

While using the *Mask of a Thousand Faces*, your features seem bland and unremarkable. Most often, people will describe you in vague, general terms relating to your normal appearance, but without any specifics, unique features or details.

If you expend a Mental Trait, you may assume a specific set of features instead, causing those who look on you and who do not pierce your disguise to see, hear and smell the form that you choose. Thus, you can make your hair seem to be of a different color, change your apparent facial features or seem to exude the smell of a specific perfume (or no smell at all). Note, though, that this power does not change the appearance of anything that you wear or carry — only your physical features are obscured. A *Mask of a Thousand Faces* remains until you fall asleep, are knocked unconscious or torpid or are killed.

INTERM. OBFUSCATE

You still use your normal Social Traits while using the *Mask of a Thousand Faces*. You can copy an image of fewer Traits deliberately, but if you hope to masquerade as someone with more Social Traits, you must expend Blood Traits to match that person's total Social Traits. You cannot use the *Mask of a Thousand Faces* to assume more Social Traits than your generation would allow you to possess, so you may have difficulty duplicating the incredible grace of an elder. In either case, you still use your normal Social Traits.

Vanish from the Mind's Eye

2nd Intermediate Obfuscate:

p. 162

When using *Vanish from the Mind's Eye*, you gain all the benefits of *Unseen Presence*, but with some additional power. You may vanish from view at any time, without having to seek cover. To do so, you simply declare your intent and then make a mass Mental Challenge against any onlookers (regardless of *Auspex*) who care to challenge your powers — you bid one Mental Trait for each onlooker and throw one symbol against all of them. If you succeed, you fade away, unnoticed by anyone. Even if some people notice you, you can attempt to fade from their view again on consecutive turns. Fading away with *Vanish from the Mind's Eye* does not count as an action, but it happens only at the end of a turn. Thus, if you strike someone and then attempt to disappear, you must wait until the end of the turn.

Additionally, you may speak aloud while using this Discipline and still attempt to

INTERM. OBFUSCATE

remain hidden. Again, if you speak, you must make a mass Mental Challenge against everyone trying to detect your position, regardless of *Auspex*. Anyone losing to you fails to locate you, simply hearing a disembodied voice; those who best you manage to pierce the veil of your *Obfuscate*. You still cannot remain invisible while interacting physically with your environment, screaming, exerting *Presence* or attacking, but you could take such an action and then try to fade away, as described previously.

Cloak the Gathering

Advanced Obfuscate:

p. 163

To use *Cloak the Gathering*, you must spend one Mental Trait for each subject cloaked. You can then exert any *Obfuscate* power that you possess over the targets. When you exert this power, you must meet all of the normal conditions for the *Obfuscate* that you extend. If you cause a group of people to *Vanish from the Mind's Eye*, you need only make one Mental Challenge to extend the effect over your entire group. Anyone who bests you sees through the cloak, while anyone who loses to you fails to notice anyone under the cloak. You can only cast out a power that you are using, and you can only extend one power at a time.

Individuals under the effects of *Cloak the Gathering* still sense one another normally. If an individual under *Cloak the Gathering* violates the provisions of his loaned *Obfuscate* in some way (say, by launching an attack), then he immediately loses the benefits, but the cloak

ADVANCED OBFUSCATE

itself remains intact. Only if you violate your *Obfuscate* does the cloak fail. Similarly, if a character with *Auspex* attempts to breach your concealment, individuals noticed under the cloak do not compromise the protection for everyone else, but if you are noticed, then the entire cloak fails.

Cloak the Gathering only throws your *Obfuscate* over other creatures or entities. You cannot use *Cloak the Gathering* to shroud a house, for instance, but you can certainly conceal a small group of vampires and all that they wear and carry.

Shadow Play

1st Basic Obtenebration:

p. 163

You must expend a Blood Trait to use *Shadow Play*; once activated, it lasts for the duration of the scene or for an hour (whichever is less). You can affect one individual with the flapping, disconcerting shades of this power. If you choose to conceal yourself, you gain one bonus Trait in all challenges of stealth and ranged combat. By pulling shadows around you into a terrifying mantle, you may alternately gain one bonus Trait in all challenges of intimidation. If you decide to afflict a victim with flapping, twisting shadows, the subject suffers from the Negative Trait *Clumsy* due to the distraction and is disconcerted and asphyxiated by the darkness. A mortal enveloped in this fashion may even be strangled; a mortal with three or fewer current Physical Traits loses one Physical Trait every turn and then loses one health level per

BASIC OBTENEBRATION

turn as long as the morass stays attached to her. Should the mortal lose all of her health levels in this fashion, she chokes to death.

Directing the shades of this power to conceal or surround you is automatic, but attacking an individual with the strangling shadows requires a successful challenge of your Mental Traits versus the target's Physical Traits.

Shroud of Night

2nd Basic Obtenebration:

p. 164

You need only expend a Blood Trait to create a sphere of blackness roughly 10 feet in diameter. You can even create the cloud in a location outside of your line-of-sight, at the cost of one Blood Trait, as long as it is within 50 feet of your location. Victims enveloped in this globe suffer the Negative Physical Trait *Clumsy* while they are engulfed, and mortals with five or fewer current Physical Traits may be strangled, like the power of *Shadow Play*. (The Trait penalties and strangling damage from this power are not cumulative with *Shadow Play*, though.) You can even cause the tenebrous cloud to move at a speed roughly equal to a walk, as long as you concentrate fully on such motion.

Inside the *Shroud of Night*, all light sources other than fire are extinguished and sound is muffled. All victims of the cloud (except yourself and those with some means of seeing

BASIC OBTENEBRATION

through *Obtenebration*) suffer the penalties of total darkness: They lose two Traits in resolution of challenges, and they 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 cloud (the forced retest is not removed).

Your *Shroud of Night*, once created, lasts for the entire scene or hour (the lesser of the two) or until you dispel the darkness to whatever nether region from which it came.

Arms of the Abyss

1st Intermediate Obtenebration:

p. 164

These black shadow tentacles animate as you direct, even while you take other actions. You can pull many tentacles from a single source or generate shades from several locations at once.

You must expend a Blood Trait to create the shadow tentacles; every tentacle created costs one Social Trait. The tentacles are six feet long and they possess three Physical Traits and four health levels. Each additional Blood Trait spent in the creation can gift one tentacle with an extra Physical Trait or increase one's length by an additional six feet.

Once created, your shadowy tentacles remain for the duration of the scene, unless you dispel them or fall into unconsciousness or torpor. You can control the actions of the tentacles even while performing other actions. The tentacles can grab, whip, hold items and perform other tasks with precision. The

INTERM. OBTENEBRATION

tentacles take damage normally from attacks, and they suffer from fire and sunlight just like a vampire, though they are considered to have any *Fortitude* that you may possess. You can add your *Potence* to the might of the tentacles as well, though not at the same time as you are adding your *Fortitude*. You may not combine the effects of *Obtenebration* with the powers of any other Disciplines.

Black Metamorphosis

2nd Intermediate Obtenebration:

p.165

Your head and limbs seem to fade into shadow, while bands of blackness striate your body and shadowy tentacles sprout from your torso.

