

Shapers, Dragons, and Nightmares



An OObn Guide to the Tzimisce



**DARK
PACK**

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QUOTES

First and foremost, a big thank you to the Tzimisce players and Storytellers of OWbN for sticking with me on the various ups and downs of this project. I appreciate your patience and support.

A HUGE thanks to Adam and Joan Sartori for thoughts, ideas, and editing mastery.

Thanks to Christian Luetkemeyer for general feedback and constructive criticism.

Thanks to Jason Brandon, the man who taught me to love Clan Tzimisce and will always be my mentor in its rich history.

A special thanks goes out the various Internet sources and Wikis that were used to compile the information in this guide.

It is my hope that the players and storytellers of One World by Night will find this genre packet for clan Tzimisce both insightful and helpful.

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Tzimisce Coordinator 2010-2014

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Introduction

Introduction

The clan of Shapers has always held the special place as the “Soul” of the Sabbat within the sect. The Tzimisce clan makes up perhaps one third of the entire Sabbat itself. Ever evolving and changing, the Fiends find themselves guiding the sect they helped create from a spiritual standpoint rather than a political one. Many of the Sabbat’s Priests and Prisci claim membership among the Tzimisce. Keepers of ancient lore and disturbing blood rites, the Tzimisce remain one of the pillars of the Sabbat.

To be a Tzimisce is be an undead lord of the night. It is not happenstance that the vampire legend Dracula himself is of the blood. In the Modern Nights, the Tzimisce vary wildly in types. Some are BDSM freaks with an obsession with flesh and torture. Others are the noble of the old world, with whom etiquette and the old ways are the most precious.

To try to claim that these members of the clan of Fiends represent the whole would be foolish. The Tzimisce are as varied and wild as one can imagine. What you will find below in this genre packet is a collection of helpful tips and information for playing Tzimisce in One World by Night. Much of this information was taken from various wikis from around the Internet, as well as the White Wolf Vampire the Masquerade sourcebooks, and compiled into one document. While designed to be a useful tool for the Tzimisce players and storytellers of One World by Night, it needs to be noted that this packet is binding. Though only parts of it are required to be used, they will be noted in each section of the packet. This packet itself is an update to the current Tzimisce Clan packet as well as the Koldunic Sorcery packet. Everything else is simply designed to be a helpful guide. Storytellers and players are by no means bound to use anything non-binding presented in this

guide, but they should understand that this guide represents the collected works of Team Tzimisce and the Tzimisce players of One World by Night. For a far more complete and in-depth view on clan Tzimisce, please see Clanbook: Tzimisce Revised, and Player’s Guide to the High Clans.



Shapers

History

For complete information on the Tzimisce clan history, please read Clanbook: Tzimisce Revised.

The Eldest struck out early, eventually travelling to Eastern Europe, where it became tied to the land and Kupala, a god in the area. Kupala's instruction of Tzimisce eventually culminated in an event known as Kupala's Night. Before the Deluge, and long before the rise of Rome, Tzimisce and its eldest and wisest childer gathered in the depths of the Carpathian Mountains. Though the Lupines attempted to keep the spirit imprisoned, the Tzimisce triumphed and Kupala was set free... mostly. All of its chains to the mortal world were broken, save two: the Carpathian Mountains, within which it had been bound for so long... and Tzimisce itself.

In the Carpathians, the Eldest embraced others, notably Yorak, Kartarirya, Byelobog and the Dracon, each of these descendants spread both intellectually and physically around the world. While the Tzimisce are now noted for the madness and sadism of Metamorphisists like Yorak, creatures like the Dracon show an entirely different side - the Tzimisce are experimenters and creators, whether it is like Constantinople or the Cathedral of Flesh.

The Tzimisce had little to do with Rome and its many conquests. Their real influence lay further eastward, in Constantinople. There, noted scholars such as Myca Vykos and the Dracon furthered the knowledge of the Clan in unheard-of ways. The city was the site of a major spiritual movement among Cainites: it seems that the Damned may not be so Damned after all. With this revelation, Clan Tzimisce, along with

many others (Malkavians, Brujah, even Nosferatu) could learn to enjoy the fruits of their decades-long labor and co-exist (more-or-less) peacefully among the mortals.

The Obertus Order was involved in this movement most heavily, of all the Tzimisce lines. They had preserved quite a bit of the lost Library of Alexandria, making them some of the most well-read supernaturals in the world at that time.

The Tzimisce Voivodate, a loose confederation of Tzimisce domains in Eastern Europe, had survived since the fall of the Second City only to face new threats to its existence during the Dark Ages. The first threat to Tzimisce power in the region was the emergence of the Tremere. Though the magi of the Order of Hermes were a familiar presence in the region, they invoked the wrath of the neighboring vampires after prying the secret to vampirism from captured Tzimisce. House Tremere, led by Goratrix officially, became Clan Tremere in the wake of the diablerie of Saulot. Despite making enemies of mortal magi, the Tzimisce, the Salubri and later the Gangrel and Nosferatu, the fledgling Tremere managed to survive the Omen War with the Tzimisce. Voivode of Voivodes Vladimir Rustovich's assault on the Tremere was interrupted by the invasion of the Ventrue under Jürgen of Magdeburg. While Jürgen's assault was ended through the efforts of Myca Vykos and the Obertus Order, the Omen War continued on until the Anarch Revolt rendered the Tzimisce incapable of any real organized efforts as a clan. Despite the Warlocks' continued survival, most Tzimisce continue to bear a grudge against them into the modern era, though

many younger Tzimisce fail to comprehend why. The Voivodate, and with it the feudal structure of Tzimisce society, would last only a few centuries longer.

