

Magic
in the
Movement

Anarch Genre

OWBN

2018



DARK PACK

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Table of Mal- Con- tents

Approval/Disallow List 1

Magic in the Movement 2

The Four Waves 4

The Old Skool 5

New Age 9

Punk Sorcery 13

Hacktivism 17

Common Anarch Paths 22

Riding the Waves

Anarch Blood Magic & the Anarchs 22

Anarch Blood Magic and the Camarilla 24

Anarch Blood Magic & the Tremere 24

Tremere in the Movement 25

Rituals 26

Hacking Rituals 27

General Anarch Rituals 28

Curses 30

Appendix

MET Ritual Conversions i

Curses vii

Printed Source Material x



This packet provides the guidelines for storytellers and players who wish to portray the Anarch Sorcery genre in OWBN.
It provides the mechanics and rules for content that falls under the purview of the Anarch office.

~~A~~narch Magic

Approval/Disallow List

APPROVAL:

Anarch Players must obtain **Approval** from the Anarch Coordinator's office for the following:

- Old Skool Anarch Sorcery
- New Age Anarch Sorcery
- Punk Anarch Sorcery
- Hacktivism Anarch Sorcery
- To Hack Rituals
- Anarch Curses

R&U Request Form (STs Only)



DISALLOW:

Non-Anarch Players will NOT obtain Approval from the Anarch Coordinator's office for the following:

- Old Skool Anarch Sorcery
- New Age Anarch Sorcery
- Punk Anarch Sorcery
- Hacktivism Anarch Sorcery
- Anarch Curses
- Wave Specific Rituals

Only the Paths in this packet are available to be taught or learned by practitioners of each Wave. Each practitioner is restricted to the Paths specific to their Waves.

All paths and rituals are placed on a 3 Rarity system (R1, R2, R3.)

- **Rarity 1**

Storyteller Discretion (After initial Coord Approval to learn School/Wave)

- **Rarity 2**

Anarch Coord Approval required for each path & ritual in this category

- **Rarity 3**

Anarch Coord and other appropriate Coord Approval required for each path & ritual in this category

Magic in the Movement



'Untitled'
Zuri Grimm - artpunxstudio.com
Mixed Media

Blood magic is rarer among the Anarchs than in any other sect.

Unlike the rigid Tremere or the variable but still autocratic ritualists of the Sabbat, the Anarch Movement would seem to be too chaotic an environment for the seeds of blood magic to take root.

The stigma magic alone carries among Anarchs is enough to cause many to shy away from it. Add to this that the sect as a whole tends to attract the more impulsive and less erudite of Kindred and it is easy to see why magic is harder to find in the Movement. This being said, it does exist. It is slowly increasing in popularity as the Movement's staunchest supporters discover what kind of edge they can gain from the use of sorcery.

It should be noted that all paradigms require imagination, creative play, and character development. Players are encouraged to embrace role-play over mechanics and, in fact, can expect to be rewarded for such. Only the Paths in this packet are available to be taught or learned by practitioners of each Wave. Each practitioner is restricted to the Paths specific to their Waves.

**As with all things in the Anarch Movement
there is no real standard process involved
with learning magic.**

There exists no official Anarch College of Sorcery. Such a facility would be highly difficult to establish, given the dissimilar nature of the different Waves that make up such sorcery. Those individuals who specialize in Anarch magic are extremely protective of their occult knowledge and do not regularly teach it. As a result, those members of the Movement who want to learn such things must actively seek those experts out, often at great personal risk.

Once an expert has been found the budding occultist must then convince that person that, not only are they worthy to learn from the teacher, but also that they are not a spy who means harm. Before they take on a new apprentice, a sorcerer will triple check the backgrounds of the potential student and subject them to overwhelming scrutiny. It is likely that a tutor will initially subject their apprentice to a magical contract, and may even extract points of blood or other sympathetic components before granting the first lesson.

**Anarchs sorcerers are incredibly
protective of their magic & tend to be
completely dedicated to the Movement.**

A non-Anarch character has a better chance of discovering and learning the most uncommon of combination powers before they would ever achieve even a basic comprehension of Anarch magic. Anarch Magicians are first and foremost devoted to the Cause and then to the magic. In addition, they often work through false fronts and intermediaries and are almost impossible to identify on face value. Finding and convincing such a person to betray the Movement is next to impossible.

Source: V20 - Rites of Blood, pg 53, 58-61



'Caitiff'
Tim Thomas
Pen & Marker on Paper

The Four Waves



'Cool Smoke'
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Seeing as how there are no central magical authority or proscribed way to study and learn magic within the Movement, the methods Anarchs use to develop their sorcery is as varied and wild as the Anarchs themselves. There is very little in the way of a coherent philosophy that underpins the practice of blood magics. **In some cases, even sorcerers who practice the same Paths will cast their magic in completely different ways.**

That being said, over the last few decades (and in some cases, centuries) certain practitioners have found broad similarities to each other and **a rough set of ad hoc divisions or 'Waves' have developed in secret.** Historically they have rarely worked together and even sorcerers of the same Waves have avoided each other. However this started to change in 2015 when the Digital Draculas dramatically released

the Red Question and started introducing techno-centric magic in the form of Hacktivist Thaumaturgy to the Movement. This in turn seems to have inspired the older practitioners to take a more active role.. More importantly, they have started finding new apprentices and thus solidifying their Waves.

Anarch magicians have divided themselves into four Waves: Old Skool, New Age, Punk, & Hacktivist.

As stated, magic works very differently for each of these four groups. A ritual performed by an Old Skooler will look and sound foreign to a New Ager, who may have a ritual that accomplishes the exact same purpose. While the New Ager may eventually adapt what they witness to their own processes, this is not an easy task, and accomplishing this will take a great deal of study.

Source: V20 - Rites of Blood, pg 53, 59

Source: V20 - Anarchs Unbound, pg. 22

Old Skool Sorcery

Blood magic was being practiced long before the creation of the Anarch Movement. The art of blood magic has existed for far longer than the Anarch Movement; thus it is only fitting that its practitioners have always existed within the Movement. **For the Old Skoolers magic is all about belief in some higher power.** What that higher power is will often vary from one Skooler to another. However, Old Skoolers may pass down a system of beliefs between master and apprentice or even form small covens of like minded practitioners and their followers. For them, the magic is an extension of those beliefs. Paganism, Wicca, Shamanism, Vodunism: all Old Skoolers actively practice some form of religion and Old Skool religions tend to be bloody and vital. For these practitioners their chosen religion is a constant source of guidance, direction, and instruction which molds their nightly way of life.

Old Skool is a Faith Based Thaumaturgy.

Anyone who has been around a well portrayed Old Skooler should easily recognize that they are a creature with a strong set of religious beliefs, because those beliefs can be clearly seen in their words and actions. If an Old Skooler does not deeply and truly follow their religion, if they do not believe, then the magic will not work for them.

It should be noted that all paradigms require imagination, creative play, and character development. Players are encouraged to embrace role-play over mechanics and, in fact, can expect to be rewarded for such. Only the Paths in this packet are available to be taught or learned by practitioners of each Wave. Each practitioner is restricted to the Paths specific to their Waves.

Requirements:

- An Old Skooler **must have an Occult and a Theology ability of at least three (3).**
- The player **must actively and visibly roleplay, in one manner or another, a belief system.** Please note that this is not to be confused with a morality path or road, although the character may follow an appropriate path or road if the game allows. (Pagan variants of Heaven, Watchful Gods, Eightfold Wheel, Aesirgard, etc. all tend to work well.)
- Characters are strongly encouraged to purchase an appropriate **Merit: Code of Honor** for their religion and its precepts.

Joining or Learning:

- **The player must find someone to learn from in order to become an Old Skooler.**

Obviously, this will require time and effort on the player's part. If a character comes into play with a system of religious beliefs, they should define those beliefs at that time. If the character is not of an appropriate religion for Old Skool or is irreligious they may still find their way. It is not unheard of for a character to convert. This should be handled via extensive roleplaying. Religious conversion can be a source of interesting character growth and development that should be facilitated with the assistance of a player's ST staff (who can feel free to seek input from the Anarch Coordinator's office.)

- **The player must submit to a teacher/student relationship.**

Once a character has found someone to learn from or has been found by someone looking for a student, **they must go through a series of trials set up by the teacher to judge their worthiness.** This is the stage most potential candidates fail at. For those who make it past this point, the master in the master/student relationship turns into more of a guide.

- **Old Skool is a community.**

Once the student has learned the basics from their master the newly minted Old Skooler seeks out other guides, other teachers, fellow practitioners, and seeks to find students of their own, expanding on their own and others' knowledge. **You will be expected to teach and learn Paths from other Old Skool practitioners.**

Old Skool Paths:

- **Weather Control (R2)**

Source: MET: Camarilla Guide, pg 93

- **Green Path, The (R2)**

Source: MET: Camarilla Guide, pg 78

- **Spirit Manipulation (R2)**

Source: MET: Camarilla Guide, pg 89

- **Elemental Mastery (R2)**

Source: MET: Camarilla Guide, pg 76

- **Path of Mars, The (R2)**

Source: MET: Sabbat Guide, pg 125

- **Evil Eye, The (R2)**

Source: Blood Sacrifice: The Thaumaturgy Companion, pg 44

Source: MET Conversion: Masters of Heaven and Earth, A Guide to Dur-An-Ki Sorcery in One World by Night, 2017

- **Wanga: Flow of Ashe, The (R2)**

Source: V20 - Rites of Blood, pg 165-166

Source: OWBN Packet: The Book of Going Forth by Night, A Guide to Setite Sorcery

Old Skool Specific Rituals

- **Craft Garde (Basic - R2)***

Source: Blood Sacrifice: The Thaumaturgy Companion. pg 81

- **Eyes of the Translator (Basic - R2)***

Source: Libellus Sanguinis 3: Wolves at the Door, pg 70

- **Haruspicy (Basic - R2)***

Source: V20 - Rites of the Blood, pg 62

- **Sanctify the Temple (Basic - R2)***

Source: V20 - Rites of the Blood, pg 62

- **Craft Dream Catcher (Intermediate - R2)***

Source: MET: Storyteller's Guide, p 70

- **Houngan's Doll (Intermediate - R2)***

Source: V20 - Rites of the Blood, pg 62

- **Skinwalker's Belt (Advanced - R2)***

Source: V20 - Rites of the Blood, pg 63

* See Appendix A for MET conversion writeup

Old Skool Genre

Old Skool Rituals May Contain the Following Components

Ritual sacrifices of all kinds, invocation of pagan deities, ceremonial tools, self-inflicted wounds, ecstatic activity, amulets, talismans, ritual cleansing, animistic communion, offerings, carved items (bones, stones, woods, etc), outdoor environments that invoke Neolithic settings (caves, stone circles, groves, etc.), ritual chiminage.

your knowledge strengthen me, may I face the meaning of death, may I praise the wisdom of life, Veles, Abundant Lord, Shepherd of our Ancestors' souls, Guardian of oaths, and the owl in the depths of the woods, and the wolf that summons the dark, pierce me with the charm of knowledge, soak me in words of magic, guard me to fulfill my oaths." As she chanted, her hand went over the mortal's mouth. She held it there as her dagger ripped open it's stomach and drained it's life. When it had stopped squirming and her chant neared its end, she dragged the dagger down her own forearm. An offering of pain and vitae to her God and to the power of the ritual.