You must expend two Blood Traits and a Social Trait to evoke this power. You immediately sprout four tentacles just like those of the *Arms of the Abyss* power, though they are considered extensions of yourself and they use your Traits. The chilling darkness about your body and infusing the tentacles afflicts anyone you touch with the Negative Trait *Clumsy* as their limbs are numbed with supernatural cold. You may make one additional attack at the end of each turn by using the tentacles, in addition to any strikes that you normally gain or make with *Celerity* (this extra attack is added to your attack sequence, not multiplied if you have extra

INTERM. OBTENEBRATION

actions). You gain the bonus Traits *Intimidating* x 3 while taking on this demonic aspect. Lastly, you suffer no penalties from any sorts of mundane darkness.

The *Black Metamorphosis* lasts for one scene or one hour.

Tenebrous Form

Advanced Obtenebration:

p. 165

You must expend three Blood Traits and spend three full turns in concentration, doing nothing else, in order to make this transformation. While in *Tenebrous Form*, you cannot be harmed by physical attacks, although you still take damage from magic, fire and sunlight. You also cannot affect your surroundings physically, as you have no real solid substance. By enveloping a victim, though (with your Mental Traits challenging his Physical Traits as an attack), you can perform the same functions as the *Shroud of Night* power, causing disorientation, darkness and smothering. You are unaffected by gravity, and you can slither along any surface or move like a blob of ambulatory liquid. You can even use mental Disciplines while in this state, though within the limitations of your form — you have no eyes and thus cannot use *Dominate*, but you could hide your shadowy form with *Obfuscate*. In this

ADV. OBTENEBRATION

shadow form, your Blood Traits are the same sort of inky darkness, and thus, they are unaffected by the powers of *Thaumaturgy*.

While in *Tenebrous Form*, fire and sunlight are exceedingly painful to you; thus, you suffer a one-Trait penalty on resolution of *Courage* Tests.

BASIC POTENCE

Prowess

1st Basic Potence:

p. 166

With *Prowess*, all of your unarmed or clubbing attacks inflict lethal damage instead of bashing damage, if you so desire. Furthermore, once per game session, you may recoup your lost strength, restoring all used Physical Traits of *Brawny*, *Ferocious*, *Stalwart*, *Tough* and *Wiry*. You must restore all of them at once — if you have some Traits of the appropriate type unused when you invoke *Prowess*, you cannot restore them later. Using *Prowess* costs nothing, and it does not count as an action; it may be done at any time.

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BASIC POTENCE

Might

2nd Basic Potence: p. 166

With *Might*, you may make a single retest on any challenge of sheer physical strength. Thus, if you are grappling, picking up a heavy object or breaking something, you can use *Might* as a retest. Once you invoke *Might*, it is the last test of the challenge; no further retests are allowed. *Might* costs nothing to use.

You may use *Might* even if your opponent attempts to evade your strength. Your power is so startling that even an opponent who attempts to outlast you with stamina or to dodge you with quickness can be overcome, as long as you rely solely on your strength. Doing so generally requires you to bid a strength-related Trait, such as the types of Traits restorable with *Prowess*. Obviously, if you cannot exert your *Might*, you cannot make this retest — thus, you cannot use *Might* at range, with a thrown object (requiring speed and accuracy). You could use *Might* while trying to grab at a dodging opponent, but not when picking up and throwing a heavy object.

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INTERM. POTENCE

Vigor

1st Intermediate Potence:

p. 166

When you possess *Vigor*, you may use the Bomb in challenges of strength. The Bomb is a closed fist with the thumb sticking up. The Bomb defeats Rock and Paper, ties with other Bombs and loses to Scissors (the fuse is cut). You are not required to use the Bomb, but you must always state before a Physical Challenge that you are capable of doing so. Using *Vigor* costs nothing. Your use of *Vigor* requires you to use only your strength; your opponent may try to defend with stamina or speed, but his doing so does not prevent you from using the Bomb.

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Intensity

2nd Intermediate Potence:

p. 166

Whenever you enter a challenge of strength, you may use *Potence* as your bid Trait. This Trait does not count toward totals when resolving ties or overbids, but it can never be lost; thus, you may continually use *Potence* in successive tests of strength. Only if you are forced to risk multiple Traits — such as due to wounds or Negative Traits — do you risk losing any of your other Physical Traits.

If you run out of Physical Traits, you cannot use this Discipline. Once you have been completely exhausted, you can no longer enter challenges.

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ADVANCED POTENCE

Puissance

Advanced Potence:

p. 167

With *Puissance*, you win all ties in tests of strength automatically. You need not compare Traits at all, unless some other factor would cause you to lose ties (such as wounds) or give the opponent the ability to win all ties as well (such as *Fleetness*).

Furthermore, your incredible strikes inflict an additional health level of damage in combat. This bonus applies to any attack in which your strength is a factor — unarmed combat or combat with melee weapons. However, use of this incredible strength almost certainly breaks weapons that are not specially designed to stand it.

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BASIC PRESENCE

Awe

1st Basic Presence:

p. 167

When you are involved in a Social Challenge, you may expend one Social Trait to invoke *Awe*, gaining an automatic retest. You may only use this power once per Social Challenge. You may use *Awe* in a mass challenge, but you must expend one Social Trait for each person retested against.

BASIC PRESENCE

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p. 167

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Dread Gaze

2nd Basic Presence:

p. 167

By making a Social Challenge against your foe, you strike terror into your victim. If you succeed, the subject flees your presence and tries to avoid you for the rest of the scene or hour (whichever is less). If cornered, the victim will still defend himself, but he will do his best to escape you. The subject defends himself normally, but he must risk an additional Trait if he wishes to attack or act against you, just as if he were wounded.

Using this Discipline actually requires you (in character) to hiss, bare your fangs and otherwise make your vampiric countenance known, so it is a rather obvious breach of the Masquerade.

BASIC PRESENCE

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Using this Discipline actually requires you (in character) to hiss, bare your fangs and otherwise make your vampiric countenance known, so it is a rather obvious breach of the Masquerade.

Entrancement

1st Intermediate Presence:

p. 168

You must make a Social Challenge against a target to exercise *Entrancement*. If you succeed, the target is favorably disposed toward you, and she will not insult or attack you for the rest of the scene (or for an hour). Indeed, a formerly neutral subject wants to aid you and act as your friend; even a previously hostile target is rendered neutral. If you take a hostile action against the subject, of course, the *Entrancement* is broken immediately, and it may not be used against the subject again in the same scene.

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Summon

2nd Intermediate Presence:

p. 168

To *Summon* someone, you must ask for a Narrator's assistance. Inform the Narrator of the person that you wish to *Summon*, as well as your number of Social Traits and whether you are using the *Leadership* Ability. The Narrator then finds the subject, performing a Social Challenge in your stead and using the *Leadership* Ability for a retest if necessary. If the challenge succeeds, the subject comes to you as previously described. If the challenge fails, the subject manages to resist the *Summon*. In either case, you have no knowledge of the outcome, so there is no guarantee of success. Of course, if the subject does not appear, you can wait five minutes and then attempt to *Summon* the victim again.

You can only *Summon* someone that you know — at bare minimum, someone that you have had the chance to talk with for a few minutes or someone who has been a target of

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your *Presence* powers before. If another individual then uses *Summon* on your subject, the victim heads to the summoner of the most powerful generation; if multiple summoners are of the same generation, the victim goes to the first one to exert the power. Should two vampires of equal generation simultaneously *Summon* the same victim, then the Narrator should make a Social Challenge between the two, with the victim heading to the victor.