With news of Lasombra crushed and the Antediluvian dead, it spurred on another campaign to take the Tzimisce down. Led by Lugoj and his anarch army, they invaded houses of the Tzimisce Lords, killing all those who did not convert. At the House of Tabak, Lugoj captured and converted the childe, Lambach, who was used to give the location of the Tzimisce Antediluvian.

Thereafter, Lugoj and his army of anarchs stormed the Monastery of Sernog, one of Romania's most ancient cathedrals. A huge war broke out between the Anarchs and the Tzimisce Szlachta. The guardians were decimated by the anarchs who successfully infiltrated. According to many eye witness accounts, Lugoj stood before everyone present, dispelled the magical protections over the Tzimisce Antediluvian's body, and unearthed the Ancient from his torpor. Without delay, Lugoj greedily consumed its blood, not sharing with anyone, and the body just crumbled to dust. The Anarchs rejoiced in triumph, this event now setting the stage for a new age, a new Sabbat. It seemed now that Gratiano's prediction was holding true: that all the other clans would fall as easily as his own.

As the Tzimisce anarchs moved into Western Europe, they brought with them the secret of the Vaulderie, which allowed Cainites to escape the blood bond in exchange for a pledge of loyalty to the anarch cause. This brought the revolt to every clan. As the battles intensified, however, so too did the efforts of the Inquisition, and the pressure of twin assaults led directly to the creation of the Camarilla. The Anarch Revolt continued for seven years after the Camarilla's formation, but the Anarchs were outnumbered and outmatched, and, after suffering heavy losses, their rebellion formally ended with the Convention of Thorns in 1493. Most of the remaining anarchs joined the Camarilla, but those who did not, mostly the Lasombra and Tzimisce, went on to form the Sabbat. Three years later, the Camarilla forced the Assamites to end hostilities. The Tremere enforced this peace by placing the blood curse over the Assamites' entire clan, save for the first of the antitribu.

Perhaps the most significant thing in the Victorian Age for the Tzimisce was the publishing of Bram Stoker's Dracula. Perhaps the most famous vampire novel (although by no means the first), it actually detailed a member of their clan, although a somewhat errant one. It introduced audiences to Transylvania, the home of the clan.

However, it was the Victorian Age that saw the beginnings of the Tzimisce's decline. Once proud and aristocratic, the modernizing of the world turned them into anachronistic jokes. The ease at which mortals could travel and communicate meant that the Fiends could no longer exist as lords and rulers of their own fiefdoms - troubling news of shambling monstrosities and villagers impaled on pikes would reach more civilized parts of the globe in no time.

Science began to shake the iron foundations of folklore and superstition that the Tzimisce had built their fearsome reputation on. This was truly a double-edged sword for the Clan. Their hated enemies, the Tremere had become very powerful during this time, and the peasants over which most of the Fiends ruled rose up against their masters. Once again burned from their rotting manses and forced to hide from the kine, most considered the age a great indignity. But the leaps and bounds made in medicine and the sciences during this time yielded both a new crop of potential childer and a new way to study the effects of mutable forms. The Tzimisce had always been students of a sort, and having biology and anatomy codified and much easier to learn, their own knowledge of the body expanded.

Modern Nights

The Tzimisce are a clan in decline and have been ever since the Anarch Revolt. Long gone are the ancient traditions and hierarchy of Clan Tzimisce. Thrown aside in the fires of revolution, tonight each Tzimisce carves his own path and future in the Sabbat. If the Lasombra are the heart of the Sabbat, it is the Tzimisce who are its soul.

Clan Tzimisce finds itself an interesting position in the Final Nights. Though its hierarchy has become little more than honorific amongst the clan itself, many of the young Fiends are seeking out the lost secrets and heritage they had so easily tossed aside. Many Tzimisce of the Sabbat find themselves in the roles of Pack Priests and other members of the

Clergy. Some of the Fiends see that as their birth right, as they claim the Ritae of the Sabbat comes from their clan alone. Still other Tzimisce have begun to uncover their more ancient ties to the land. The art of Koldunic Sorcery was all but lost, save for a handful of elders of the clan. However, in the Final Nights, more and more Tzimisce hear the call of the land, just as it spoke to a young Lugo and Velya. The resurgence of Kolduns among the clan has been something of a rebirth. As more is recovered of the lost Blood Magic of the clan, some Fiends fear with it will return all the other ways of old the clan had thrown off in the times of the Anarch Revolt.

Still, others hear tales of more and more ancient Tzimisce rising from their eternal slumber. It seems the clan had not nearly slain as many elders it had once thought during the Anarch Revolt. Indeed, it seems many elders of the clan simply chose to enter torpor to wait out the war. Now the clan finds itself trying to bring in these returned elders to the Sabbat as a whole. In an age old clash of Old versus Young, the clan of Fiends finds themselves in a precarious position.