Old Skool in a Nutshell

• Common Elements

Vision quests, drugs, pain, bloodletting, careful considered time-consuming prep, outdoors, occultism, mysticism, drums, heartbeat, community, earth, spirit guides, mantras, chanting, shamanism, invocations, carvings, sacrifice, respect, emulation, worship, hunts, divination, obedience



• Common Areas of Study

Occult, Theology, Cosmology, Academics, Astrology, Crafts (Carving, Ritual Objects, etc), Divine, Dreamcraft, Enigmas, Etiquette, Empathy, Hearth Wisdom, Herbalism, Meditation, Performance (Dance, Drums, Singing, etc), Subterfuge, Linguistics

• Common Belief Systems

Old, Native, Shamanistic, Animistic, Polytheistic Religions generally involving a multitude of gods, community, sacrifice, guides, connection to the natural world, oral traditions, etc. Examples are prevalent from every area of the world.

Suggested Resources

- www.wikipedia.com/
[Entry For Your Chosen Religion]
- *Hiking, Stargazing, Bonfires, etc*

Example Old Skool Ritual Casting

Haruspicy:

It was a cold Solstice night. Carved pillars and menhir dotted the area of forest surrounding Morana; in front of where she knelt old bones and small statuary bordered the large stone slab. Upon the altar, worn and slightly concave, save where moss grew, a human lay unconscious. It could have been a child, a man, a woman or another kindred... it didn't matter. It was who the Gods said would give the clearest reading and Morana would need everything in her favour if she was going to influence Damien's fate.

She began her pleas quietly, for the Gods would hear regardless, but as she worked herself into a fervour the volume increased and in old tongues she spoke. "Veles, God of Mysticism, Soothsayers' Horned Afflation, may



Example Cult/Coterie/Gang/Organization

• The Maenads:

A West Coast group, in which almost all members are radical feminist Old Skoolers who worship the Malkavian Antediluvian as an avatar of Dionysus.

Source: V20 - Rites of the Blood, pg 60

New ~~A~~ge Blood Magic

The New Age Movement (NAM) is a term applied to a range of spiritual, neo-pagan, and pseudo-religious beliefs and practices that developed in Western nations. **The Anarch New Age School is possibly more diverse and complex than any other paradigm of blood magic, featuring a wide array of metaphysical and theosophic paths to enlightenment and self-actualization.** From those early beginnings, New Age blood magic has begun to quietly spread to the more enlightened within the Movement. Undeniably quirky (even as vampiric occult philosophies go), the New Age movement naturally draws Malkavians, as well as a significant number of Toreador to whom being a New Age guru is attractive. However, the school also attracts a surprising number of Brujah, as its emphasis on meditation and relaxation techniques is beneficial to Kindred who are at a heightened risk of frenzy.

Mortal scholars among the NAM claim to trace its history back to early Hermeticists like Paracelsus (a claim which provokes derision among the Tremere, especially those old enough to have actually met him.) Roots can also be traced to Victorian Era occultists and theosophists. The expression “New Age” came into existence in the 1970s and 1980s. It was promoted by the circulation of the a slew of journals and books that presented its social agenda and philosophical vision. These writings tended to include topics with science fiction-like dimensions.

Self-Enlightenment is the Core of New Age Blood Magic.

Broadly speaking, New Age practices can include nearly any system of self-development and actualization. **In its most basic form the NAM is A blend of Eastern and Western spirituality and mysticism, infused with elements of parapsychology, the occult, and pop science.** However, like Old Skool, New Age roots draw heavily upon a number of other older esoteric traditions. New agers seek experiences which can be analogized to psychic phenomena or to the movement’s (usually garbled) take on neo-paganism.

It should be noted that all paradigms require imagination, creative play, and character development. Players are encouraged to embrace role-play over mechanics and, in fact, can expect to be rewarded for such. Only the Paths in this packet are available to be taught or learned by practitioners of each Wave. Each practitioner is restricted to the Paths specific to their Waves.

Requirements:

- A New Ager **must have an Occult ability of at least four (4), Meditation of three (3) and another self-actualization ability of at least three (3)** (some suggested abilities include: Astrology, Theology, Psychology, Metaphysics, ST approved appropriate Lore, etc.)
- Due to the intense and continuous introspection that the character places themselves under, they **must maintain a Code of Honor (CoH). The CoH must appropriately reflect the spiritual and/or mystical nature of the character's New Age thoughts and ideals.** The Anarch coord office must approve the character's CoH. The character must maintain the CoH. If the character violates their CoH their magic will not work until they atone for their transgression (coord discretion).

Joining or Learning:

In spite of the fact that the Old Skoolers practice ancient religions and the New Agers follow a more modern line of thought, the close similarities between the two groups are readily apparent. There are small differences however.

- **If the character has already attained a personal level of self-actualization with the assistance of a known New Ager, they may request approval from the Anarch Coord to start the learning process.**
- **If a character has not achieved a sense of personal enlightenment, they should roleplay the process of self discovery.**

It is suggested that the character learn from someone who may secretly be a New Ager or merely just an expert in such things, i.e. seeking out a guru of a certain field (mortal or otherwise), taking courses in metaphysics, etc. Then, after the character has achieved a point of personal epiphany wherein she accepts the idea that there is more out there, a player must find someone to learn New Age Magic from in order to fully become a 'New Ager'. That requires time and effort on the player's part.

- **Once the above conditions are met the prospect is brought to a ceremony hosted by New Age members where they will discuss their spiritual growth and enlightenment.**

Based on this, the group will decide if they are a good fit. This allows each member who attends to grow through them, and provides the IC role-play Mechanic for the initiation process.

Source: V20 - Rites of Blood, pg 55

Source: <https://www.google.com/amp/s/www.gotquestions.org/amp/new-age-movement.html>

Source: https://en.wikipedia.org/wiki/New_Age

New Age Paths:

- **Path of Blood, The (R1)**

Source: MET: LotN: Revised, pg 177

- **Lure of the Flames, The (R1)**

Source: MET: LotN: Revised, pg 178

- **Movement of the Mind (R1)**

Source: MET: LotN: Revised, pg 180

- **Green Path, The (R1)**

Source: MET: Camarilla Guide, pg 78

- **Path of Corruption, The (R2)**

Source: MET: Camarilla Guide, pg 83

- **Focused Mind, The (R2)**

Source: MeT: Storyteller's Guide, pg 50

- **Path of Praapti* (R3)**

Source: OWBN Packet: Deceivers, Rogues, & Seekers. An OWBN Guide to Clan Ravnos 2017

Source: Blood Sacrifice: The Thaumaturgy Companion, pg64

***Editor's Note:** The Path of Praapti studied by the Ravnos clan's blood mages has trickled into this School. This is a direct result of the closeness of their style of performing Blood Magic to that of the New Age, as well as the efforts of a contingent of Anarch sorcerers who successfully "hacked" it while studying with Sadhu allies within the movement. Anarch sorcerers simply refer to it as "Path of Teleportation." **This Path requires the joint approval of the Anarch and Ravnos Coord.**

New Age Specific Rituals:

- **Ash of Agni's Curse (Basic - R2)***

Source: Blood Sacrifice: The Thaumaturgy Companion, pg 65

Source: OWBN Packet: Deceivers, Rogues, & Seekers. An OWBN Guide to Clan Ravnos 2017

- **Rakta-Maya Rituals (Basic - R2)***

Source: Blood Sacrifice: The Thaumaturgy Companion, pg 64-65

Source: OWBN Packet: Deceivers, Rogues, & Seekers. An OWBN Guide to Clan Ravnos 2017

- **Water Walking (Basic - R2)***

Source: V20 - Rites of the Blood, pg 63

- **Blood Crystal (Basic - R2)***

Source: V20 - Rites of the Blood, pg 63-64

- **Enfolding the Believers (Intermediate - R2)***

Source: V20 - Rites of the Blood, pg 64

- **Transcending Barriers Through Love (Intermediate - R2)***

Source: V20 - Rites of the Blood, pg 64

- **The Pursuit of Apotheosis (Advanced - R2)***

Source: V20 - Rites of the Blood, pg 64-65

* See Appendix A for MET conversion writeup

New Age Genre

New Age Rituals May Contain the Following Components

Meditation, crystals, new age or trance music, ritualistic foci, drum circles, hoo-kahs, candles, divination tools, salt, incense, smudge sticks, psychotropic drugs, and cultists (mortal or otherwise) who are devoted to the sorcerer's belief system.

Example New Age Ritual Casting Purity of the Flesh

The night was cold, late fall weather. While making our way towards a local hangout, we suddenly came under fire. A hail of bullets sprayed into my 81 Malibu as the street lamps blinked red. Johnny had been hit with buckshot and Jesus was barking orders from the steering wheel while returning fire. I remember crawling into the backseat and looking over his wounds, questioning why they had not been closing. The car rocked and moved as shots rang out. I leaned in and whispered "All will be well, there is always hope" then jabbed my digits into his chakra points and ran a Blue Lace Agate along his body. The effects would happen but I needed Jesus to make sure we had enough time and distance to fully perform my ritual. Reaching into my satchel I pull out a script of mantra and slammed it onto his chest, the blood

soaking into the loose paper but I read aloud. "May everything I do be healing, May everything I do promote health and healing in this world and in the lives of beings who walk, May I hold as my delight the removing of suffering of living beings and giving them happiness, May I dedicate myself now more and more fully to all other's benefit!" The tinkling of metal hitting the car floor came as bullets ejected from his body. The purification worked and we lived to tell our tale. Shame for those shovel heads, they can not say the same as their car had been hit by a mack truck, but that's Karma for you.

New Age in a Nutshell

• Common Elements

"Guided tours" of the Unseen World, Journeying, Trance Channeling, Out-of-Body Travel, Divination, Occultism, Spiritualism, Mysticism, Western Esoterism, Psychic Phenomenon, Mind's Eye, Gaia, Spirit Guides, Séances, Ouiji boards. Past-Life Recall, Karma, Mantras, Reincarnation, Self Realization/Actualization, Synchronicity, Crystal Power, ESP, Clairvoyance, Gurus & Cults, Akashic Record, Age of Aquarius, Nirvana, Extra-terrestrial Contact, etc.



• Common Areas of Study

Occult, Metaphysics, Meditation, Theosophy, Philosophy, Theology, Cosmology, Astrology, Athletics (yoga, tai chi, etc.), Medicine (acupuncture, reiki, eastern medicine, homeopathy, etc), Herbalism, Psychology (Inner Self, Higher Self, Humanism, etc), Parapsychic Studies, Numerology, Perennial Philosophy.

• Common Belief Systems

Hinduism, Huna, Buddhism, Confucism, Kabala, Gnosticism, Pantheism, Neo-Paganism, Neo-Shamanism, Monism, Scientology, Atheism, The Fourth Way, Obeah (not the Salubri kind), Jainism, Eckankar.

Suggested Resources

- https://en.wikipedia.org/wiki/New_Age
- *The Secret Doctrine & Theosophical Glossary* by Helena Blavatsky (the founder of the Theosophy movement),
- *The Perrenial Philosophy* by Aldous Huxley

Example Cult/Coterie/ Gang/Organization

• Unity Bretheren:

A New Age cult in which almost all members are New Age Practitioners, that seek to use blood magic and advanced Auspex to develop a gestalt intelligence.