In the unusual case that *Summon* is used on a false identity (an identity created with *Mask of a Thousand Faces*, for instance), the *Summon* still brings the appropriate individual. If multiple individuals use the same false identity, then the first *Summon* calls whichever is nearest.

Majesty

Advanced Presence:

p. 168

By expending a Willpower Trait, you exert your *Majesty* for the duration of a scene or a full hour (the lesser of the two). You can represent this power's effect by holding your arms out from your sides or with a special card or ribbon. As long as you have *Majesty*, nobody may insult you or attack you as long as they are within 10 feet of you and able to see you. A subject may attempt to break through your *Majesty* by making a Social Challenge against you, but must spend a Willpower Trait to make the attempt. Failure means that the subject cannot challenge your *Majesty* again in the same scene.

If you attack someone or undertake a hostile action while using your *Majesty*, the aura fades automatically and immediately as your onlookers are startled or outraged. You may still use your Social and Mental Disciplines as long

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as they do not inflict direct harm — you may still *Entrance* or *Dominate* a subject — but a deliberate attack disrupts your *Majesty*.

When attempting to penetrate *Majesty*, a Willpower Trait may be used for a retest. This is an exception to the normal rule that Willpower is used only to defend against Mental and Social Challenges.

Eyes of the Beast

1st Basic Protean:

p. 169

You need only declare your intent to use *Eyes of the Beast*, and at the end of the turn, the change is complete. You suffer no penalties at all for natural darkness while using this Discipline. However, you do suffer the Negative Trait *Bestial* due to your red, glowing eyes, unless you take steps to conceal them (most commonly, with sunglasses). Using this power is also a rather obvious breach of the Masquerade.

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Feral Claws

2nd Basic Protean:

p. 169

By expending a Blood Trait, you cause *Feral Claws* to extend from your hand (and feet, if you so desire) at the end of the turn. These claws have the bonus Trait *Sharp*, usable in combat or in climbing, and they inflict aggravated damage.

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By expending a Blood Trait, you cause *Feral Claws* to extend from your hand (and feet, if you so desire) at the end of the turn. These claws have the bonus Trait *Sharp*, usable in combat or in climbing, and they inflict aggravated damage.

Earth Meld

1st Intermediate Protean:

p. 169

You must be touching raw soil to *Earth Meld*; you cannot sink through stone, wood, concrete or other substances. You immediately begin sinking eerily into the earth itself, taking with you only your clothing and small personal possessions that you carry (such as a cellular phone or a small pistol). Using the power protects you completely from daylight and allows you to sleep undisturbed. You remain unaware of what transpires around you, and indeed, you are not fully of the material world at all. While in this state, you cannot move, except to rise at will.

While bonded with the earth, you remain in a semi-tangible state, partially diffused into spirit by your connection to the soil. Thus, you cannot be readily detected either physically or with spirits. If your patch of soil is disrupted in any fashion, you immediately return to physical form and complete wakefulness, shooting up to

INTERM. PROTEAN

the surface and showering dirt in all directions. You cannot act during the first turn that you rise from the soil in this fashion, though if you rise up of your own accord (which you may do at any time), you are fully aware and able to act normally.

You must expend a Blood Trait to *Earth Meld*. Sinking into the ground requires a full turn, during which time you can do nothing else (because you are descending slowly into the ground).

Shape of the Beast

2nd Intermediate Protean: p. 170

Shifting into animal form costs one Blood Trait and takes three full turns (each additional Blood Trait spent lowers the transformation time by one turn, to a minimum of one turn with three Blood Traits). You remain in beast form until the next dawn, or until you decide to change back. Clothing and small personal possessions change with you.

In animal form, you can use any of your normal Disciplines except *Necromancy*, *Serpentis*, *Thaumaturgy* and *Vicissitude* (the inability to speak may make *Dominate* difficult, of course). Wolf form grants you the bonus Mental Traits *Alert* and *Attentive*, as well as the effects of *Feral Claws* and improved running speed. Bat form grants you flight capability and the benefits of the Merit: *Acute Hearing*, though you possess a maximum of three Physical Traits in that form.

The animal forms granted by this power are in all ways physically identical to normal animals, though of course they are dead, animated corpses as befits a vampire.

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Mist Form

Advanced Protean:

p. 170

Assuming *Mist Form* costs one Blood Trait and takes three full turns (additional Blood Traits reduce this time at a one-for-one cost, with a minimum of one full turn at three Blood Traits). You may change back instantly at any time. You are immune to mundane physical attacks in this form, and you take one less level of damage from fire and sunlight automatically. You are still affected normally by mystical attacks. Of course, you have no blood in this form, so much of *Thaumaturgy* is useless against you. Though you cannot affect the world physically, you can still use Disciplines that do not require a physical form (you cannot use *Dominate*, for instance, because you have no eyes, but you could exert *Presence*). While in *Mist Form*, you may move as desired at the pace of a brisk walk, although you can be pushed about by strong winds.

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Silence of Death

1st Basic Quietus:

p. 171

When you use *Silence of Death*, you muffle all sound within 10 feet of yourself. Although sound from outside can still come into this radius and be heard, no sound emanates from anything or anyone close to you. Using this power costs one Blood Trait to invoke, and the effect lasts for a scene or an hour (whichever is less).

BASIC QUIETUS

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Scorpion's Touch

2nd Basic Quietus:

p. 171

Each Blood Trait that you spend on this power is converted into a dangerous poison. If this tainted vitae touches a victim or is otherwise ingested into her system, she loses one Physical Trait automatically. Thus, you can strike someone with your hand (and a Physical Challenge) and cause the victim to lose an additional Trait due to your venom. You can coat weapons of dagger-size or larger with this poisonous blood, or you can kiss your opponent. You can even make a Physical Challenge against anyone within 10 feet to spit this blood at a victim. (Do not actually spit at your foe, of course — simply make your intentions known before making the challenge.)

Mortals who lose all of their Physical Traits in this fashion become deathly ill by the next night, and they do not heal normally. See the effects of severe illness in *Laws of the Hunt*.

BASIC QUIETUS

Otherwise, all lost Physical Traits return at the next game session, as usual.

Any given attack may only use one Trait of blood with this power, though multiple attackers with poisoned weapons could wreak deadly havoc on a single victim. Similarly, you can only spit a single Trait of this tainted vitae or strike unarmed with a single Blood Trait in each action.

You can concentrate multiple Blood Traits onto a single weapon, though each strike uses only one Trait of blood (and thus reduces only one Physical Trait from the victim).

Dagon's Call

1st Intermediate Quietus:

p. 172

You must touch your target physically before using this power (which may require a Physical Challenge). Thereafter, at any point in the same scene or within the next hour (whichever is less), you can issue *Dagon's Call* — you need not even be able to see the target. You expend at least one Willpower Trait and call for the aid of a Narrator. Each Willpower Trait that you spend at that point then forces the target to make one Static Physical Challenge; the Narrator will take note of your Physical Traits and go to perform the tests against your subject. Each test that the victim fails indicates one level of lethal damage as her very blood tears its way through her vessels and organs. You must declare all Willpower Traits that you expend at once; once you have activated this power, you cannot invoke it again on the same subject until you manage to touch her again.