Even as more elders return to the clan, other Tzimisce have begun to learn their clan is far more diverse than they first believed. Most Tzimisce believe the clan originated from the Carpathian Mountains as their ancestral home. It is true, by far the majority of clan Tzimisce can trace its lineage to this area of the world. However, it turns out the Eldest had spread his seed elsewhere as well. On the Dark Continent of Africa lies a forgotten Cabal of Tzimisce. Ruling from their home in Algeria, the Tzimisce of Africa know little to nothing of the Carpathians. Rather, they seem to have always called Africa their home. As the Sword of Caine began to spread to Africa, the Fiends reconnected with this lost branch of their clan. While not all African Tzimisce claim allegiance with the Sabbat, most have or at the very least pay lip service to it. Even far more recently, in India and Sri Lanka, the Tzimisce have returned with a vengeance. Another lost branch of the clan has risen from the ashes to wage war for what they claim is their ancestral homeland: India. It is in Sri Lanka though that the clan truly holds the most power and sway. These alien Tzimisce to the main body of the clan claim no allegiance with the Sabbat. Still, some elders are working to reunify the clan there as well.

Though the Fiends face many new challenges in these the Final Nights, they are a clan of change and evolution. These would-be lords of the night help govern and guide the Sabbat along their Laosmbra allies, even if the two clans do not always get along. The Tzimisce change with the sect, rather than remain static. Though fractured, it is only a matter of time before the Tzimisce rise up and are reborn once again.

Tribes

Tzimisce

The Tzimisce are a clan of scholars and flesh-shapers. If one were to describe a Tzimisce as inhuman and sadistic, it would probably commend them for their perspicacity and then demonstrate that their mortal definition of sadism was laughably inadequate. The Tzimisce have left the human condition behind gladly and now focus on transcending the limitations of the vampiric state. At a casual glance or a brief conversation, a Tzimisce appears to be one of the more pleasant vampires. Polite, intelligent and inquisitive they seem a stark contrast to the howling Sabbat mobs or even the apparently more humane Brujah or Nosferatu. However, on closer inspection it becomes clear that this is simply a mask hiding something alien and monstrous. For more information on the Tzimisce, please read Clanbook: Tzimisce Revised.

Kolduns

Among the Tzimisce, Kolduns practice an ancient art of Blood Magic called Koldunic Sorcery. This magic has great ties to their ancient past of shamans and their homeland of Eastern Europe. The art of Koldunic Sorcery was once seen among the clan as a necessary badge of honor to claim the title of Voivode, though this practice largely died off with the Art. Whereas once the Sorcery of the Clan was a wide spread practice, it became less and less common after the Anarch Revolt. Many of the clan's most skilled Sorcerers were elders slain by the childer. However, in the modern nights, the clan has rediscovered its roots. A rebirth of their ancient magic has occurred. As a result, many young Tzimisce seek out the lost arts and practice it themselves, the result of which has produced a new

bloodline of Tzimisce: ones who choose to master the art of Koldunic Sorcery over that of Vicissitude. Though not common among the clan, this new bloodline of Tzimisce are on the rise as more and more embrace over the years. Though not all Koldunic Sorcerers are of the Koldun Bloodline, all Koldun Bloodline members are Koldunic Sorcerers. See the Koldunic Sorcery Section below for more information.

Revenants

One of the things most well-known to the Tzimisce clan is their mastery and creation of the Revenant families. Bred by the clan, many Revenant families have existed over the millennia. Indeed many of the Tzimisce themselves are from these families or can trace their lineage to them in some way. While most Tzimisce embraced from the Revenant lines maintain the traditional disciplines and weaknesses of the clan, some instead retain those of their Revenant families. Those who take the Merit "Revenant Disciplines" and/or the Flaw "Revenant Weakness" fall into this category. Below you will find the complete list of Tzimisce Revenant families and their current status in the world of darkness.

BASARAB (TRANSYLVANIA BY NIGHT PAGE 157 - 158)

Renowned for their progress in battle and leadership, they were valued assets to the Tzimisce. The family eventually split when a Basarab became the King of Wallachia, into the Danesti and Draculesti branches; the Draculesti branch being the one that birthed the infamous Vlad Dracul.

Status: Extinct

Disciplines: Dominate, Protean, Vicissitude

Weakness: The Basarab suffer a severe allergy against garlic that transfers even into the undead state

BRATOVITCH (LAWS OF THE NIGHT: GUIDE TO THE SABBAT)

The Bratovitches are the muscle of the four families. The historical hound-keepers and visible lords for the Tzimisce, the Bratovitches are noted for savage, animalistic violence and a barely-controlled rage. Brutish monsters that usually serve the Tzimisce, they are fighters and trackers, and rarely engage in finer social events. They are also the kennel masters for their lords, raising dogs, wolves, and other wild

animals so that their masters may shape them into the fearsome creatures they may hurl at their foes. Most Bratovitches know little about Humanity and follow Paths or Roads.