Source: V20 - Rites of the Blood, pg 60

Punk Sorcery

Punk sorcery is another recent discovery within the occult world, much like its cousin New Ageism. However, unlike the peaceful background of the New Age movement, Punk Sorcery rose from the anti-establishment subculture of the 1970s that originated in England and rose from the discontent of the working classes. Chaos, violence, nihilism, extreme self-expression, and working against the establishment are all values that quickly spread and are just some of the things that drive this school of magicians.

Becoming a Punk sorcerer is at once the easiest and the hardest road of the Anarch paradigms. While the presumed lack of discipline and ritual may appear uncomplicated to outsiders, practiced Punks understand that the chaos which they court is far more complicated than it appears. The need to be constantly in flux is contrary to the very nature of the vampire. To a Punk, there are patterns in the chaos, and entropy is truly ecstasy.

Punks are trying to determine if there are new ways of thinking or being

They often try a more direct route of discovery and mind alteration. Because of this, **each Punk performs their magic differently from every other member of their school.** This process takes various shapes: psychotropic drugs, tantric rites, extreme fasting, and daylight casting are just some of the methods used by Punks.

In fact, Punks will regularly try a different method each time they cast their magic in order to maintain that sense of chaotic discord. It is their belief that conforming to the structure of a singular set of esoteric principles would result in the traumatic dismantling and loss of their magic. **Any Punk that falls into a dreaded rut of repeatedly doing the same rote of a ritual is not following the ways of Punk Sorcery and will inevitably find that they are no longer able to cast.**

It should be noted that all paradigms require imagination, creative play, and character development. Players are encouraged to embrace role-play over mechanics and, in fact, can expect to be rewarded for such. Only the Paths in this packet are available to be taught or learned by practitioners of each Wave. Each practitioner is restricted to the Paths specific to their Waves.

Requirements:

- A budding Punk Sorcerer **must have an Occult ability of at least three (3) and a specialization in at least two appropriate abilities at three (3)**. Some examples could be Science (Pharmacology, Chemistry, Horticulture), Tantric Magic, Masochism, Naturalist (Psychotropic Plants, Botany, Herbalism), or knowledge associated with inducing mind altering or endorphin related effects.

- **A Punk Sorcerer must be under some form of mind alteration or duress (i.e. a negative effect) for their magic to work properly or they suffer a -3 trait penalty to all Punk Sorcery challenges.**

This could be as mild as being slightly drunk or in a trance from the blaring music of a favorite club. It could be as harsh as the character having only a few traits of vitae in their system and hovering on the edge of frenzy, or being wounded to some extent. **This is something that should be worked out with the ST adjudicating the scene at the time of casting.**

Some examples are one or two temporary negative traits, a temporary derangement, being wounded to some degree (although this will only work if the character has no Fortitude), etc. Additionally, although a character can cycle through various means of achieving this, **the same type of mind alteration or duress can not be used regularly.**

Joining or Learning:

- **An initiate must show a willingness to do more than just “buck the system” – they must understand that the divine exists in turmoil.**

It is easy to take LSD and see the world askew, but that does not mean that a character immediately recognizes how to successfully practice magic.

- **The budding sorcerer must have seen a practitioner performing a ritual, activating a path, been somehow introduced to another Punk Sorcerer, or sought one out after hearing of such things (through Anarch Lore x4 or higher) to understand that there are extreme possibilities that they could expand their powers to.**

However it happens, time and effort are required on the character's part. This can be either an NPC or PC sorcerer.

- **It is suggested that the character take the Compulsion or Curiosity Flaw.**

Punk Sorcery Paths:

- **Path of Blood, The** (R1)

Source: MET: LotN: Revised, pg 177

- **Lure of Flames** (R1)

Source: MET: LotN:: Revised, pg 178

- **Hands of Destruction** (R1)

Source: MET: LotN:: Revised, pg 183

- **Path of Levinbolt** (R2)

Source: Clanbook Tremere: Revised, pg 51

- **Path of Mars, The** (R2)

Source: MET: Sabbat Guide, pg 125

- **Evil Eye, The** (R2)

Source: Blood Sacrifice: The Thaumaturgy Companion, pg 44

Source: MET Conversion: Masters of Heaven and Earth, A Guide to Dur-An-Ki Sorcery in One World by Night, 2017

- **Wanga: Flow of Ashe** (R2)

Source: V20- Rites of Blood, pg 165-166

Source: OWBN Packet: The Book of Going Forth by Night, A Guide to Setite Sorcery

Punk Sorcery Specific Rituals:

- **Beat Your Way to Glory** (Basic - R2)*

Source: V20 - Rites of the Blood, pg 65-66

- **Calling Card** (Basic - R2)*

Source: V20 - Rites of the Blood, pg 65

- **Extinguish** (Basic - R2)

Source: MET: Storyteller's Guide, pg 66

- **BFU** (Intermediate - R2)*

Source: V20 - Rites of the Blood, pg 66

- **Baron's Zaraguin's Sting** (Intermediate - R2)*

Source: V20 - Rites of the Blood, pg 66-67

- **Bloody Mary** (Advanced - R2)*

Source: V20 - Rites of the Blood, pg 67

- **Lion Heart** (Advanced - R2)

Source: MET: Laws of Elysium, pg 93

- **Puissant Shield** (Advanced - R2)*

Source: Awakening: Diablerie Mexico, Pg 24

* See Appendix A for MET conversion writeup

Punk Sorcery Genre

Punk Rituals Often Contain the Following Elements

Deliberately staged violence, public acts intended to undermine authority figures, acts which defy conventional morality or aesthetics, sigils unique to the sorcerer (often inscribed in their own vitae), magical symbols and trap-pings randomly assembled from conflicting styles.

Then she grabbed the nearest smashy thing, her shoe maybe, and shattered the bottle and its contents all over the Sweeper. When she managed to stop laughing, she explained he should look deeply into the puddle of Derek's puke he was standing in and he would see the person he asked her to find.

Punk Sorcery in a Nutshell

• Common Elements

Anarchy, Lawlessness, Chaos, Ataxia, Pandemonium, Entropy, Bedlam, Clutter, Disorganization, Mobocracy, Non-Conformity, Authenticity, Protests, Boycotts, Squatting, Vandalism, Property Destruction, Sociopolitical Messages, Spoken Word Performances & Recordings, Independent Record Labels, Amateur Zines, Mosh Pits



• Common Areas of Study

Pharmaceuticals, Drugs, Herbalism, Acting, Instruments of Various Kinds, Singing, Masochism, BDSM, Torture, Occult, Scrounging, Acrobatics, Fast-Talk, Gambling, Streetwise, Chemistry, Enigmas

• Common Belief Systems

Atheism, Agnosticism, Nihilism, Egalitarianism, Humanitarianism, Anti-Nationalism, Anti-Government, Anti-Authoritarianism, Anti-Corporatism, Civil Rights, Animal Rights, Disability Rights, Free-Thought, Non-Conformity

Suggested Resources

- Anti-Flag Music
- https://en.wikipedia.org/wiki/Punk_ideologies
- *A Clockwork Orange*, Directed by Stanley Kubrik, 1971
- *Sid & Nancy*, Directed by Alex Cox, 1986
- *Please Kill Me: The Uncensored Oral History of Punk*. by Legs McNeil & Gillian McCain, 2016

Example Punk Sorcery Ritual Casting

Scry

Out of her head at the party Rita popped another pill and grinned at the squishy eyeball in her hand. Her date (and involuntary eye donor) Derek was lying on the floor still listening to the bass pound. She carefully squeezed the eye into a beer bottle, half full of Derek's stomach contents. The fucking Sweeper was watching, with his stupid face... all face-like. Bugging her about why she needed Derek's eye to find someone. The eye wasn't necessary, neither was the knife she now added to the bottle, the hair might have been, but it was basically what some New Ager would do for a similar ritual and at the moment Rita just found that fucking hilarious. She went all serious and reverently passed the disgusting prop to the Sweeper.

Example Cult/Coterie/Gang/Organization

• Unity Bretheren:

A band of cultists, in which almost all members are Punk Sorcerers, who claim to have bound the urban legend of Bloody Mary into their service.

Source: V20 - Rites of the Blood, pg 60

Hacktivist Thaumaturgy

In the earliest nights of the new Millenium the Anarch Movement gained its newest addition to its series of Waves. A coterie of Tremere from Washington, D.C., who had been disdained by their chantry elders for their study and practice of Technomancy, finally made the decision to defect from the Pyramid and the very Camarilla itself. They sought shelter in the Anarch Free States of Los Angeles under the name "The Digital Draculas" after stealing a majority of the Pyramid's research on technomagical concepts, leaving the Tremere in crisis. For the first time Rogue Thaumaturges had a better grasp of some aspect of their signature Hermetic Thaumaturgy than the Pyramid.

When this defection occurred those in the know assumed it was only a short matter of time before Clan Tremere sought these renegades' addition to the Red List. Shockingly not a word has been spoken of it, leading many to wonder what the coterie might possess that is keeping the Pyramid at bay. Regardless, the truth behind this surprising decision remains a mystery.

Hacktivists are the Ultimate Technophiles

They operate from behind the scenes for the good of the Movement. Their ways are varied, and mysterious to most vampires. They represent the next generation of Thaumaturges and believe that they have found the best way to achieve the Movement's goals.

It should be noted that all paradigms require imagination, creative play, and character development. Players are encouraged to embrace role-play over mechanics and, in fact, can expect to be rewarded for such. Only the Paths in this packet are available to be taught or learned by practitioners of each Wave. Each practitioner is restricted to the Paths specific to their Waves.

Requirements:

- A future Hactivist **must have at least three (3) Traits in the Occult ability and a four (4) Traits in the Computers ability, as well as three (3) Traits in another ability that is related to Modernism or Technology.** Some examples include Science (Telecommunications) or Academics (Computer Science).
- Integral to a Hactivist's magic working is the basic concept of 'Magic is Technology and Technology is Magic,' This means that **during the casting of any Hactivism blood magic (path or ritual), some sort of technology must be present** and/or used. At a minimum the character should have on them a smartphone or tablet. If nothing of a modern technological nature is present, then the Hactivist is down 2 traits on all challenges involving Hactivism.

Joining or Learning:

- **When a Hactivist member recognizes the potential for a good student in a character, that character will be approached.**

Most Anarchs can say they know about the Hactivists, but far fewer can honestly claim they know a good deal about Hactivism Thaumaturgy or its practitioners. The Digital Draculas and their students are extremely paranoid when it comes to their privacy; who wouldn't be with an entire organized Clan desiring your destruction? What's more, the relatively recent appearance of the Wave has given Hactivists the element of surprise, to a certain extent, as many have not had the time to perform the necessary research to uncover more about them.

If a player is interested in Hactivism, they may speak with the Storytellers and reach out to the Anarch Coordinator's office together to discuss the possibility of their character being approached. If a desiring student approaches a Hactivist instead, their candidacy will be heavily scrutinized for security purposes.

- **Hacktivism is taught solely by the Digital Draculas, NPCs under the full and complete control of the Anarch Coordinator's office.**

If a Chronicle wishes to use such a NPC, the Anarch Coordinator may authorize the loan of said NPC to the requesting chronicle. Under no circumstances does this agreement of loan authorize, in itself, the approval of instruction in Hacktivism Thaumaturgy.