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Baal's Caress

2nd Intermediate Quietus: p. 172

To use *Baal's Caress*, you must spend a turn to transform your vitae into poison and then put that blood on an object or weapon of dagger-size or larger. Each Trait of blood so placed on a bladed or piercing weapon causes that weapon to inflict aggravated damage with one strike. Thus, if you place three Traits of blood on a knife with this power, then the next three successful strikes with the knife inflict aggravated wounds. The weapon in question must penetrate the victim's flesh with a successful blow; blunt weapons or unarmed strikes, for instance, cannot use this vitae with any appreciable effect. Blood cannot be placed on bullets; not enough can be applied for appreciable damage, and most of it will be lost during the flight and initial impact.

Note that you must actually place this blood on something and it must enter the target's system in order to have any effect. You cannot randomly bleed on a subject and inflict damage.

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Note that you must actually place this blood on something and it must enter the target's system in order to have any effect. You cannot randomly bleed on a subject and inflict damage.

Taste of Death

Advanced Quietus:

p. 172

You can spit a single Blood Trait at a victim with this power (this counts as a single action). If you successfully strike with a Physical Challenge, the victim takes one level of aggravated damage. You must directly spew this blood out; if it misses the victim or is placed on an object, it loses its toxicity within the turn. Note that the blood must be deliberately converted into a poison in this fashion — your own blood can still be drained from your body without poisoning the drinker.

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The Eyes of the Serpent

1st Basic Serpentis:

p. 173

When you meet the gaze of a victim (who needs only to be able to see your eyes), your eyes become gold with large black irises, capturing the attention of your subject. As long as you hold the gaze of the target, he remains completely immobilized.

You must make a Social Challenge to affect your target with this power. If you succeed, the target is paralyzed as long as you hold his gaze with your own. Of course, if the target is attacked or injured, the hypnotic spell breaks.

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You must make a Social Challenge to affect your target with this power. If you succeed, the target is paralyzed as long as you hold his gaze with your own. Of course, if the target is attacked or injured, the hypnotic spell breaks.

The Tongue of the Asp

2nd Basic Serpentis:

p. 173

You can cause your tongue to shift in shape to that of a snake. The supernatural razor-edge on the forked tongue inflicts terrible wounds, striking up to a foot and a half away, and it even lets you drink blood from your victims.

You need only decide to use *The Tongue of the Asp* in order to gain the benefits of this power. Your tongue inflicts one aggravated wound with a successful strike (requiring a Physical Challenge); furthermore, on successive turns you can drain blood from the victim as if drinking directly. This draining even causes the Kiss, paralyzing mortal victims with helpless fright and ecstasy.

The Tongue of the Asp is highly sensitive to vibrations. Using this Discipline while in darkness allows you to reduce the penalty Traits for natural darkness by one.

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The Skin of the Adder

1st Intermediate Serpentis:

p. 173

You need only spend a Blood Trait and a Willpower Trait to invoke this power. At the end of the turn, *The Skin of the Adder* overtakes you, covering you in a mottled scaly hide and lending a whiplike flexibility to your limbs. You gain the bonus Traits *Lithe* and *Tough*. Your mouth also distends like a snake's, so that your bite causes an additional wound if you win (not tie) a Simple Test after biting (though you can still feed without causing any extra damage, if desired). Your cartilaginous body can also fit through any opening wide enough to accommodate your head. Due to the hideous nature of your snake-form, you gain the Negative Social Traits *Bestial* and *Repugnant* while in this form. Obviously, being in this form rips the Masquerade wide open if you're spotted by mortals.

The Skin of the Adder remains in effect until you decide to transform back, or until the next sunrise.

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The Skin of the Adder remains in effect until you decide to transform back, or until the next sunrise.

The Form of the Cobra

2nd Intermediate Serpentis:

p. 173

This reptile form grants a venomous bite and the ability to slip through small passages, while still allowing you to use any Disciplines that do not require hands or speech. In this form, you retain your normal weight, so you are a tremendous, black-and-gold nightmare serpent.

You must expend one Blood Trait to transform into *The Form of the Cobra*. The change takes a full three turns, and the rate cannot be accelerated. Clothing and small personal effects change with you. You remain in serpent form until the next sunrise, unless you decide to change back earlier. Additionally, the venom of your bite is poisonous to mortals.

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The Heart of Darkness

Advanced Serpentis:

p. 174

On the new moon, you can pull your very heart from your unliving body; with several hours of surgery (out of play), you can even do the same to another vampire.

No test is necessary to remove the heart, but the subject must be willing. While most vampiric flesh rots and decays in a single turn after being separated from the body, the withered heart coaxed forth with this power remains intact. Anyone whose heart is removed in this fashion is therefore immune to staking. Most often, the Setite carefully places the heart in a guarded clay urn, perhaps surrounded by other false hearts to avoid discovery.

As the heart is considered the seat of emotion, you gain a bonus Trait in Virtue Tests to resist frenzy. However, you also lose any *Empathy* Abilities, plus any Social Traits

ADVANCED SERPENTIS

relating to warm interactions with people, such *Friendly*, *Empathetic* or *Genial*.

If a separated heart is staked, then its vampiric owner (the vampire that the heart originally came from) is immediately paralyzed. Should the heart be exposed to fire or sunlight (even a single health level's worth), it is destroyed and its owner erupts into flame, reduced to ash (and Final Death) in a single turn.

Use of *The Heart of Darkness* can also return a stolen heart to its former body. Obviously, trying to use this power on a mortal, even a ghoul, is messily fatal.

Hags' Wrinkles

1st Basic Thanatosis:

p. 174

You can contract or expand your skin, sending it into baggy, rippling waves or pulling it taut over your undead flesh. *Hags' Wrinkles* obviously can mask your appearance, but you can also use little pockets of flesh to conceal small objects about your person, although such bulges or depressions may be visible if your skin is not already marred (say, by the signature deformities of the Nosferatu and Samedi) or found during a pat-down search.

Reshaping your flesh with *Hags' Wrinkles* takes a full turn of effort and the expenditure of a Blood Trait. For the rest of the scene or for the next full hour, your features are unrecognizable and you can conceal up to two objects of jacket or smaller concealment class within the folds of your withered flesh.

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Putrefaction

2nd Basic Thanatosis:

p. 175

The Samedi are feared for their control over decay, and *Putrefaction* is the first manifestation of such power. Supernatural decomposition afflicts any flesh that you touch, if you so will it. Pustulent, festering decay spreads from your point of contact, even rotting the preserved flesh of vampires.

Putrefaction requires you to best your victim in a Physical Challenge while expending a Blood Trait. Should you succeed, the victim suffers one health level of lethal damage and gains the Negative Trait *Repugnant* until the damage is healed. This sort of wound is accompanied by rotting flesh, decaying teeth and bones, festering sores and fungus-ridden patches. You can strike a victim multiple times with this power, spreading the rot. You can even affect vampires and plants in addition to other living creatures, withering and decaying them.

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Ashes to Ashes

1st Intermediate Thanatosis: p. 175

The power of *Ashes to Ashes* allows you to retain your consciousness, though, keeping you in a pile of fine detritus that can reform later into your original vampiric body.