Status: Active

Disciplines: Animalism, Potence, Vicissitude

Weakness: Difficulty resisting Frenzy

DANISLAVS (TRANSYLVANIA BY NIGHT)

Originally a noble dynasty with ties to the Shadow Lords, the Danislavs of northern Transylvania fell under the sway of the Tzimisce Florescu, who kept them in his dungeons for the first ten years of their life and conditioned them into serving him. When a pack of Shadow Lords ventured into his domain, they were savagely attacked by their former Kin and only one escaped to spread the tale.

Status: Extinct

Disciplines: Auspex, Protean, Vicissitude, and can learn Shadow Lord gifts up to Intermediate as out of clan disciplines.

Weakness: Each Danislav take aggravated damage from silver, suffers aversion to wolfsbane, and become bestial when touched by the light of the full moon.

GRIMALDI (LAWS OF THE NIGHT: GUIDE TO THE SABBAT)

The most important of the ghoulish families, the Grimaldis are the Tzimisce's main liaison with human society. These revenants spend their time in society and social atmospheres, maintaining a facade of normalcy. They are the most "human" of the revenant families and are usually in charge of maintaining Tzimisce estates, serving as go-betweens for the Sabbat in mortal endeavors like finance and politics. They are also the most independent of the revenant families, some of them even secretly plotting to free themselves from their masters' yoke. Other revenant families see the Grimaldi as soft and hold them in contempt. The Grimaldi return the favor, seeing the other families as mindless slaves and freaks.

Although the Grimaldis serve as diplomats, they have a more critical role as the enforcers of the Sabbat's internal "Masquerade." In this capacity, they are the most humane (and ironically, useful) of revenants.

Status: Active

Disciplines: Celerity, Dominate, Fortitude

Weakness: Blood bound to bishops or archbishops.

Khazi (LIBELLIUS SANGINIUS 1)

Exactly how Byelobog bred them is unknown but the Khazi were a strange family, even by revenant standards. Khazi revenants emulated their master's pallor; most were albinos, and their skin peeled away in flakes. The most ancient Khazi, those who advised the White God directly, often appeared as though they were rotting or suffering from plague.

Status: Extinct

Disciplines: Vicissitude, Obfuscate, Animalism

Weakness: The Khazi are regular nocturnals, as their skin peels away in direct sunlight.

KREVCHESKI (BLOOD MAGIC: SECRETS OF THE THAUMATURGY)

A scholar family with great fascination for clockworks and mechanisms of various sorts. They betrayed the Tzimisce, joining the side of the Tremere and changing their name to Ducheski.

Status: Active, but loyal to the Tremere

Disciplines: Auspex, Dominate, Thaumaturgy (Ducheski only)

Weakness: Due to inbreeding, the now Ducheski suffer from social issues.

OBERTUS (LAWS OF THE NIGHT: GUIDE TO THE SABBAT)

Possibly the oldest ghoul family, the Obertus can trace their history to ancient Constantinople. The Obertus are scholars, occultists, and obsessive researchers, focusing on occult issues and questions of vampiric or Noddist lore. They are held in high esteem by the Tzimisce, as many of the clan's greatest scientists, spiritualists, leaders and sorcerers have been Embraced from their ranks.

Status: Active

Disciplines: Auspex, Obfuscate, Vicissitude

Weakness: Obsessive-Compulsive Derangement

OPRICHNIKI (CLANBOOK: TZIMISCE REVISED)

The Oprichniki ghoul family originated with the secret police of Ivan the Terrible and were 'rescued' by the Tzimisce. They primarily serve independent

Russian Tzimisce and are generally not known to the entire clan as a whole.

Status: Active

Disciplines: Animalism, Obfuscate, Vicissitude

Weakness: Haunted

NAROV (CLANBOOK: TZIMISCE REVISED)

An extinct family that was absorbed into surviving families through intermarriage.

Status: Extinct

Disciplines: Unknown, default to Tzimisce

Weakness: Unknown, default to Tzimisce

RUSTOVITCH (CLANBOOK: TZIMISCE REVISED)

A family that broke away from the Tzimisce and now serve other masters.

Status: Extinct, Interbred with the Bratovich

Disciplines: Unknown, default to Bratovich

Weakness: Unknown, default to Bratovich

RUTHVENSKI (CLANBOOK TZIMISCE: REVISED)

An extinct family that was absorbed into surviving families through intermarriage.

Status: Extinct

Disciplines: Unknown, default to Tzimisce

Weakness: Unknown, default to Tzimisce

VLASZY (UNDER THE BLACK CROSS)

From Magyar and Slav heritage, the Vlaszy served their Tzimisce masters willingly, entering the Blood Bond to repay a great service done by the Clan to the family. As such, honor and obligation were paramount among their ranks and they looked down on their incestuous brethren, especially the Bratovitch. Every Vlaszy was trained in horsemanship, statesmanship, warcraft and other courtly skills from a young age and many Tzimisce Elder preferred them as their champions and messengers.

Status: Extinct

Disciplines: Potence, Presence, Animalism

Weakness: Each Vlaszy had to undertake a Blood Oath to his Tzimisce overlord upon adolescence.