- **Joining the Hacktivists does not automatically approve a character for Hacktivism Thaumaturgy.**

As a character progresses in the Hacktivist wave, more and more of their secrets will be made available to them. When a character first joins the Hacktivists, they are approved for the Mentor Background, which represents the Digital Draculas tutelage. As the character is approved for further levels in this Background, more instruction in Hacktivism Thaumaturgy will become available. **Each of these levels of the Mentor Background are subject to Anarch Coordinator approval.**

- **Mentor x1:** The character can request a difficult to obtain Lore, which should pertain to their studies under the Digital Draculas.
- **Mentor x2:** The character gains access to instruction in the Path of Technomancy.
- **Mentor x3:** The character gains access to instruction in Hacktivism Thaumaturgy's Paths Movement of the Mind & Conjuring. Each Path requires individual approval from the Anarch Coordinator's office.
- **Mentor x4:** The character gains access to instruction in Hacktivism Thaumaturgy's Paths of Blood & Levinbolt. Each Path requires individual approval from the Anarch Coordinator's office.
- **Mentor x5:** The character gains access to instruction in Thaumaturgical Countermagic.

Hacktivist Thaumaturgy Paths:

- **Path of Technomancy, The** (R1)

Source: MET: Camarilla Guide, pg 86

- **Movement of the Mind** (R2)

Source: MET: LotN: Revised, pg 180

- **Path of Conjuring, The** (R2)

Source: MET: LotN: Revised, pg 182

- **Path of Blood, The** (R2)

Source: MET: LotN: Revised, pg 177

- **Path of Levinbolt** (R2)

Source: Clanbook Tremere: Revised, pg 51

- **Thaumaturgical Countermagic** (R3)**

Source: MET: Camarilla Guide, pg 92

Hacktivist Thaumaturgy Specific Rituals:

- **CCTV** (Basic - R2)*

Source: V20 - Rites of the Blood, pg 67

- **Self Executing File** (Basic - R2)*

Source: V20 - Rites of the Blood, pg 68

- **Non-Disclosure Clause** (Intermediate - R2)*

Source: V20 - Rites of the Blood, pg 69

- **Telecommunications** (Intermediate - R2)*

Source: MET: Storyteller's Guide, p 72

- **Ghost in the System** (Advanced - R2)*

Source: V20 - Rites of the Blood, pg 69

- **Vistas of the Mind** (Basic - R3)

Source: Storyteller's Handbook pg 118

- **Amulet of the Mnemosyne** (Intermediate - R3)

Source: V20 - Rites of the Blood, pg 25-26

- **Iron Mind** (Intermediate - R3)

Source: MET Journal #1 pg 46

* See Appendix A for MET conversion writeup.

** Note, per book and per this packet, Thaumaturgical Countermagic is a separate discipline; it is not a Thaumaturgical Path.

Hacktivist Thaumaturgy Genre

Example Hacktivist Ritual Casting

Banish Big Brother

Kate had been doing extra work for the Movement in recent days. It had started with her discovery of an email between the local Prince and the Seneschal. Apparently the Cammies were preparing for a raid on a gang in her Barony that had ruffled their feathers. She had volunteered the information pro bono and stuck around to help out of principle. It had been decided that a counter raid was in order.

The Cam was going to have good security. Something fast and cutting edge needed to be implemented for this, to give her team the extra edge in the surprise attack. "I must not fear. Fear is the mind-killer." She spoke the words into her headset. Her own voice echoed from her speakers as she played it back. She burned the sound file onto a cd and then ejected it. Getting up from her chair she walked over to an ashtray and threw the cd into it, taking a small propane torch she melted it down to slag. Chancing the pain she dipped her finger into the soup and started to paint hermetic symbols on her arms. For the rest of the evening, she knew that any devices recording her would be known and she could turn them off.



bology, Parapsychology, Occult, Social Engineering, Security, Security Systems, System Operations, Hardware Reconfiguration, Repair

• Common Belief Systems:

There are People Out to Get You Everywhere, The Ghost in the Machine, Magic & Technology Aren't Separate Paradigms, Mind Over Matter, Work Smarter Not Harder, Brain-in-a-Vat Theory, All Can Be Explained With Science

Example Cult/Coterie/ Gang/Organization

• Digital Draculas

A modern gang of Tremere who defected from the Camarilla, and in which all members are Hacktivists. They are the authors of *The Red Question*.

Source: V20 - Rites of the Blood, pg 58

Hacktivist Rituals Often Contain the Following Elements

Computers and other high-tech equipment, Hermetic symbols incorporated somehow into technological devices, any other auspicious elements of Tremere Thaumaturgy (so long as technology is incorporated into the element used).

Hacktivism in a Nutshell

• Common Elements

Technology, Machine Superiority, Interweb Exploration, The Dark Web, Paranoia, Firewalls, Artificial Intelligence, The Three Laws, Recitation of Code, Puzzle-Solving, Circles, Archiving, Data Retrieval, Remote Access, Data Transfer, The Digital Realm, Neural Interfaces, Implants, Hermetic Symbolology, Technomagical Spirits, The Ghost in the Machine.

• Common Areas of Study

Computers, Electronics, Electrical Engineering, Microtechnology, Programming, Coding, Hacking, Data Mining, Networks, Cybernetics, Robotics, Enigmas, Neurology, Physics, Mathematics, Geometry, Sym-



Suggested Resources

- This list of movies is a good place to start.
- *The Conscience of a Hacker*-aka- *The Hacker Manifesto* by Loyd Blankenship, 1986
- https://en.wikipedia.org/wiki/Security_hacker
- https://en.wikipedia.org/wiki/Hacker_ethic



101001
01101



Common ~~A~~narch Blood Magic Paths

These paths are available to each Wave of Anarch Sorcery.

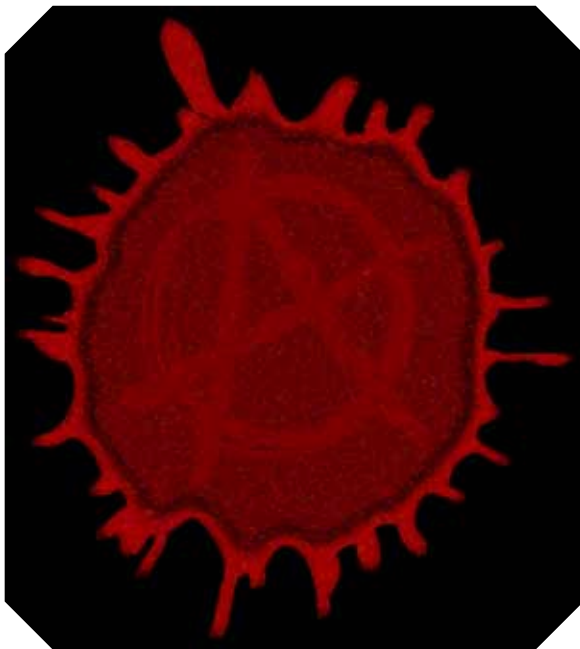
- **Path of Blood's Curse (R2)**

Source: MET: Storyteller's Guide, pg 56

Editor's Note: This Path may only be possessed by characters of 10th Generation or higher. If a character ever permanently drops to 9th Generation or lower they will lose this path of magic permanently from their sheet and have its experience costs refunded.

Riding the Waves

Anarch Blood Magic & the Anarchs



Within Anarch-controlled domains, the situation for a blood magician is at once safe and precarious. On one hand, the sorcerer generally does not have to worry about the machinations of Clan Tremere. On the other, they are still at risk from rival Anarch sorcerers (who are much freer to act out rivalries than in a Camarilla domain) and even from certain fellow Anarchs who are just plain paranoid about blood magic. This last group presents a particular danger, seeing as the number of Anarchs without magic far outnumbers the ones with. **Sorcerers must be careful with their magic and who they tell about it, lest they incite the already distrustful to believe that they are actually enemies of the Movement.**

In spite of this, the utility of blood magic cannot be denied and, for all the distrust, begrudging respect is often earned. **Many Anarch coteries and gangs contain one or more practitioners who advise the group on occult matters and provide magical support.** In addition, there are maybe a dozen coteries up and down the West Coast whose members are all or nearly all practitioners, the most (in)famous being the aforementioned Digital Draculas.



'Bolt'
Zuri Grimm - artpunxstudio.com
Mixed Media

Even within the Anarch occult community there is tension

Although the Waves are not exactly at odds with each other, they don't necessarily get along at all times either. Even though it is not unheard of for sorcerers from different Waves to work together, they almost never share their respective secrets with each other and if they do they can expect to be censured, ostracised, or even punished by others within their own Wave.

- **Old Skoolers** are frequently at each other's throats over religious differences. They bring a sense of religious devotion to their magical practices and often look down upon other practitioners for their cynicism and lack of piety.
- **New Agers** fight just as often as Old Skoolers over arcane philosophical distinctions. In addition many New Agers are sensitive about the perceived "goofiness" of some of their stranger belief systems, and often become embittered against the other Waves as a result.
- **Punk Sorcerers** fight amongst themselves just to stay in shape. Punk Sorcerers routinely deride the pomposity of the other schools and often design rituals for the specific purpose of mocking some facet of "traditional" blood magic, especially that of the Tremere.
- **Hacktivists** are fairly united but they are also small and insular. the Hacktivists bring an almost intolerable smugness to the table stemming from their status as the school most closely connected to the Tremere and, thus, to "real Thaumaturgy."

Anarch Blood Magic & the Camarilla

Pursuant to the Convention of Thorns, all self-styled Anarchs who are not actively engaged in violent rebellion against the local Camarilla leadership are deemed to be “members in good standing” of the Camarilla, whether the individual Anarch wants to be one or not. Thus, **those Camarilla members who have issue with Anarch sorcery walk a fine line. Condemning Anarchs on the grounds that they have magic would mean admitting that they are not truly members in good standing, a move that runs the risk of the Anarchs once again turning on the Camarilla or worse allying with the Sabbat.**



That being said, **most if not all Anarch sorcerers do not flaunt their magic in the company of the Camarilla.** It is not unheard of for the lone practitioner to privately barter their services but in general those who are loyal to the Movement tend to keep their mouths shut about Anarch magic, whether they practice it or not.

As with all role play decisions, this is merely a suggestion for how genre is to be run.

Anarch Blood Magic & the Tremere

Clan Tremere has historically jealously guarded the secrets of blood magic. In that same vein they have little incentive to tolerate occultism among the Anarchs. The problem, however, is that everyone knows that the Tremere want to maintain a monopoly and many Kindred in the Camarilla hate the Tremere for this very reason. **The social (and potentially physical) repercussions from Sympathizers and the enemies of the Clan that would rise if they took widespread or public actions against upstart sorcerers are often more severe than the cost of letting a minor Anarch magician do what they will.**

Thus, in practice, no matter how much an individual Tremere abhors the existence of blood magic among the Anarchs, **they generally will refrain from directly attacking Anarch practitioners. Instead, they will be more circumspect, casting aspersions on the Anarch's magical competence while waiting for some blunder** that proves the Anarch is too dangerous to be allowed to continue. The really smooth Tremere engineers the blunders.