You must expend two Blood Traits while concentrating for a full turn to use *Ashes to Ashes*. When you take your action, you transform into a pile of thick, sticky ash. You can vaguely sense your surroundings (about 10 feet in all directions) at this time, and you are completely immune to physical attacks, fire and sunlight. If the ashes are separated, though (a tedious and disgusting task, requiring deliberate effort), you reform missing some parts of your body — the largest remaining pile reforms as yourself, but you take lethal health levels of damage depending on how much of your substance was removed. Should you reform while contained in some object, you burst forth, shattering the object as you resume your usual size.

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Withering

2nd Intermediate Thanatosis:

p. 175

You need only touch or strike a victim with a Physical Challenge and expend a Willpower Trait to use *Withering*. The subject immediately suffers the Negative Traits *Clumsy* and *Lame*, as the shrunken limb is rendered completely useless, and he suffers one health level of bashing damage (in addition to any damage from the blow). Vampires and other supernatural creatures heal the effects of *Withering* at the end of the night, but mortals and living animals are afflicted permanently.

By making two successful Simple Tests (win only) after striking with *Withering*, you can strike the head instead of a limb. Doing so kills mortals instantly and causes vampires to suffer the Negative Traits *Oblivious* and *Witless* in addition to rendering them unable to use the powers from *Celerity*, *Fortitude* and *Potence*.

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Withering is not cumulative on the same limb, but successive strikes can certainly afflict other limbs. Victims with multiple limbs affected suffer all of the Negative Traits appropriately. With no functional arms, a victim cannot attack physically; with no legs, the subject cannot move.

Necrosis

Advanced Thanatosis:

p. 176

Accelerating the forces of decay, you cause the target's skin to rot away and slough off, exposing internal organs in a terrifying panoply of pain.

Necrosis requires you to touch the victim and expend two Blood Traits. The subject immediately suffers a level of lethal damage as his skin rots and sloughs off in pieces. Furthermore, the victim takes the Negative Traits *Decrepit* and *Repugnant* as a result of the attack; these Negative Traits remain until the damage heals. Multiple strikes can inflict additional damage and Negative Traits in a cumulative fashion, rendering the victim a pool of putrescent liquid.

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A Taste for Blood

1st Basic Path of Blood:

p. 177

A Taste for Blood allows you determine a few traits of another individual, simply by tasting a single Blood Trait. From one Blood Trait, you can learn: How much vitae is currently in the subject's system (Blood Traits, whether mortal or vampire); how recently he has fed, if a vampire; generation, if a vampire and whether the Cainite in question is a diablerist (within the usual limits of detection time).

Using *A Taste for Blood* requires you to actually ingest the vitae that you test, so it can be dangerous if the blood is tainted or if you have already sampled some of the subject's blood.

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Blood Rage

2nd Basic Path of Blood:

p. 177

With but a touch, you can stir up another Cainite's blood. Thus, you force the subject to expend blood in any fashion that you decide when you touch the victim.

Blood Rage requires a light contact, which may necessitate a Physical Challenge against a wary subject. If you manage to get a firm grip, you can immediately force the subject to spend a single Blood Trait in any fashion that you desire, even beyond the usual limits of blood expenditure for the vampire. Thus, you can force a Cainite to increase his physical strength (gaining Physical Traits with Blood Traits), heal wounds (possibly even recovering from torpor) or even to sweat blood from his pores.

BASIC PATH OF BLOOD

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Blood of Potency

1st Intermediate Path of Blood:

p. 177

You can mystically concentrate the vitae within your system, making it more potent for a short time. Doing so affords you many of the benefits of a generation superior to your natural one. You need only murmur for a moment, and your blood distills down to a more concentrated form.

Your *Blood of Potency* lasts for the duration of the scene or for the next hour, whichever ends first. You can expend Mental Traits to gain a “virtual generation,” improving your maximum number of Blood Traits and making your *Dominate* Discipline able to affect more powerful Cainites. Each generation that you artificially lower costs two Mental Traits, to a maximum of six Traits for three generations.

Once you have used *Blood of Potency* in a night, you may not invoke it again until the next night. As soon as the power wears off, any Blood Traits that you possess in excess of your

INTERM. PATH OF BLOOD

normal limits dilute immediately, leaving you at your normal Blood Trait limit.

If you are diablerized during this time, or if you Embrace childer, your real generation is used, not your virtual generation. Thus, even if you are virtually 10th generation while normally 12th, your childer are still 13th generation, and other vampires gain no benefit from diablerie if they are 12th generation or lower.

Theft of Vitae

2nd Intermediate Path of Blood:

p. 178

You can draw forth the vitae in a victim's system. You need only see your target and concentrate. The blood bursts from the victim's pores in a rushing flow, soaring through the air to be mystically absorbed into your own flesh.

You must be able to see a subject within 50 feet in order to use *Theft of Vitae*. As long as no intervening barriers stop the transfer of blood, the fluid rushes out of the victim (doing no damage to Cainites, but probably startling them) and sinks into your body. Essentially, you are able to ingest blood from a victim while at range. Using *Theft of Vitae* requires you to expend a number of Mental Traits equal to the amount of blood that you try to steal, up to a maximum of three Traits. You must make a challenge of your Mental Traits against the subject's Physical Traits after this expenditure, with success indicating that you tear forth a number of Blood Traits equal to the Mental

INTERM. PATH OF BLOOD

Traits expended previously (subject to the limit of the victim's actual amount of blood). Blood stolen in this fashion has all of its normal properties — drinking three times from one vampire creates a blood bond, poisoned blood still sickens you, and so on.

Needless to say, this rather unsettling power is considered a breach of the Masquerade when used in public.

Cauldron of Blood

Advanced Path of Blood:

p. 178

Instead of controlling or stealing blood from a victim, you can bring it to a rolling boil with but a touch. Red mist rises from the victim's body as bubbling blood seeps from his pores and orifices. Few Cainites can withstand this internal furnace, and mortals are almost inevitably killed by such an attack.

Using *Cauldron of Blood* as an action, you must make a Physical Challenge to grasp your target. Then, for each Mental Trait that you expend, up to three, you can boil one Blood Trait in the victim's system (subject to the limit of the victim's actual blood, of course). Each Blood Trait boiled in this fashion inflicts one aggravated level of damage on the target.

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BASIC LURE OF FLAMES

Hand of Flame

1st Basic Lure of Flames:

p. 179

Once cast, the *Hand of Flame* remains until you decide to snuff it out. You can even use it in conjunction with other powers like *Celerity* and *Potence*, becoming a formidable combatant.

The *Hand of Flame* causes aggravated damage, if you strike with your flame-wreathed hand(s). You suffer no damage or inconvenience from the *Hand of Flame*; indeed, you may even wear gloves or other clothing, which remain unaffected by the fires. Should you cause something else to catch fire, that fire can later burn you. Invoking the *Hand of Flame* takes one action.

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Flame Bolt

2nd Basic Lure of Flames:

p. 179

By pointing at a target and intoning words of power, you may launch a *Flame Bolt*. This dart of fire streaks through the air to wound whomever it strikes with a searing blast, and it causes readily flammable objects to catch fire.

Casting a *Flame Bolt* requires you to challenge your Mental Traits against a target's Physical Traits in order to hit. A *Flame Bolt* inflicts one level of aggravated fire damage when it strikes, then snuffs out in a puff of mystic fire. Should the *Flame Bolt* strike a readily flammable target (like a pile of hay or papers, but not clothing worn by someone), the target catches fire. You are not immune to your own *Flame Bolt*, if by some chance it should be directed back at you. Firing a *Flame Bolt* is a single action.