ZANTOSA (LADS OF THE NIGHT: GUIDE TO THE SABBAT)

While the Grimaldi are the Tzimisce's pawns in mortal society, the Zantos are their main link to culture. Zantos are decadent, wealthy, hedonistic social butterflies, on par with any Toreador in their dealings with human culture. They stimulate their senses in pursuit of pleasure and play with humans with reckless abandon. The Zantos are probably the revenants in least control of themselves (even less than the Bratovitches). The Zantos party, drink, snort, smoke, dance and fuck themselves into the void. In the Dark Ages, the name of the family was Szantovich.

Status: Active

Disciplines: Auspex, Presence, Vicissitude

Weakness: May become obsessed with pleasure and sensation, and are easily addicted.

Old Clan Tzimisce

Old Clan Tzimisce are the members of the Tzimisce clan who did not join the Sabbat or cultivate the use of Vicissitude. They do not consider themselves a bloodline. They are old, at least 500 years (as most predate the formation of the Sabbat), of low generation, and rule small domains almost exclusively in Eastern Europe.

The majority of Tzimisce elders met Final Death when the clan joined the Sabbat but a fair number escaped their vindictive progeny. Securing their demesnes against the ravages of the Sabbat, these vampires continued to exist much as they had for centuries, albeit more warily.

Though some refer to these Tzimisce as the "Old Clan," that is a misnomer. These hoary vampires have little use for sect, clan, or other ties. They remember well the nights of old, when each vampire was a law unto itself and any other vampire was a potential enemy. (Note that Old Clan Tzimisce do not call themselves "antitribu," as do the surviving non-Sabbat Lasombra.) Some of them have gathered in the Oradea League to fend off the sects who threaten their autonomy. For more information on the Old Clan Tzimisce, please see the Revised Vampire the Masquerade Storyteller's Handbook.

Naglopers

The Naglopers are one of the legacies of Laibon. Taking their name from the Khoikhoi word for "evil sorcerer," the Naglopers live up to their reputation as the most horrifying of the Laibon. They allow the Beast to dominate them, leading them into causing any debauchery one can imagine, and some were only thought to be possible in nightmares. Torture is a particular favorite of most Naglopers, particularly on those who intrude into their personal territory. The other Laibon generally steer clear of the Horrors as much as possible. Strong lone-wolf types are the favorite target for a Nagloper Embrace.

Naglopers are closely tied with the asanbonsam of Ashanti legend, a horrific creature resembling a man with hooked feet. The asanbonsam would use their appendages to reach down and snatch passersby to feast on their bodies. The Naglopers have been known to reshape their lower bodies with Vicissitude to do this as well, but a favorite torture is to take a victim and reshape them into the asanbonsam form while promising to restore them if they act out the legend on innocents. More often than not, a torture victim will end up ghoul, dead, or the target of further, more horrific tortures. For information on the Naglopers, please see the book *Kindred of the Ebony Kingdom*.

Factions

The Romanian Legacy

Foundation

The faction known as the Romanian Legacy Foundation in Clan Tzimisce is responsible for maintaining the ancient rites and traditions of the four major revenant families of the Sabbat. Something of an antiquity of the clan, the Foundation serves an important role among the clan. Their purpose is to induct members of the Revenant families into the full blood of the clan upon their embrace. In decadent parties in the tradition of the aristocracy of old, the Foundation gathers in blood to bring those of the Revenant families into the embrace through what they claim as the ancient ways.

The second purpose of the Foundation is a bit more subtle. Around the world, there are mortals whose blood flows with that of the Tzimisce. The four major Revenant families of the Sabbat have become so widespread and diverse that even they have started to lose track of their full family lines and descendants. Though these would-be revenants know nothing of the legacy in their blood, it is the Foundation's job to find these long lost relatives of the blood and return them to the fold.

The Romanian Legacy Foundation, as a group consisting of Tzimisce from the revenant families, tend to have a considerable amount of influence and power among the clan. With the wealth of the Grimaldi, the knowledge of the Obertus, the contacts of the Zanatos, and the traditions of the Bratovitch, the Foundation forms a considerable power base for clan Tzimisce.

It is not uncommon for members of the Foundation to gather together in a mockery of the ancient aristocratic traditions of the clan. In lavish parties of blood and death, the Foundation meets in grand mansions to discuss business of the faction. As undead lords of the night, the Foundation seeks to bring in more and more Tzimisce of the revenant lines into their folds and influence.

Neofeudalists

The Faction of the Neofeudalist is a dying one. Few and fewer Tzimisce claim membership in the modern nights. Those few that are members are Tzimisce who seek a return to the old ways of the clan. Most Sabbat and Tzimisce view them as anachronistic and annoying, to say the least. To the neofeudalists, they are the last bit of honor, etiquette, and tradition left amongst the clan.

The Neofeudalists desire to see a return to the times when the clan lorded over their lands from their castles, a time when the clan ruled the night of Eastern Europe. Each Tzimisce was a lord unto himself, with his lands, serfs, wealth, and political might. The Neofeudalists claim the clan has lost their way and should return to their roots as lords.