Note: This only applies to non- Tremere Anarchs; the Clan will not permit public relations issues to get in the way of punishing a defector.

Source: V20 - Rites of Blood, pg 59-61

Tremere in the Movement



Upon receiving a request to leave the Camarilla from an inquisitive apprentice, Former Seneschal Lord Hatfield offers some advice:

"... Before you make any rash decision, let me educate you on a few things, my young Apprentice. You see, Tremere are traditionally chosen for their intellect, their drive, and their ambition. We pride ourselves on being above all others when it comes to things of the occult nature. But just like any other clan, there is another side to things. Despite what our pride may say, we have some counterparts among the Anarch Movement. Now, Tremere in the Movement

is a rare thing; because of the Pyramid, most decide to stay among the Camarilla for safety during their pursuit of Thaumaturgical power and knowledge.

"But there are those who are incapable of working under the political pressures of the Camarilla or those who might require a bit more breathing room due to the sensitivity around their projects. Despite this they are still loyal to the Pyramid; they still follow our rank and file lifestyle. They understand that there is still a need for order and structure even among the chaos and nonsense that is 'The Movement'. Those among them are observed a bit more closely, tasked with providing more frequent updates or reports of their activities; they may even be asked to spy on their fellow Anarchs, I mean.. who really trusts those who preach about freedoms but still oppress and kill each other over simple disputes.. savages.

"And then, my young Apprentice, there are those who have either walked away from the Pyramid or those who sadly, will never know it's glory by choice. Despite their choice in lifestyle, we have not turned our backs to those lost and confused individuals. The Pyramid will always take them back of course; but they will always remain under close supervision to ensure they never become lost again.

"Now before you ask, it's a hard life not having the Pyramid to call on for support. No vast libraries, no steady hand offering new knowledge or magics... it's lonely, and any project you embark on will be barren of any results. Those disloyal to the Pyramid have a tendency to disrupt our way of life more often than not and do end up on the run either by teaching our secrets or by betraying those of Clan Tremere..."

Anarch Tremere PCs and NPCs, Pyramid Loyal & Non-Loyal, require approval from both the Tremere and Anarch Coordinator offices.

Editor's Note: Please see the 2018 Anarch Genre OWBN Packet for approvals & bylaws associated with sect defection.

~~A~~narch Rituals

Over the years Anarch sorcerers have either crafted or reinvented various rituals in the service of their arts. This was mostly accomplished through application of occult knowledge, stubborn ingenuity, and a series of trial and error.

- **Rarity 1 - ST approval.** General rituals which are shared among the 4 schools.
- **Rarity 2 - Anarch Coordinator approval.** Rituals that are specific to one particular Wave of Anarch sorcery, any custom rituals and any from the non Classic MET Books, including Wave-specific Rituals.
- **Rarity 3 - Requires the approval of both the Anarch Coordinator and the Coordinator who oversees the targeted ritual.** This includes rituals that are being 'hacked' by the Anarch sorcerer from a non-Anarch blood magic (Tremere Hermetics, Setite Sorcery, etc). Additionally the conversion is a unique concept to that one Sorcerer, they can teach it to another Anarch sorcerer; but it will again require the approval of both Coordinators.

General rituals are much more universally used, and two individuals of opposing schools might be more willing to share such arcane knowledge. However, even within the Anarch Movement knowledge can be power, and a magician should always be slow to give over their power to another vampire. Even the fastest of friends can eventually turn into rivals.



'The Cold Truth with Z. Frost'
Rick Starkweather - fahzbehn.phone@gmail.com
3-d Rendering

It should be noted that the rituals that are Wave Specific are typically closely guarded secrets. As such sharing them between the paradigms is not a common practice. Thus approval for conversion of a paradigm specific ritual is highly unlikely.

Hacking Rituals

Conversion of Rituals Between Paradigms



'Future Shock'
Marion Birdsell
dominationbydesign@gmail.com
Collage & Mixed Media

As described in the preface, each of the four paradigms does things differently. Because of this, an Old Skooler cannot sit down one night with a Punk Sorcerer and exchange ritual knowledge. It can not be overstated that there is often a lack of trust between the paradigms, as well as significant differences. **All rituals are of a specific style of blood magic – rituals from other styles are not easily learned.**

- It is possible for magicians from different Schools to exchange or teach other Anarch sorcerers their general rituals. It always takes much longer and it increases the Rarity by 1.
- Wave specific rituals are jealously guarded by their practioners. It is next to unheard of for Anarch sorcerers to share rituals specific to their waves.

• Non Anarch rituals can be learned in the same manner as Anarch rituals from a different paradigm, with the exception of single paradigm rituals. **Non-Anarch rituals are Rarity 3.**

**Any converted ritual is still part of the original paradigm.
It does not become part of the sorcerer's paradigm.**

Process for Hacking Rituals

Below is a suggested process for learning from different Waves or from a non-Anarch Blood Magician.

- The Anarch **must first witness the ritual being cast** and understand that it is in fact a ritual. This can be done by winning a Static Mental Challenge (retest Occult) against 3+ the ritual cost.
- They must then **repeatedly watch the ritual being cast from beginning to end at least once a week for four weeks.**
- They must then **recreate the ritual** in their School of Anarch sorcery. This takes an extended **amount of time equal to the XP cost of the ritual in months. Each month a Static Mental Test against twice the XP cost of the ritual must be done** to move forward.

Common Anarch Rituals - **Rarity I**

(ST Approval - After Coord Approval for Anarch Sorcery)

Basic:

- **Banish Big Brother**

Source: MET: Anarch Guide, pg 66

- **Brand of the Paramour**

Source: MET: Storyteller's Guide, pg 65

- **Burning Blade**

Source: Camarilla Guide, pg 110 *

- **Communicate with Kindred Sire**

Source: MET: LotN: Revised, pg 185

- **Defense of Sacred Haven**

Source: MET: LotN: Revised pg 185

- **Deflection of Wooden Doom**

Source: MET: LotN: Revised, pg 185

- **Devil's Touch**

Source: MET: LotN: Revised, pg 185

- **Encrypt Missive**

Source: MET: Storyteller's Guide, pg 65

- **Extinguish**

Source: MET: Storyteller's Guide, pg 66

- **Incantation of the Shepherd**

Source: Camarilla Guide, pg 110 *

- **Principle Focus of Vitae Infusion**

Source: MET: LotN: Revised, pg 186

- **Purity of the Flesh**

Source: Camarilla Guide, pg 110 *

- **Rebirth of Mortal Vanity**

Source: MET: Storyteller's Guide, pg 67

- **Scribe, The**

Source: MET: Storyteller's Guide, pg 68

- **Wake with Evening's Freshness**

Source: MET: Revised, pg 186

- **Ward vs. Ghouls**

Source: MET: LotN: Revised, pg 186

- **Warding Circle vs. Ghouls**

Source: Vampire the Masquerade 20th Anniversary ed, pg 234 *

- **Widow's Spite**

Source: MET: Sabbat Guide, pg 132

- **Witness of Whispers**

Source: Dark Ages Vampire 20th Anniversary, pg 304 *

Intermediate:

- **Animated Assistants**

Source: Dark Ages Vampire 20th Anniversary, pg 306 *

- **Bone of Lies**

Source: MET: LotN: Revised, pg 186

- **Candle of Haunting**

Source: Dark Ages Vampire 20th Anniversary, pg 308 *

- **Cleansing of the Flesh**

Source: MET: Laws of the Night Storyteller's Guide, pg 69

- **Clinging of the Insect**

Source: MET: Sabbat Guide, pg 132

- **Firewalker**

Source: MET: Sabbat Guide, pg 132

- **Flesh of Fiery Touch**

Source: MET: Laws of Elysium, pg 83

- **Incorporeal Passage**

Source: MET: LotN: Revised, pg 186

- **Infirm Inert**

Source: MET: Storyteller's Guide, pg 70

- **Scry**

Source: MET: Storyteller's Guide, pg 71

- **Shaft of Belated Quiescence**

Source: Camarilla Guide, pg 112 *

- **Ward vs. Fae**

Source: MET: Storyteller's Guide, pg 73

- **Ward vs. Kindred**

Source: Vampire the Masquerade 20th Anniversary ed, pg 239 *

- **Ward vs. Vitae**

Source: MET: Anarch Guide, pg 68

- **Warding Circle vs. Kindred**

Source: Vampire the Masquerade 20th Anniversary ed, pg 234 *

Advanced:

- **Dedicate the Haven**

Source: Dark Ages Vampire 20th Anniversary, pg 310 *

- **Enchant Talisman**

Source: Vampire the Masquerade 20th Anniversary ed, pg 239 *

- **Severed Hand**

Source: MET: Storyteller's Guide, pg 73

- **Stone Slumber**

Source: MET: Storyteller's Guide, pg 74

- **Ward vs. Ghosts**

Source: Vampire the Masquerade 20th Anniversary ed, pg 240 *

- **Ward vs. Spirits**

Source: Vampire the Masquerade 20th Anniversary ed, pg 240 *

- **Warding Circle vs. Ghosts**

Source: Vampire the Masquerade 20th Anniversary ed, pg 234 *

- **Warding Circle vs. Spirits**

Source: Vampire the Masquerade 20th Anniversary ed, pg 234 *

* See Appendix A for MET conversion writeup

Common Anarch Rituals - **Rarity II**

(Coordinator Approval)

Basic:

- **Ambrus Kelemen's Aegis**

Source: *Dark Ages Vampire 20th Anniversary ed*, pg 303 *

- **Bind the Accusing Tongue**

Source: *Vampire the Masquerade 20th Anniversary ed*, pg 230 *

- **Blood Rush**

Source: *MET: Sabbat Guide*, pg 130

- **Blood Walk**

Source: *MET: Laws of Elysium*, pg 80

- **Calling the Restless Spirit**

Source: *MET: Laws of Elysium*, pg 80

- **Commune with Cainite**

Source: *Dark Ages Vampire 20th Anniversary*, pg 304 *

- **Counting Coup**

Source: *Anarch Cookbook*, pg 60 *

- **Craft Bloodstone**

Source: *MET: Storyteller's Guide*, pg 65

- **Cure of the Homeland**

Source: *Dark Ages Vampire 20th Anniversary*, pg 305 *

- **Detect Authority**

Source: *Anarch Cookbook*, pg 61 *

- **Devil's Touch**

Source: *MET: LotN: Revised*, pg 186

- **Domino of Life**

Source: *MET: Sabbat Guide*, pg 130

- **Donning the Mask of Shadows**

Source: *MET: Laws of Elysium*, pg 80

- **Engaging the Vessel of Transference**

Source: *Camarilla Guide*, pg 110 *

- **Flatline**

Source: *MET: Anarch Guide*, pg 66-67

- **Illuminate the Trail of Prey**

Source: *MET: Sabbat Guide*, pg 131

- **Impassable Trail**

Source: *MET: Storyteller's Guide*, pg 66

- **Impressive Visage**

Source: *MET: Storyteller's Guide*, pg 66

- **Iron Body**

Source: *MET: Anarch Guide*, pg 67

- **Jinx**

Source: *MET: Storyteller's Guide*, pg 66

- **Machine Blitz**

Source: *MET: Sabbat Guide*, p 131

- **Sense the Mystical**

Source: *MET: Storyteller's Guide*, pg 68

- **Steps of the Terrified**

Source: *MET: Laws of Elysium*, pg 89

- **Summon Guardian Spirit**

Source: *MET: Laws of Elysium*, pg 89

- **Ward**

Source: *Dark Ages Vampire 20th Anniversary*, pg 305 *

Intermediate:

- **Animated Weapon**

Source: *Dark Ages Vampire 20th Anniversary*, pg 307 *

- **Bind the Familiar**

Source: *Dark Ages Vampire 20th Anniversary*, pg 306 *

- **Bladed Hands**

Source: *MET: Laws of Elysium*, pg 82

- **Curse Belated, The**

Source: *MET: Storyteller's Guide*, pg 70

- **Detect the Hidden Observer**

Source: *MET: Anarch Guide*, pg 67-68

- **Eyes of the Past**

Source: *MET: Laws of Elysium*, pg 83

- **Framing, The**

Source: *Anarch Cookbook*, pg 61 *

- **Heart of Stone**

Source: *MET: Laws of Elysium*, pg 83

- **Hell's Calling**

Source: *MET: Anarch Guide*, pg 68

- **Major Creation (Path of Conjuring)**

Source: *MET: Storyteller's Guide*, pg 71

- **Mirror of Second Sight**

Source: *MET: Sabbat Guide*, pg 133

- **Scry the Hearthstone**

Source: *Dark Ages Vampire 20th Anniversary*, pg 307 *

- **Splinter Servant**

Source: *Camarilla Guide*, pg 113 *

- **Ward vs. Cathayans**

Source: *San Francisco by Night*, pg 130 *

- **Ward vs. Lupines**

Source: *Vampire the Masquerade 20th Anniversary ed*, pg 237 *

- **Warding Circle vs. Lupines**

Advanced:

- **Abandon the Fetters**

Source: *Clanbook Tremere: Revised*, pg 65

- **Blood Contract**

Source: *MET: LotN Revised*, pg 187

- **Escape to True Haven**

Source: *Dark Ages Vampire 20th Anniversary*, pg 310 *

- **Invisible Chains of Binding**

Source: *MET: Laws of the Night (1997)*, pg 106

- **Lesser Trigger**

Source: *Lair of the Hidden*, pg 141 *

- **Paper Flesh**

Source: *MET: Sabbat Guide*, pg 133

- **Ward vs. Demons**

Source: *Vampire the Masquerade 20th Anniversary ed*, pg 240 *

- **Warding Circle vs. Demons**

Source: *Vampire the Masquerade 20th Anniversary ed*, pg 234 *

* See Appendix A for MET conversion writeup

~~A~~narch Curses

There are rare magics known to the oldest of the Anarchs, who very occasionally teach them to younger Anarchs once a sufficient amount of time and trust has been earned. These are potent magics, and they not entrusted to just any member of the Movement.

Curses are purchased in the same cost increment as 'rituals' with Anarch Coord Approval. They do not require the possession of any other blood magic. All Curses are Static Mental Challenges -vs- the target's Mental Traits, retest Occult, unless otherwise stated. Every Curse requires the caster to have Line of Sight and the victim be able to hear the Curse. Use of Telepathy or other such tactics to communicate are allowed. A Storyteller must always be present when a Curse is being used in order to verify the casting and wording of the Curse.



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Death Curses

Each Curse can be cast as normal or as a 'Death Curse.' This is generally done when there is no other option, when the Anarch has been pinned down, and their unlife is forfeit anyway. If the curse is invoked as a Death Curse, the caster can pour his lifeforce into it, spitting out in their last breath, their hatred for the target.

For this, the Anarch may spend permanent Willpower points to fuel the Curse. Each Willpower point spent allows the curser to 'win on ties' per each individual test thrown. (In other words, they **spend one permanent Willpower point per rps test**). Should the Anarch somehow survive this ordeal, they may buy the Willpower point(s) back at normal cost.

Source: Anarch Cookbook, pg 77-78

OWBN Specific Curses

In an effort to flesh out the line of Curses as an actual Basic to Advanced progression, several custom Curses have been created, not only by the Coord team but by Players as well, that the Anarch Coord has approved.

Curses require separate approval for each Curse from the Anarch Coord's office.

If a Character who has been approved for Curses does any of the following:

- Is victim of a successful Interrogation, extortion, or theft of the knowledge of the Power and it's secrets.
- Attempts to teach or explain the concept in detail of Anarch Curses to anyone outside of the Anarchs.
- Sect defects from the Anarch Movement.

Then the following will take place:

- The Character will instantly lose all memory of Anarch Curses and the ability to use Anarch Curses before the knowledge is learned or passed on.
- These memories include everything the Character did to gain Anarch Curses, who they dealt with in the process of gaining Anarch Curses, and any uses or conversations relevant and/or about Anarch Curses ever had by the Character.
- Anything that is forgotten shall be returned at Anarch Coordinator discretion.

All custom Anarch Curses must be approved by the Anarch Coord.

Anarch Curses

Basic:

- **A Graceless Bane**

Source: <http://www.owbn.net/resources/custom-content/>

- **Hexed Tongue**

Source: <http://www.owbn.net/resources/custom-content/>

- **Mark of Judas**

Source: <http://www.owbn.net/resources/custom-content/>

Intermediate:

- **Curse of Generations**

Source: <http://www.owbn.net/resources/custom-content/>

- **Death Wrath**

Source: *Anarch Cookbook*, pg 78

Advanced:

- **A Curse Upon Thy House**

Source: *Anarch Cookbook*, pg 78

- **Expel the Gidim**

Source: <http://www.owbn.net/resources/custom-content/>

- **Mark of the Beast**

Source: *Anarch Cookbook*, pg 78

- **Reclaim That Which Was Taken**

Source: <http://www.owbn.net/resources/custom-content/>

* See Appendix B for writeups



Appendix:

Ritual Conversions, Curses, & Supplemental Material

Appendix A

Mind's Eye Theater Ritual Conversions

- **Ambrus Kelemen's Aegis** (Basic - R2)

Source: Dark Ages Vampire 20th Anniversary, pg 303

This ritual gives levels of the Alertness ability, or it may soak levels of Bashing or Lethal damage, equal to the levels of the caster's primary path. Otherwise, use as printed.

- **Amulet of the Mnemosyne** (Intermediate - R3 - **Hacktivist Specific**)

Source: V20 - Rites of the Blood, pg 25-26

Use as printed.

- **Animated Assistants** (Intermediate - R1)

Source: Dark Ages Vampire 20th Anniversary, pg 306

This ritual's duration is one night. Otherwise, use as printed.

- **Animated Weapon** (Intermediate - R2)

Source: Dark Ages Vampire 20th Anniversary, pg 307

This ritual's casting time is twelve hours. Once activated, the weapon will remain animated for as many rounds as half the caster's permanent Mental Traits. The weapon possesses as many Physical Traits as the caster's permanent Mental Traits, and it possesses as many dots in the Melee ability as the caster has the Occult ability. Anyone attempting to attack the sword does so at a 5 Trait penalty. It has three health levels and ignores wound penalties. If the weapon is wooden and staked its target, a Static Medicine Challenge, at a difficulty 9, is required to remove the wooden splinters. Otherwise, use as printed.

- **Baron's Zaraguin's Sting** (Intermediate - R2 - **Punk Specific**)

Source: V20 - Rites of the Blood, pg 66-67

This ritual's duration is one night per Mental Trait spent (to a maximum of 3) and each Mental Trait spent causes the caster to suffer 1 unsoakable Lethal. While this ritual is in effect, the caster receives 3 bonus Traits against any attempts to supernaturally influence them, read their aura, or read their mind. Anyone attempting to do so must make a Simple Challenge. If they win or tie, they suffer an unsoakable Bashing. If they lose, they suffer an unsoakable Lethal and suffer the described vision. Otherwise, use as printed.

- **Beat Your Way to Glory** (Basic - R2 - **Punk Specific**)

Source: V20 - Rites of the Blood, pg 65-66

This ritual requires the caster to spend a Mental Trait per aspect being stolen from the mortal. Otherwise, use as printed.

- **BFU** (Intermediate - R2 - **Punk Specific**)

Source: V20 - Rites of the Blood, pg 66

Replace "successes" with "Mental Traits spent." Otherwise, use as printed.

- **Bind the Accusing Tongue** (Basic - R2)

Source: Vampire the Masquerade 20th Anniversary ed, pg 230

In order to end the effect, the target must win a Static Willpower Challenge, difficulty 8. Otherwise, use as printed.

- **Bind the Familiar** (Intermediate - R2)

Source: Dark Ages Vampire 20th Anniversary, pg 306

Instead of “gaining one dot of Intelligence,” this ritual gives the familiar 2 bonus Traits on all Mental Challenges. Otherwise, use as printed.

- **Blood Crystal** (Basic - R2 - New Age Specific)

Source: V20 - Rites of the Blood, pg 63-64

Each blood crystal may contain as many Traits of Blood as the caster’s primary path. Otherwise, use as printed.

- **Bloody Mary** (Advanced - R2 - Punk Specific)

Source: V20 - Rites of the Blood, pg 67

Replace “successes” with “Mental Traits spent.” If there is any conflict between the caster and Bloody Mary, the caster must make a Static Challenge, using their Mental Traits spent as their bid total, against Blood Mary, who bids as many Traits as what the disputed activity would be on the Humanity scale (stopping Mary from committing an utterly inhumane act equates a difficulty 5, whereas stopping a saintly act equates a difficulty 1). Statements of affection from those close to the possessed require the caster to make a Static Challenge, using their Mental Traits spent as their bid total, as described above, to prevent Bloody Mary from frenzying. In this case, the more loved the person is making the statement, the more difficult the test is (to a maximum of 5). Children notice Bloody Mary’s otherworldly horror if they succeed in a Static Mental Challenge, difficulty 5, retest Empathy. Adults test against a difficulty 7. Otherwise, use as printed.

- **Burning Blade** (Basic - R1)

Source: Camarilla Guide, pg 110

The caster spends up to 3 Mental Traits and cuts the palm of their weapon-hand with either the weapon, if it’s edged, or with a sharp stone. This inflicts a single health level of unsoakable Lethal damage. The player then spends 3 Blood Points which are absorbed by the weapon. Once the ritual is cast, the weapon gains charges equal to the Mental Traits spent during the casting. Each successful attack uses one charge and causes the weapon to deal Aggravated damage. Once there are no charges left, the weapon reverts to inflicting normal damage. Multiple castings of Burning Blade cannot be “stacked” for longer durations. Furthermore, the wielder of the weapon cannot choose to do normal damage and “save up” charges.

- **Calling Card** (Basic - R2 - Punk Specific)

Source: V20 - Rites of the Blood, pg 65

Using your alias is +2 Traits on casting Punk blood magic while you are within line of sight of the graffiti. Or +3 Traits if you use your name that the authorities would know you by. This ritual’s duration is one hour. Otherwise use as printed.

- **Candle of Haunting** (Intermediate - R1)

Source: Dark Ages Vampire 20th Anniversary, pg 308

This ritual requires 1 to 3 Blood Traits to cast, each Blood Trait represents the number of times the candle can be used. This ritual lasts for an entire night where the poltergeist that is summoned will harass the victim intermittently using Basic Outrage. Once during the evening, the poltergeist will attempt to frighten the victim causing the victim to flee the scene in terror (mortals may instead suffer a heart attack) with a contested Social Challenge versus the victim’s Willpower, retested with Intimidation. The poltergeist summoned by this ritual is otherwise a baseline wraith.