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Wall of Fire

1st Intermediate Lure of Flames:

p. 179

You need only point to the desired location and utter the syllables of this magic in order to generate a veritable *Wall of Fire*. You can create this flaming barrier at any site that you can see, up to 50 feet away from yourself.

Casting a *Wall of Fire* takes a single action. A *Wall of Fire* occupies a space approximately six feet in diameter, and of equal height. If you cast the wall at a person's location, you use your Mental Traits in a challenge against the victim's Physical Traits. If you win, the fire shoots up underneath the subject, inflicting a level of aggravated damage. The wall remains until you decide to extinguish it, move more than 50 feet away or are knocked unconscious, fall into torpor or die. Individuals moving through the *Wall of Fire* suffer a level of aggravated damage automatically each turn

INTERM. LURE OF FLAMES

that they are within or passing through its confines.

If you cast a *Wall of Fire* at a flammable object or surface, the target may well ignite, spreading the fire. You have no special immunity to your own fires created with this magic.

Engulf

2nd Intermediate Lure of Flames:

p. 179

By staring intently at a subject and speaking the words of fire creation, you cause the victim to burst into flames, combusting rapidly. This fire burns the subject with horrible power, remaining until the subject manages to extinguish the flame.

Casting *Engulf* takes a single action. You must make a challenge of your Mental Traits against the target's Physical Traits in order to successfully *Engulf* a foe. If you succeed, the target bursts into flames, suffering two levels of aggravated damage from the fire. Furthermore, until the target takes a full action to smother the flame, he continues to suffer an additional level of aggravated damage at the end of every successive turn. The victim does, of course, score aggravated wounds on others and light flammable objects he touches, but this

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incidental effect is obviously a secondary consideration.

You may *Engulf* a target multiple times in successive turns, causing cumulative damage as the victim combusts explosively. However, a victim blasted multiple times still only takes one level of damage per following turn due to the continuing fire.

Firestorm

Advanced Lure of Flames:

p. 180

A *Firestorm* rains a hail of flame down across a huge area, burning everything within. Any place that you can see, within 50 feet, can be the target of a *Firestorm*.

When you call down the *Firestorm*, an area up to 20 feet in diameter is shot through with roaring sheets of flame. You make a mass challenge against anyone within, pitting your Mental Traits against their Physical Traits. Anyone who loses is struck with the fire, immediately taking a level of aggravated damage. Victims who cannot reasonably escape the area (because they are trapped in a dead end, perhaps, or because they cannot move fast enough to get out of the way) are burned automatically without recourse to a challenge, at the Narrator's option. All flammable materials in the area ignite immediately,

ADV. LURE OF FLAMES

though people or vampires fleeing the space do not necessarily remain lit.

A *Firestorm* lasts until you stop it, or until you move out of range. It also ends immediately if you are knocked unconscious, sent into torpor or killed. Anyone who remains in the area of the *Firestorm* suffers one level of aggravated damage at the end of every turn after its creation.

Force Bolt

1st Basic Movement of the Mind: p. 180

Your concentrated will projects a bolt of force capable of stunning opponents and knocking over objects. A *Force Bolt* is really more of a sudden jar of motion to a target than an actual blow, but the effects are similar.

When you attack someone with a *Force Bolt*, you use your Mental Traits in a challenge against the victim's Physical Traits. If you win, the subject is knocked to the ground, losing his next action (not full turn — victims with *Celerity* may well recover in the same turn).

A *Force Bolt* can be used to lash out at an object no more than a hundred pounds in weight. If the object is not held by anyone, you can push it about five feet in any direction. An object held by someone can only be struck aside if you defeat the holder in a Mental versus Physical Challenge, as described previously. Obviously, though, this power is ideal for disarming foes at a distance, or for knocking aside valuable possessions.

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Manipulate

2nd Basic Movement of the Mind p. 180

When you *Manipulate* an object, you can toy with it in any fashion that you could with one hand. Thus, you can remotely pick something up, push a button or fire a gun.

Using an object remotely takes your full concentration and thus counts as your turn. Additionally, the difficulty of fine control at range requires that you risk an additional Trait in any challenge with the object — if you *Manipulate* a gun to fire at someone, for instance, you must bid an extra Trait for the attack challenge. Objects hefted with this power can only move at walking speed, and they can be nothing larger than you could lift with one hand.

Anything you *Manipulate* remains under your control as long as you can see it, unless you release it from your spell deliberately. You must maintain complete concentration to *Manipulate* an object; when you stop concentrating or take a different action, the spell ceases.

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Flight

1st Intermediate Movement of the Mind: p. 181

When you invoke *Flight* on a particular subject, you can move it around at a brisk walking speed. You can move anything up to 200 pounds in weight, but you do not have fine control over the object, and the object cannot be used to bludgeon or cut (since it moves too slowly and erratically). If you grab a person with this power, using a challenge of your Mental Traits against the victim's Physical Traits, you can hoist the victim into the air or even move him about slowly, though this power does not inflict actual damage.

Most spectacularly, *Flight* lets you move yourself smoothly at walking speed in any direction. You can soar as high as you dare go or simply hover off the ground.

Flight lasts only as long as you concentrate on the effect to the exclusion of all other activities. If you use this power on any subject besides yourself, you must be able to see the target in order to control it with *Flight*.

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Repulse

2nd Intermediate Movement of the Mind:
p. 181

You can *Repulse* anything within your line of sight. Objects flung with *Repulse* move up to 20 feet away from you, and you can push multiple objects simultaneously. If you *Repulse* people, you make a challenge of your Mental Traits against each of their Physical Traits, as described in mass combat. Anyone who loses to you is flung 20 feet away. Even people who are grappling or biting you can be pushed away in this fashion. If you *Repulse* an object so that it strikes a victim, you use your Mental Traits to strike with it while the opponent dodges with Physical Traits. Objects hitting in this fashion do one health level of lethal damage.

Repulse is an instant effect; you cannot *Repulse* an object to strike someone and then continue shoving it around in successive turns. You must *Repulse* objects or people every turn that you wish to move them.

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Control

Advanced Movement of the Mind:

p. 181

When you *Control* an object, you can heft anything up to a ton in weight and manipulate it with precision equal to both of your hands. You can therefore hoist an automobile or tie shoelaces. These devices can be used to attack, doing one health level of lethal damage if they strike (as described under *Repulse*). You can even control a weapon remotely, scoring its normal damage, though this sort of fine manipulation requires you to bid an extra Trait in all challenges with it (as described under *Manipulate*).

People grabbed with *Control* can be rendered paralyzed, or they can be flung about at your will. Slamming a victim into a wall or other hard surface causes one level of lethal damage. You must make a Mental Challenge against the target's Physical Traits when you first exercise *Control*, and in any successive turn where you attempt to move the victim.

ADV. MOVEMENT OF THE MIND

Thus, you must win a test to grab the victim, and if you do anything other than immobilize him, you must make additional tests. Note that *Control* only affects the victim's physical motions; the subject can still talk, shout for help, use Disciplines and so on.

Exercising *Control* over one object or creature requires all of your concentration. Once you stop concentrating, the power dissipates. *Control* is also lost if you lose sight of the subject.