To the rest of the Sabbat, few things are more annoying than when a Neofeudalist moves into town. They tend to be antagonistic to the Sabbat as often as they are to the Camarilla. Neofeudalists will rule over a piece of land they claim as their domain with an

iron fist. They tend to embrace massive broods of childer to serve them, keep a large contingent of war ghouls, and have mortal slaves/servants. As being a Lord of the Night can be a danger to the Silence of the Blood, it is not shocking that the Neofeudalists are often pushed further and further into the forests and wastelands of the world.

Though much of the Neofeudalists are made up of elders, the odd neonate here and there may be found among them. Some of the younger generations feel an undeniable urge to rediscover their clan's roots. While the faction is a slowly dying one, the elders often welcome these neonates among them as fresh blood to their viewpoints for the clan as a whole. How the faction will fair in the nights to come is anyone's guess.

Exsanguinists

An odd faction of Tzimisce who branched off the beliefs and ethics of the Path of Metamorphosis, the Exsanguinists are a blood cult among the clan. They seek to reach the exalted state of their path by denying themselves the very vitae their bodies crave. Starving beasts on the verge of frenzy, the Exsanguinists seek to gain true enlightenment and evolution by defeating the greatest curse of their kind.

Full of bizarre rites and rituals, the Exsanguinists push themselves further and further into denying their desire for blood. This faction of Tzimisce believes that only by fasting in this manner can they hope to seek to the legendary state of Azhi Dahaka. Oddly enough, there seems to be some evidence to their claims and they may not be completely out of their minds. There are indeed stories of no short amount of members of the Exsanguinists who have reached Azhi Dahaka.

Among the Sabbat, the Exsanguinists are viewed as a radical and fanatical portion of the clan. They are quick to temper and often fly off the handle. As creatures so dangerously close to the beast at all time, these Tzimisce will often be on constant edge. It is not uncommon for Exanguinists to leap to the forefront of battle and politics. Most among the clan view the faction as strange and insane, much like they view the Malkavian antitribu.

Oradea League

The Oradea League is an alliance of a dozen Tzimisce elders that refused to bow down before the Sabbat. They maintain their own feudal lands around the Romanian city of Oradea, much like they did during the Dark Ages. Each Tzimisce within the League is extremely powerful and most survived the Anarch Revolt. They are served by the Oprichniki, the youngest of the revenant families.

The League was - and still is - based on a set of absolute rules, designed exclusively to protect the unlives of the founders. Thus, siring is prohibited unless all founders give it official clearance. A large portion of the Transylvanian Alps has been divided into several domains to fit the needs of the founders. All of these ancient vampires abide strictly by the tradition of Hospitality.

Last but not least, all members of the League have pledged unity against any individual threat from the outside world, be it Lupine or vampire of any sect. After the first century of its existence, such collective action was seldom needed: the outside world seemed to have forgotten the Old Clan and the reverse seemed to be true as well. However, after the fall of the Shadow Curtain, aggression from the Shadow Lords escalated and the League became more territorial and protective about their domains.

Though the League is technically not part of the Sabbat, it is a major project of Cardinal Velya. After years of working to secure an alliance and eventual induction to the Sabbat, Velya has managed to achieve some gains with the League. As new threats came to the Tzimisce ancestral homelands, the Oradea League found itself sorely outnumbered and too stuck in their old ways to be able to truly defend themselves. It was Cardinal Velya who first reached out to the League offering aid. Ever since then, discussions between the league and the Sabbat continue. Membership in the Oradea League requires Tzimisce Coordinator approval for PCs.

India's Wolves

In the ancient lands of Sri Lanka and India lie a forgotten part of clan Tzimisce's history. For millennia, one of the clan founder's most ancient of childer has waged a war for the land and soul of India itself. Separated from the main body of the clan, they

became known as India's Wolves. How the clan ended up in these distant lands is unknown, but what is more shocking is how long they have existed there. Though not part of the Sabbat, India's Wolves have ancient ties to their lands.

Since the week of Nightmares, the Tzimisce of India have waged a new war to retake what they view as their homeland. Led by the ancient Ratti-Ben from the shore of Sri Lanka, the Tzimisce strike hard into India itself. Taking women scorned and beaten by men, the Tzimisce embrace, ever increasing their numbers and strength. Tied to the ancient religions of Hinduism and Buddhism, they wield ancient and bizarre forms of Koldunic Sorcery unknown to the western clan as a whole. With renewed vigor do India's Wovles stand together, fighting against the Nosferatu, Ventrue, and Cathayans for control over India itself.

The Sabbat as a whole knows little to nothing of this bizzare branch of clan Tzimisce. Most Tzimisce are unaware of their foreign family and history with India. Though as the Tzimisce of India stage their war of dominance over the land, it is only a matter of time before the clan as a whole will come into contact with its forgotten family. For this reason, certain Tzimisce of the Sabbat have begun to reach out to India's Wolves, offering aid and support in hopes of bringing them into the Sabbat as a whole. With the Sabbat's help, India's Wolves have complete control of Sri Lanka, which they use as a base of operations for their war. Time will only tell if the clan can return India's Wolves to the fold of the Sabbat.