- **CCTV** (Basic - R2 - Hacktivist Specific)

Source: V20 - Rites of the Blood, pg 67

This ritual’s duration is one night, otherwise use as printed.

- **Commune with Cainite** (Basic - R2)

Source: *Dark Ages Vampire 20th Anniversary*, pg 304

Use as printed.

- **Counting Coup** (Basic - R2)

Source: *Anarch Cookbook*, pg 60

Replace “successes” with “Mental Traits spent.” Otherwise, use as printed.

- **Craft Garde** (Basic - R2 - **Old Skool Specific**)

Source: *Blood Sacrifice: The Thaumaturgy Companion*, pg 81

The Garde functions for a week. It must be worn at all times to be effective, and it must touch the holder’s skin. For the duration, the difficulty of any attempts to use any blood magic rituals (not paths) against the holder are increased by 2 Traits.

- **Cure of the Homeland**

Source: *Dark Ages Vampire 20th Anniversary*, pg 305

Use as printed.

- **Dedicate the Haven** (Advanced - R1)

Source: *Dark Ages Vampire 20th Anniversary*, pg 310

Use as printed.

- **Detect Authority** (Basic - R2)

Source: *Anarch Cookbook*, pg 61

Use as printed.

- **Enchant Talisman** (Advanced - R1)

Source: *Vampire the Masquerade 20th Anniversary ed*, pg 239

Prior to the ritual, the caster must declare which path their talisman will be linked to. This link cannot be changed and remains until the item is destroyed or dispelled. Casting takes six hours per night for a complete lunar cycle, beginning and ending with a new moon. The caster enters one extended challenge per week. The challenge is 10 Static Mental Challenges against 16 Traits. The caster must win or tie 20 times over the course of the 4 sets of Challenges. Failure means that the effort has been wasted, and the thaumaturge must start over.

If successful, the talisman infers the following bonuses upon its creator:

1. The caster is considered 2 Traits up on any magical attack made against them.
2. The caster is considered 3 Traits up on any challenge with their chosen path.
3. The caster is considered 2 Traits up when casting their rituals.
4. The caster is considered 2 Traits up when using the talisman as a weapon.

If another person takes this item, as it is inscribed with your true name, they are considered 3 Traits up in any magical attack against you. You always have an innate mental connection with your talisman, and you can track it if moving at a normal walking pace. You can always tell general direction and distance. You know if it is destroyed. You can only have one talisman in existence at a time.

- **Enfolding the Believers** (Intermediate - R2 - **New Age Specific**)

Source: *V20 - Rites of the Blood*, pg 64

This ritual’s duration is one week. The bonus Traits given by this ritual equal the caster’s rating in the Cult background (to a maximum of 5). Otherwise use as printed.

- **Engaging the Vessel of Transference** (Basic - R2)

Source: *Camarilla Guide*, pg 110

This ritual’s casting time is three hours. Anyone noticing the sigil upon the vessel may make a Static Mental Challenge, difficulty 12 & retested with Occult, to identify that it is a ritual object (if they also possess an appropriate Lore, they instead identify the vessel for what it is).

- **Escape to True Haven** (Advanced - R2)

Source: *Dark Ages Vampire 20th Anniversary*, pg 310

Use as printed.

- **Eyes of the Translator** (Basic - R2 - Old Skool Specific)

Source: *Libellus Sanguinis 3: Wolves at the Door*, pg 70

After successfully casting this ritual, the caster engages in a Static Mental Challenge, with the difficulty determined by the storyteller based on the complexity and how difficult the translation is. If successful, the caster can translate the writing on the page or surface. This ritual lasts until one page or surface of text is translated, or until the sorcerer leaves the page or surface for more than 10 minutes. This ritual will not grant the caster the ability to speak the language (though it may justify the caster the beginning to learning it).

- **Framing, The** (Intermediate - R2)

Source: *Anarch Cookbook*, pg 62

Replace “successes” with “Mental Traits spent.” Otherwise, use as printed.

- **Ghost in the System** (Advanced - R2 - Hacktivist Specific)

Source: *V20 - Rites of the Blood*, pg 69

This ritual requires seven days to cast, requiring a ritual Challenge each night, difficulty 16. If the caster fails 4 or more of the challenges, the ritual is a failure and governmental agencies may investigate. Otherwise, use as printed.

- **Haruspicy** (Basic - R2 - Old Skool Specific)

Source: *V20 - Rites of the Blood*, pg 62

Each Mental Trait spent during the ritual’s casting affords the caster one question (to a maximum of 5). Using this ritual upon mortals may require Path checks. Otherwise, use as printed.

- **Houngan’s Doll** (Intermediate - R2 - Old Skool Specific)

Source: *V20 - Rites of the Blood*, pg 62

Use as printed.

- **Incantation of the Shepherd** (Basic - R1)

Source: *Camarilla Guide*, pg 110

Upon this ritual’s completion, if the caster does not have the Herd background, they will detect the closest three mortals from whom they have fed at least three times. This ritual has a maximum range of 10 times the caster’s Herd background in miles, or 5 miles if they do not have any Herd background.

- **Lesser Trigger** (Advanced - R2)

Source: *Lair of the Hidden*, pg 141

Use as printed.

- **Non-Disclosure Clause** (Intermediate - R2 - Hacktivist Specific)

Source: *V20 - Rites of the Blood*, pg 69

Replace “successes” with “Mental Traits spent.”

- **Puissant Shield** (Advanced - R2 - Punk Specific)

Source: *Awakening: Diablerie Mexico*, Pg 24

Use as printed.

- **Purity of the Flesh** (Basic - R1)

Source: *TCamarilla Guide*, pg 110

Use as printed.

- **Pursuit of Apotheosis, The** (Advanced - R2 - New Age Specific)

Source: *V20 - Rites of the Blood*, pg 64-65

The caster must make a Simple Challenge, which they must outright win, for each mortal sacrificed, all of whom must be from their Cult (background). Each win awards the caster with 1 experience point (the character is still limited by OWbN experience caps) which they may spend as normal. The caster may instead choose to lower their Generation rating through the use of this ritual (doing so awards 1 experience point that must be used on the Generation background). In order to do so, the caster must succeed in as many challenges as their desired Generation rating times four.

- **Rakta-Maya Rituals** (Basic - R2 - **New Age Specific**)

Source: Blood Sacrifice: The Thaumaturgy Companion, pg 64-65

Source: OWBN Packet: Deceivers, Rogues, & Seekers. An OWBN Guide to Clan Ravnos 2017

These illusions call for a Static Social Challenge against the difficulty of an audience member's Traits (Storytellers should select an average audience member at random).

- **Sanctify the Temple** (Basic - R2 - **Old Skool Specific**)

Source: V20 - Rites of the Blood, pg 62

Replace "successes" with "Mental Traits spent." Otherwise, use as printed.

- **Scry the Hearthstone** (Intermediate - R2)

Source: Dark Ages Vampire 20th Anniversary, pg 307

This ritual's duration is one month, it must be used upon the caster's Haven, and the recipient may be the caster or another of their choosing. This ritual functions per Viseratika: Scry the Hearthstone with the exception that the ritual is not limited to stone.

- **Self Executing File** (Basic - R2 - **Hacktivist Specific**)

Source: V20 Rites of the Blood, pg 68

Replace "successes" with "Mental Traits spent." Otherwise, use as printed.

- **Shaft of Belated Quiescence** (Intermediate - R1)

Source: Camarilla Guide, pg 112

The stake must be of rowan wood, coated in 3 traits of the caster's blood and baked over an oak wood fire. When the stake is used in combat, it acts normally as a weapon. If a successful strike hits, the tip of the stake breaks off and begins burrowing at the heart of the victim (even if the victim has a misplaced heart). Every hour, the victim must make a Static Physical Challenge against the Mental Traits of the caster or take one Lethal damage. Once 5 Lethal damage has been done in this fashion, the character is staked. Regardless of being successful or not, the ritual ends at sunrise. Removing the tip via surgery requires the Medicine ability. The surgeon enters an extended challenge against a number of Traits equal to the creator of the stake's Mental Traits. They must accumulate 5 successes to remove the tip. Each challenge made will do 1 point of Lethal damage win, lose, or tie. Healing the wounds closes the incisions and the surgeon must start over. If the initial damage from the stake is soaked, the tip breaks off, is expelled and rendered useless.

- **Skinwalker's Belt** (Advanced - R2 - **Old Skool Specific**)

Source: V20 - Rites of the Blood, pg 63

This ritual's duration is one week. Otherwise, use as printed.

- **Splinter Servant** (Intermediate - R2)

Source: Camarilla Guide, pg 113

The stake must be made from a tree that has been nourished by the dead (a tree from a graveyard would be a good choice) and wrapped in sheath made of nightshade twine and wax. When the binding is torn off, the splinter servant springs to life, ripping little legs out of itself, and attacking the person that it is commanded to attack (by pointing it at the target as the sheath is ripped off). The splinter servant has a number of Physical Traits equal to the caster's permanent Mental Traits, a number of Melee Traits equal to the caster's Occult rating, and is immune to Mental and Social Challenges. Anyone attempting to attack the splinter servant does so at a 5 Trait penalty. It has three health levels and ignores wound penalties. It can move up to 9 steps per turn. It will remain active and attacking until it stakes its victim, it is destroyed by damage, or 5 combat rounds have passed. It loses Traits normally and must succeed in the normal staking Challenges.

- **Transcending Barriers Through Love** (Intermediate - R2 - **New Age Specific**)

Source: V20 - Rites of the Blood, pg 64

Spend a Mental Trait for the Blood effect or 3 Mental Traits for the Willpower effect. The caster can gain no more Traits of both Blood and Willpower combined than their rating in the Cult background (to a maximum of 5). Otherwise, use as printed.

- **Vistas of the Mind** (Basic - R3 - **Hacktivist Specific**)

Source: *Storytellers Handbook* pg 118

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

- **Ward** (Basic - R2)

Source: *MET: LotN Revised*, pg 186

With a successful casting Challenge, a warded object or space cannot be moved or breached even slightly by a subject who does not meet the Willpower requirement as set by the caster. All wards are tied to the Willpower of the caster when she enacts the ritual. In order to pick up a warded object or cross into a warded room, a subject must possess Willpower equal to or higher than the level of the Ward. If she so desires, the caster may designate a password that, when mentally intoned while touching the Ward, allows others to bypass its Willpower requirement. Wards last for a number of weeks equal to the amount of Mental Traits spent at the time of casting. At the cost of one Willpower Trait per attempt, a subject prevented from interacting with a warded object or space may perform a Static Willpower Challenge equal to the caster Willpower at the time of casting, requiring an amount of Willpower spent equal to the caster's level of their primary path to break an individual ward. A broken ward is accompanied by the sound of shattered glass, which the caster can hear regardless of their location. Thereafter, the ward is completely nullified and any may interact freely with the object or within the space.