BASIC PATH OF CONJURING

Summon the Simple Form

1st Basic Path of Conjuring: p. 182

Your rudimentary conjuring skills allow you to create basic objects made of a single homogenous material. These items are little more than chunks of matter, possibly crudely fashioned and lacking in any complex or moving parts. You can thus conjure a rod of metal, a club, a wooden stake, a rock or a lump of coal.

When you *Summon the Simple Form*, you can only make an item of inanimate matter of one sort. You cannot conjure living or undead creatures, nor can you make something built from multiple substances.

After you have conjured an item with this power, you must spend a Mental Trait at the beginning of every new turn in which you wish to keep it in existence. If you do not, the object vanishes instantly. You should record your current Mental Traits at the time that you create an object with this power, in case it is dispelled later with *Reverse Conjunction*.

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Permanency

2nd Basic Path of Conjuring

p. 182

Simple objects that you conjure can now be invested with your power, making them real and permanent. You need not make an item permanent, but if you choose to do so, it remains without any further concentration or effort on your part.

Exercising *Permanency* on an item conjured with *Summon the Simple Form* requires that you spend three Blood Traits in the process of conjuring, instead of the usual one. The object is then considered whole and real, and it does not disappear unless banished with *Reverse Conjuring*.

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Magic of the Smith

1st Intermediate Path of Conjuring:
p. 183

Complicated objects, mixed materials and moving parts are now within your purview. As long as you are familiar with an object's workings, you can make a copy of it. The *Magic of the Smith* can make knives, guns, clothes, medicines and other such useful items, and they all have permanent and lasting substance.

Creating an object with *Magic of the Smith* costs five Blood Traits instead of the usual one. Record your current Mental Traits on the item card at the time of creation, in case the object is later challenged with *Reverse Conjuration*.

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Reverse Conjunction

2nd Intermediate Path of Conjuring:

p. 183

You can send conjured objects back to the nether planes from which they come. Any item that you can see or feel can be subjected to this power with only a few words and simple gestures.

To use *Reverse Conjunction* on an item, you must make a Mental Challenge against the Traits recorded at the item's creation. This power works only on conjured objects, but you have no special way of telling a conjured item from a "real" one. You may banish any of your own creations without a challenge (although it still takes a full turn).

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Power Over Life

Advanced Path of Conjuring:

p. 183

Power Over Life lets you make any creature up to your own size. Such creatures have no independent will, though. They obey your commands mindlessly instead.

You must expend a phenomenal 10 Blood Traits to conjure a living creature. This simulacrum lasts only for a week, after which time it dissolves back into nothingness. A creature that is killed similarly vanishes, as do any parts that are removed from the being (including blood).

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Decay

1st Basic Hands of Destruction:

p. 183

No test is necessary to use this power. For each turn that you maintain contact with an object, it ages a full year. Using this power reduces wood or organic matter to a rotted morass quickly, and it can weaken even metal or plastic with sufficient time. If you break contact with the object, the accelerated aging ceases. Any decrepitude that you inflict on something is permanent, though.

Although you can age the flesh of a vampire with this power, such a tactic has no functional effect. Vampires do not suffer any changes or decrepitude from this aging, as their supernaturally preserved corpses are immune to such treatment.

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Gnarl Wood

2nd Basic Hands of Destruction:

p. 184

Your merest glance can swell or contract wood, or twist it into strange shapes. You need not touch the wood to affect it, only see it.

You can warp up to 50 pounds of wood, rendering it gnarled and useless. This is an excellent way to burst doors, destroy furnishings and twist stakes into uselessness. If you try to gnarl an object held by someone, you must best the individual in a Mental Challenge to warp the wood. You can *Gnarl Wood* against multiple objects at once, as long as you can see them all and they do not total more than 50 pounds in weight.

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Acidic Touch

1st Intermediate Hands of Destruction: p. 184

Your *Acidic Touch* has no effect on yourself, but it can leave horrible, corroded marks on anything that makes the slightest contact with your coated hands.

The vitriol created with *Acidic Touch* inflicts aggravated damage, and it can eat through most substances (Storyteller's discretion as to time). You can exude this acid from any part of your body, thus potentially making simple contact or even a kiss painfully deadly. Each application of *Acidic Touch* does only one health level of damage, so you may need to use this power repeatedly over several turns to burn through a particularly recalcitrant substance (or subject). No test is necessary to use *Acidic Touch*, though, of course, if you try to strike someone with the acids, you must make the normal Physical Challenge to hit. The acid created with this power is thick and slimy, so it cannot be flung or spat at opponents; you must deliver it by touch.

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Atrophy

2nd Intermediate Hands of Destruction:
p. 184

You need to strike your target physically (with a Physical Challenge) in order to *Atrophy* a limb. If you hit, you wither one arm or leg, rendering it useless. Doing so gives the victim the Negative Traits *Clumsy* and *Lame*. Multiple attacks can wither different limbs, cumulatively crippling the victim (and adding additional Negative Traits). A victim without arms cannot grapple or wield weapons; a victim without functional legs cannot move. This effect is permanent on mortals, though vampires can heal a crippled limb as if it were a single aggravated wound.

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Turn to Dust

Advanced Hands of Destruction:

p. 184

If you manage to get a firm grip on your victim with a Physical Challenge, you can cause him to turn to dust. Each Physical Trait that you expend afterward causes the subject to age 10 years. Mortals aged more than 50 years die instantly, reduced to a mass of liquefied tissue and crumbling bone. Vampires attacked with such ferocity (aged 50 years or more) suffer the Negative Trait *Repugnant* for the remainder of the evening as their bodies shrivel slightly, but the immortal curse prevents any actual physical harm. Note that *Turn to Dust* functions only on living or undead targets; use *Decay* on inanimate subjects.

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Communicate with Kindred Sire

Basic Thaumaturgical Ritual:

p. 185

Tremere vampires often use *Communicate with Kindred Sire* to seek advice or aid. You need only meditate for half an hour on an object that once belonged to your sire. When you finish the ritual, you establish telepathic communication with your sire, anywhere in the world. This link lasts for 10 minutes.

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Defense of the Sacred Haven

Basic Thaumaturgical Ritual

p. 185

Defense of the Sacred Haven blocks the entry of sunlight in a single room. You need only use one Blood Trait as you take an hour to inscribe sigils across all of the doors and windows of the room. As long as you remain in the room, sunlight is prevented mystically from entering the area.

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Deflection of Wooden Doom

Basic Thaumaturgical Ritual:

p. 185

The wooden stake is the bane of all vampires, but *Deflection of Wooden Doom* protects against such attacks. You must sit in a circle of wood for a full hour to cast this ritual. When completed, you place a tiny splinter of wood under your tongue. As long as the splinter remains there or until the next dusk or dawn, you are protected. The first stake to impale your heart mystically crumbles to dust, at which point the ritual ends. The stake must actually enter your body for this ritual to work — a stake simply held near you is unaffected.

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Devil's Touch

Basic Thaumaturgical Ritual:

p. 185

You can brand a mortal mystically with the *Devil's Touch*. You need only place a penny on the mortal as you complete this ritual, and until the next dawn, the subject suffers the Negative Social Traits *Repugnant* and *Obnoxious*.