Order of the Dracon (Dragon)

An enigmatic group of Tzimisce, the Order of the Dracon (or some say it is the Dragon) is rumored to be a cult or secret society that aims to cleanse the world of Koldunism, Vicissitude, and the unenlightened. While a vast majority of their members are Sabbat, rumors persist that they are loyal to themselves and their unseen masters above all. Many believe that they take their goals and structure from both The Dracon's teachings in Constantinople and the feared Order made famous by Vlad Tepes. For more information on the Order and its goals, please consult the Tzimisce Coordinator. NPC and PC members of this secret society require Tzimisce Coordinator permission.

Locations

The Lands Beyond the Forest

The ancestral homelands of the Tzimisce have always been within the realms of the Carpathian Mountains. In particular, however, the so called “lands beyond the forest” — better known as Transylvania — have held a particularly special place in the heart of the clan. From what was once called Transylvania, the Voivodes of old waged endless wars of power, politics, and control, for which legions of servants to the clan lived and died. It was here that the Fiends ruled over the land as vampire kings. The most ancient and powerful Kolduns of the clan have all originated from this part of the world. The land speaks to the young Kolduns, just as it always has in nights past.

Tonight, Transylvania is no more, at least in name. After the fires of the Anarch Revolt, those few surviving elders of the clan retreated to their mountain castles. Even to this night, those same elders still lord over their lands as they did in the Fifteenth Century. These wild lands remain untamed and nominally within the hands of the Sabbat. Still, the clan as a whole, under the guidance of Cardinal Velya, works to fully reclaim their homeland. Ever haunted by ravenous Lupines in addition to those elders of the clan that have yet to submit to the will of the Sabbat, Transylvania remains wild and dangerous.

In the Lands Beyond the Forest remain some of the forgotten secrets and history of the clan. It is said it is from these lands that Yorak guided the Tzimisce from the Cathedral of Flesh. Lost in the fires of war, the Lands Beyond the Forest may yet be fully in the hands in the Sabbat and, with it, its hidden secrets long since forgotten.

The Cathedral of Flesh

The Cathedral of Flesh was a bastion of the Tzimisce, located in the Carpathians for thousands of years up until the Dark Ages. The Cathedral's name is quite literal: it was fleshcrafted from the living bodies of countless mortals and ghouls over a span of millennia. The Cathedral was the creation, the haven, and the ward of Yorak, a childe of the Tzimisce

Antediluvian and the clan's preeminent scholar of Metamorphism, a Voivode among Voivodes.

The Cathedral displayed some very disturbing ambiance, like a pool of blood lined with sitting victims whom you could use as a chair, pillars of grafted bodies, walls of mouths that sang a wailing chorus as you passed them, or the open gallery where corpses remained impaled by stalactites. Those thick stalactites and stalagmites formed the Cathedral's pillars, with bone trusses over which limestone grew and formed an osseous mix of liquid architecture. Ethereal skulls — with their eyes and surrounding muscular structure still intact, thin enough to behold the sea of viscera and floating organs — comprised the walls.

Scores of ghouls moistened the eyes so they could blink properly. Even more Revenants conducted the ritual tattooing by drawing charcoal-dusted threads through their victims' skins with bone needles. Later, Yorak and his childer would carefully slough the flesh from their screaming sacrifices, treat the flesh canvas in a preservative, and stretch it over the windows like a mosaic. Since the turn of the millennium rumors persist of flesh cathedrals being formed across the globe, most recently in New Orleans, LA.

Russia

The Kindred had a relatively small presence in Russia until the time of Peter the Great. Previously, Russia had been primarily used as a battleground between Tzimisce and Lupines and as a refugee for wandering Gangrel but, during Peter's reign, many Kindred saw a golden land ripe with kine and resources. The Toreador in particular saw a chance to develop the Russian writers and musicians. The Kindred presence in Russia grew steadily and the Lupines could do little about it. In 1917, the Brujah proved to be on top of the situation. Latching themselves onto Lenin and his followers, they aided the Communist Revolution in the midst of World War I, ousting the Ventrue and Toreador princes that had previously dominated the cities. While the coup succeeded, and the last czar and his family were eventually murdered, the Brujah plan backfired. Disagreement over the manner of government to be formed sent Russia into civil war for a time. The Brujah factions quarreled and the people of the Soviet Union suffered.

And yet, darker and much older powers had dwelled in Russia, long before the Rus themselves had ventured into the land. As these lands were once the territory of the Iron Hag, Baba Yaga, Nosferatu agents of powerful generation have inhabited these lands and, when the Hag awakened in 1991, she immediately began to amass forces to return Russia into the rural land she grew up in. She either outright killed and devoured native vampires or forced them into servitude, sometimes with brutal force, sometimes via proxies, sometimes via subtle means like Disciplines. Many Kindred felt that something old had awakened in the wastes of Russia, but few could pinpoint it down.

In the Final Nights, Baba Yaga has disappeared. Without her presence, Camarilla and Sabbat vie for influence over Russia, both eager to use the resources of people for their own purposes. Tzimisce territories and their Revenant line of the Oprichniki hold to ancient estates, while Ventrue, Toreador and Brujah squabble among themselves for control over the cities. Gangrel and Ravnos wander the forests, and many Nosferatu that descend from the Hag have their warrens beneath the cities.