- **Ward vs. Cathayans** (Intermediate - R2)*
- **Ward vs. Demons** (Advanced - R2)
- **Ward vs. Fae** (Intermediate - R1)**
- **Ward vs. Ghosts** (Advanced - R1)
- **Ward vs. Ghouls** (Basic - R1)***
- **Ward vs. Kindred** (Intermediate - R1)
- **Ward vs. Lupines** (Intermediate - R2)
- **Ward vs. Spirits** (Advanced - R1)
- **Ward vs. Vitae** (Intermediate - R1)****

Source: *Vampire the Masquerade 20th Anniversary ed*, pg 234, 237, 239-240

* Source: *San Francisco by Night*, pg 130

** Source: *MET: Storyteller's Guide*, pg 73

*** Source: *MET: LotN: Revised*, pg 186

**** Source: *MET: Anarch Guide*, pg 68

Wards function per Ward vs. Ghouls against their respective creature types. Otherwise use as printed. The use of this ritual do not create a personal item for either the caster or anyone whose blood has been used to attune them to the ward. The object may still be a personal item to someone for other reasons.

- **Warding Circle vs. Demons** (Advanced - R2)
- **Warding Circle vs. Ghosts** (Advanced - R1)
- **Warding Circle vs. Ghouls** (Basic - R1)
- **Warding Circle vs. Kindred** (Intermediate - R1)
- **Warding Circle vs. Lupines** (Intermediate - R2)
- **Warding Circle vs. Spirits** (Advanced - R1)

Source: *Vampire the Masquerade 20th Anniversary ed* pg 234

Warding Circles function per Warding Circle vs. Ghouls against their respective creature types. Otherwise, use as printed (including the printed material component requirement). A ward's base radius is 10'. For each Mental Trait and Blood Trait spent during the casting of a circle, its radius is increased by 10'. When creating a circle, the casting time is per its normal ritual level (if the circle is meant to last for the night) or one night (if the circle is meant to last for a year and a day).

In order to cross the circle, the trespasser must win a Static Challenge against the Mental Traits of the caster, bidding their current Willpower Traits (at no Trait risk). If they fail, the trespasser suffers 3 Bashing damage and is denied entry. If they win, the trespasser may cross, but they still suffer 3 Bashing damage. Attempts to leave the circle are not blocked. Each failed attempt to cross a circle raises the difficulty by 1, for the scene. Otherwise, use as printed.

- **Water Walking** (Basic - R2 - New Age Specific)

Source: V20 - Rites of the Blood, pg 63

This ritual's duration is a scene or hour. Otherwise, use as printed.

- **Witness of Whispers** (Basic - R1)

Source: Dark Ages Vampire 20th Anniversary, pg 304

Use as Printed.

Appendix B

Curses

- **Curse of Generations** (Intermediate)

This curse affects one of the powers most hated by Anarchs, Dominate. When an Anarch becomes aware that someone has been using said discipline to hinder the freedom of others, then they will seek out the user and bear this curse upon them. The Anarch points out his target and declares forcefully that they will feel the same fear that they instill in those weaker than they are.

System: The Anarch spends a Blood Trait and makes a Static Mental Challenge with a difficulty equal to the target's current Mental Traits (retested with Occult). If the curse is successful, the target becomes susceptible to the discipline Dominate regardless of the generation of the attacker. Thus, a 13th Generation Anarch could Dominate an 8th Generation Prince, or a childer might successfully Dominate her Sire. This curse lasts for three months.

Source: <http://www.owbn.net/resources/custom-content/>

- **A Curse Upon Thy House** (Advanced)

This powerful curse affects multiple targets, and is a favorite to use against particularly stodgy elders of both the major sects. It not only affects the kindred upon whom it was cast, but may also affect their progeny and brood in the process.

System: Whoever invokes this curse must spend 1 to 5 Willpower Traits. Each Willpower Trait spent requires the caster to make a series of Social Challenges -vs- the target. The caster continues to test against the initial target for each Willpower spent. If any one of the Tests is successful, then the curse sets in on the initial target. The result of this curse is the initial target receives the Flaw: Curse (5pts), the particulars of which are up to the target's storyteller. Each successful challenge afterwards afflicts a new target with a progressively lesser Curse (4pt, 3pt, etc). The targets of this curse must be either broodmates or progeny of the initial target. The target(s) do NOT get experience points for this. This Curse lasts a year and a day.

Source: Anarch Cookbook, 78

- **Death Wrath** (Intermediate)

The caster channels their hatred at a target in the form of their loosed Beast. If successful, the target is more susceptible to frenzy.

System: Whoever invokes this curse must make a series of Willpower Challenges -vs- the target's current Willpower (to a maximum of 5). Each Test that the victim fails indicates one level of Self-Control and Courage that the victim temporarily loses (to a minimum of 1). The caster must declare the number of Willpower Challenges that they wish to make at the inception of the curse; once they have successfully activated this power, they cannot invoke it again on the same subject until the curse is revoked. This curse lasts for a single night.

Source: Anarch Cookbook, pg 78

- **Expel the Gidim (Advanced)**

This mighty curse, once thought to be lost to the ages, has now been unearthed by a small handful of dedicated Anarchs. Rumor has it that this curse was originally crafted by the first childer to rise against their sire, who used it in order force their sire's soul out from their mortal possession body back into their true body. This curse, seen by some as even more valuable than the coveted Curse Upon Thy House, is rumored to have not seen the light of the moon in centuries.

System: The caster must be able to see and be heard by the target to activate this curse. It's incantation must be spoken. The caster's words need not be the same for each use, but should include a demand for the foreign entity to leave and a personal call to the host being enslaved. This curse will affect all forms of possession, be it spiritual, wraith, demon, vampire, etc. However, if the host, is bound by a pact, or is willingly accepting of the foreign source, the curse is useless. The caster engages the foreign entity with a Mental Challenge versus their current Willpower Traits. The caster may retest with Occult, the defender with Willpower. Success expels the target from the host, and it may not return for a scene or hour, whichever is longer. It returns to wherever it would be if not in possession. Failure means this curse may not be invoked again for the night against the same target. Additionally, if this power is used on someone who is in fact not under possession, or has no soul to liberate, the caster loses the ability to use this curse again on anyone or anything for an entire lunar cycle.

Source: <http://www.owbn.net/resources/custom-content/>

- **A Graceless Bane (Basic)**

This curse was developed by an Anarch scorned by a socialite Toreador who loved dancing. It has since developed several more practical applications, and is now seen as a useful tool to use against an opponent that caused harm to the Anarch in some fashion, such as from a mental, social, or physical challenge.

System: The victim has to have, at one time, caused harm or damage to the Anarch in some fashion be it mental, social or physical damage. The Anarch looks deep within to feel that hurt or loss again and speaks an incantation that reminds the target of their transgression and curses them for it. With a successful Static Mental Challenge against the intended target's current Mental Traits (retested with Occult), the intended victim will suffer from the Clumsy Negative Trait and be considered 2 Traits down in all Dexterity-related Challenges. This curse lasts for one month.

Source: <http://www.owbn.net/resources/custom-content/>

- **Hexed Tongue (Basic)**

System: In order to enact this curse, the caster must've been verbally insulted or rebuked by the target within the same night. The caster may then engage the target in a Mental Challenge (retest Occult). If successful, the target of this power becomes lost in their own thoughts and begins to stumble through their own words. They gain the Negative Traits Witless x2 and is unable to spend Etiquette for the remainder of the month due to their vocal bumbling. The player **must** role-play this impediment.

Source: <http://www.owbn.net/resources/custom-content/>

- **Mark of Judas (Basic)**

The Anarchs have long relied on their secret combination disciplines to give them an edge in their wars with other sects and factions. It has become heavily evident to several older Anarchs that the neonates they trusted with these blood techniques and movement secrets have been spreading them across sect lines in exchange for almost anything. However, it has now become evident to the older members of the Movement that the neonates that they have trusted with these blood techniques have been spreading the Movement's secrets across sect lines. Thus this curse was created so as to identify these traitors to the Movement and reveal their treachery to the rest of the Anarchs.

System: When the Anarch suspects that an Anarch is a traitor to the Movement, they must call them out on such accusations on a public forum. The more witnesses, the better. The Anarch spends a Blood Trait and initiates a Static Mental Challenge against the current Mental Traits of the victim (retest with Occult). If the victim has, in any way, betrayed secrets of the Movement, exchanged

blood secrets of the Movement to non-members, or is not loyal to the Movement, they receive a mystical brand of a cross under both their eyes. This is only visible to those who were present during the casting. The victim may not use Obfuscate, Vicissitude, or any other method to hide the mark. All those present for the curse see the effect immediately and will be able to see the mark for the duration of this curse. This curse lasts for a year and a day. The mysticism of this curse affects the target even if they have 'forgotten' their transgressions by any means such as Dominate, Derangements, or any other non-supernatural memory loss.

Source: <http://www.owbn.net/resources/custom-content/>

● **Mark of the Beast (Advanced)**

This is an ancient curse, one of the oldest magical curses known to blood magic. It was lost to all but one ancient vampire who now identifies with the Anarch Movement, and will teach only to the most devout of Anarchs. This curse affects the visage of the target, similar to the combination discipline 'Aspect of the Beast' but with a more permanent effect.

System: The caster invokes their will (spends a Willpower Trait) against the target's Social Traits. If successful, the target gains 3 Repugnant Negative Traits, with no experience points. Nosferatu are immune to this ritual. The curse can only be lifted in two ways. The first is if the target earns the merit True Love for another. The second way this curse is lifted is the passing of a year and a day. The effects of this curse cannot be 'stacked' on a single individual.

Source: Anarch Cookbook, pg 78

● **Reclaim That Which Was Taken (Advanced)**

Long have the Anarchs been persecuted by the Camarilla and the Sabbat alike. In order to gain an edge in fighting back, The Anarchs cultivated certain powers within their blood – rare Combination Disciplines that only Anarchs should possess. These Disciplines were not meant to be shared outside of The Movement, except to those rare Loyal Opposition who are true Anarchs at heart. This Curse was developed to fix the mistakes of Anarchs who lost their way and taught the powers of The Movement to others. It permanently takes away that which has been taught. The lesser version of this Curse, meant to punish those Anarchs who taught outside the Movement, will only last for a limited time or until a requirement has been met.

System: Whoever invokes this curse must expend a Willpower Trait and succeed on a Static Mental Challenge against their target. The invoker must then speak to their target. The Anarch must speak the names of each Anarch Combination Discipline the target is believed to possess while condemning them, expending a permanent Mental Trait for each Anarch Combination Discipline named. Anarch Combination Disciplines the target does not have may be named with no ill effect on the curse, but the Mental Trait is still expended. Once the curse is used, the target permanently loses access to the Anarch Combination Discipline(s) that were named in the condemnation. This does not stop the affected character from purchasing the named Anarch Combination Discipline(s) again in the future (if they can find a teacher).

The lesser version of this curse lasts for one month per temporary Mental Trait spent. The caster must spend Mental Traits separately for each named power. Releasing the curse may also be contingent upon fulfilling some duty for The Movement – at which point the curse's effects will end and the target of the lesser curse will regain their lost power. The decision to dictate a task is at the discretion of the caster. The terms of this duty need to be stated by the caster at the time of the casting. This curse has no effect on Non-Anarch Combination Disciplines.

Source: <http://www.owbn.net/resources/custom-content/>

Appendix C

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↑ back to top