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The Open Passage

Basic Thaumaturgical Ritual:

p. 185

Taking an hour to trace a pattern with a Trait of your blood, you can make a barrier insubstantial for a full turn. The barrier itself retains its normal appearance and characteristics, and anything already touching or supported by the barrier when the ritual ends becomes briefly insubstantial with it. With *The Open Passage*, you can therefore walk through a wall or allow allies to travel through locked doors and similar barriers.

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Principal Focus of Vitae Infusion

Basic Thaumaturgical Ritual:

p. 186

Concentrating the power of your blood, you cause your own vitae to sink into a small object. With a touch and a mental command, you can later cause this object to break down back into a pool of your own blood. You can imbue an object between the sizes of a dime and a loaf of bread with a single Trait of your own blood, at which time the object becomes slightly reddish and slick. Alternately, you can use the *Principal Focus of Vitae Infusion* to craft an object of your blood that responds to the touch of another individual, as long as that individual is present during the casting of the ritual. Of course, since your own blood must be used, the subject risks the blood bond.

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Scent of the Lupine's Passing

Basic Thaumaturgical Ritual:

p. 186

With a mixture of milkweed, wolfsbane and other herbs, you can make a poultice that allows you to sniff out werewolves. The poultice retains its effectiveness for a full scene or hour after its creation; as long as you carry it with you, you can detect Lupines by smell. You must get within five feet of your subject and win a Mental Challenge to determine the *Scent of the Lupine's Passing*.

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Wake with Evening's Freshness

Basic Thaumaturgical Ritual

p. 186

In case of emergencies or if you fear invasion of your haven, you can *Wake with Evening's Freshness* simply by spreading ashes of burned feathers over your sleeping place while casting this ritual immediately before slumber. Should you be faced with danger, you awaken immediately. For the first two full turns you suffer no penalties for daylight activity (although you can still be injured by sunlight, of course).

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Ward versus Ghouls

Basic Thaumaturgical Ritual:

p. 186

Spending 10 minutes repeating a warding invocation while pouring a Trait of blood over an object, you shape a mystical glyph that causes extreme pain to any ghoul touching it. The night after you cast the ritual, the ward takes effect, causing a level of lethal damage to any ghoul touching the object (even adding this effect to other damage if, say, a warded sword is used against a ghoul in combat). Any object in size between dagger and door may be warded. You can specifically exclude certain ghouls from the effect if they are present while you cast the ritual and if each donates a Trait of blood to attune the *Ward versus Ghouls*.

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Bone of Lies

Intermediate Thaumaturgical Ritual:
p. 186

By enchanting a mortal finger bone as a *Bone of Lies*, you bind the soul of the skeleton to the bone. Then, whenever someone holds the bone, the taint of any lies that they speak is drawn into the finger bone, which blackens it as the spirit within becomes corrupt. The bone must be at least 200 years old, and it must be steeped in at least 10 Traits of blood during the casting of the ritual — all of the blood is mystically absorbed. Thereafter, whenever someone knowingly speaks a lie while holding the bone, it darkens noticeably and forces the subject to speak the truth immediately. Each lie so negated uses one of the Blood Traits in the bone; when all 10 are used, the bone is blackened and useless, home only to a dark spirit twisted by lies.

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Incorporeal Passage

Intermediate Thaumaturgical Ritual:

p. 186

By looking into a fragment of a mirror while intoning this chant, you become completely incorporeal. Physical attacks pass through you while you may step unhindered through any solid barrier. You can only move forward or stand still once you invoke *Incorporeal Passage* — you may not turn or back up. The ritual lasts for the next full hour or scene (whichever is less), but you can end it simply by turning away the piece of mirror that you hold.

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By looking into a fragment of a mirror while intoning this chant, you become completely incorporeal. Physical attacks pass through you while you may step unhindered through any solid barrier. You can only move forward or stand still once you invoke *Incorporeal Passage* — you may not turn or back up. The ritual lasts for the next full hour or scene (whichever is less), but you can end it simply by turning away the piece of mirror that you hold.

Pavis of Foul Presence

Intermediate Thaumaturgical Ritual

p. 187

To combat the powers of the *Presence* Discipline, you tie a blue silken cord around your neck while intoning the *Pavis of Foul Presence*. Until the next sunrise, you are defended against *Presence* powers. If someone manages to exert a *Presence* power on you, it is reflected back instead of affecting you. This ritual is completely unknown outside the Tremere clan, who keep it as a powerful secret in their wars of vampiric influence.

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Rutor's Hands

Intermediate Thaumaturgical Ritual:

p. 187

After casting this ritual, you must cut off your own hand and pluck out your eye, suffering five levels of aggravated damage in the process, in order to complete the spell. (Don't actually inflict physical harm on yourself. Your character does the nasty deed, not you.) The ritual keeps your body parts from crumbling to dust, and it animates them as spies for your use. They follow your mental orders, moving as you direct and allowing you to see and hear whatever they experience. You can create as many as you like, though you must regenerate your hands and eyes fully after each casting before making another set of *Rutor's Hands*. The spying, scuttling... thing made with this ritual needs a single Trait of blood each week (from any source), or else it crumbles to dust.

You can get cards for your *Rutor's Hands*, and then use them to spy on other locations.

INTERM. THAUMATURGICAL RITUALS

Simply give the card to a Narrator and direct him to a particular location. If the thing is spotted, of course, it is easily destroyed with a single level of damage (it is considered to have three Physical Traits that it can only use to defend itself).

Soul of the Homunculi

Intermediate Thaumaturgical Ritual:

p. 187

Few vampires trust anyone, yet the arcane researches of the Tremere often require capable assistants. A homunculus is a tiny physical replica of the caster, completely loyal and made to serve its master as a spy and aide. Casting the *Soul of the Homunculi* takes a full month of time outside of play. When completed, the homunculus acts as a tiny extension of yourself. Such creations can resemble tiny winged creatures capable of flight, a legless slug with a human face like its master's, or a small marmosetlike creature with a face resembling its creator. Any given homunculus is completely loyal to its creator, in effect acting as an extra limb. Homunculi have three Physical Traits and two health levels, and they cannot fight. They can spy and report back or perform small tasks. You can only have one homunculus at any given time.

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Blood Contract

Advanced Thaumaturgical Ritual:

p. 187

By spending three nights in the writing of a contract with your own blood, you create an unbreakable bond between yourself and any one signatory. You use two Blood Traits to make the contract — one to write it and one for both parties to sign it. The *Blood Contract* enforces compliance of both parties to the literal terms listed. Should either party break the terms of the contract, the individual immediately suffers enough aggravated health levels of damage to fall into torpor, and this damage cannot be resisted in any way. The only way to finish the contract is to fulfill its terms or to physically burn it.

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Nectar of the Bitter Rose

Advanced Thaumaturgical Ritual:

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Hidden among the most vile of diablerists, the *Nectar of the Bitter Rose* breaks the usual constraints of diablerie, allowing multiple vampires to share in the fruits of a victim's power. You must restrain the victim in some fashion while casting this ritual over him. At the ritual's completion, up to five vampires may attempt to gain the benefit of diablerizing the subject. Each would-be diablerist must make a Simple Test (win or tie) to gain the benefits. *Nectar of the Bitter Rose* does not allow a vampire to gain benefits from diablerizing a victim of weaker or lesser generation — it simply lets multiple people share in a diablerie. Obviously, even the mere knowledge of this ritual is grounds for destruction within the Camarilla.

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