Sri Lanka

A little known fact from Clan Tzimisce is that, while the clan traces its origins to the Carpathian Mountains, it was not the only place the Tzimisce clan founder had spread his clan to in the early nights. One of the forgotten truths of the clan is in the nights of the Second City: Tzimisce himself traveled to other parts of the world, creating children and a legacy of blood. It is one of these places where he brought Kartarirya into the blood and thus birthed clan Tzimisce's history in India.

In these ancient lands, a forgotten portion of the clan grew and thrived. Though successful, the Tzimisce of India were eventually pushed further and further back from India itself. Even as they never fully lost control of India, it was in Sri Lanka where the Tzimisce truly thrived. It is here the Tzimisce ruled as the dominant clan of the area. For centuries, the Tzimisce used Sri Lanka as their base of operations in their conflicts with the Indian Subcontinent. With the Week of Nightmares, the Tzimisce of India and Sri Lanka pushed harder than ever in their war to reclaim the

land. Though not yet Sabbat, the sect has begun to reach out to their lost brethren. Discussion and aid have begun to filter in to the Tzimisce of the area and some among the elders of the clan soon hope to fully return them to the fold.

Algeria, Africa

Much like India, Africa is home to another forgotten branch of clan Tzimisce. Clan lore speaks of the Eldest traveling to the Dark Continent sometime during the Second City. There, he sired Demdemeh. A native of Africa, the Eldest left his child to form his own future among the land.

Demdemeh ventured into the primordial jungle that would one day become the Sahara and gathered various tribes around him who regarded him as a wise shaman, collectively called the Ahagarr. Constructing various flesh-shaped beasts to combat the reptilian monsters that dwelled within the swamps, he carved out a realm for himself and his childer. There, he built the great city of Khamissa and ruled over the jungles with an iron-fist.

Since those nights, the might of the African Tzimisce has faltered to the power of the native Laibon. Only one area of Africa can claim to have any significant Tzimisce presence. That place is Algeria. The clan of that area has only recently returned to the fold of the main clan. While not all are members of the Sabbat, especially those few elders, many of the young Tzimisce have joined with the sect. Africa, let alone Algeria, is a dream land for the Sabbat and clan Tzimisce. Here a vampire can openly rule over a town and village, and any violence and corruption is simply part of day to day life. Though the Dark Continent is not without its dangers, Algeria at least gives the clan a foothold. While many of the mysteries and forgotten past of the clan remain obfuscated, it is only perhaps a matter of time before the legacy of Demdemeh is fully recovered.



Dragons

Voivode

The Hierarchy of clan Tzimisce truly died in the fires of the Anarch Revolt. Still, some traditions among a clan that claims ties to ancient nobility die hard. Much like the Catholic Church, the Voivodes of old wielded tremendous power and influence in clan Tzimisce since the most ancient of times. From their ancient lands beyond the forest, the Voivodes would war with each other over land and power. Armies rose and fell at their commands. Servants died in their names. Some claim the clan failed to destroy the Tremere when they arose due to this infighting. Others still claim that it the wars among the Voivodes that only strengthened the clan to face the turmoil of the Final Nights. Regardless, the power and influence of the hierarchy of old is gone and may never again see such true power over the clan as a whole.

During the Anarch Revolt, the young members of the clan rose up and slew their elders. This included a number of the Voivodes of old. Those that were not slain were quick to retreat into hiding. Most succumbed to the weight of ages, hoping to sleep past the conflict. Those same elders of the clan have started to return and see only a joke of what the clan's hierarchy has become, in terms of influence and power amongst the clan.

Tonight the title of Voivode has become something of an honorific among the clan. There are only three requirements for a Tzimisce to claim the title. Firstly, they must practice the arts of Koldunic Sorcery. Secondly, they must walk a Path of Enlightenment. Lastly, they must have absolute control over some considerable amount of land. Even still, not all these requirements are met for young Tzimisce to claim the title of Voivode. Tonight there are Tzimisce who claim the titles of Voivode of Miami and other new

world cities, laughable to the elders of the old world. Still, in theory, the Voivodes form a council that oversees and directs the clan as a whole. In practice, most Tzimisce neonates pay the Voivodes little attention. Most simply ignore them. Others simply grant them a degree of respect they have earned. Compared to the nights of old, the Voivodes lack any real power or influence across the clan as a whole. However, some elders have more than others. It truly depends on which Fiend you are dealing with at the time.

Above the Voivodes is the Voivodes of Voivodes, the theoretical leader of the clan as a whole. The title, once held by the clan founder himself and his most eldest childer, has become more of a joke than the Voivode Council itself. Held by a Tzimisce named Minerva Schwalke-Wojtkiewicz, the current Voivode of Voivodes does not even meet all the criteria to be called a Voivode. A neonate, Minerva has little influence outside of Mexico City. In times long past, the last great Voivode of Voivodes was a Tzimisce by the name of Vladimir Rustovitch. Under his command, the clan moved united in its wars against the Tremere and Ventrue who moved into Tzimisce lands. With the Anarch Revolt came the fall of the Voivodes as their leaders. Much like the council itself, the Voivode of Voivodes in theory leads the clan as a whole; however, in practice, the title has become little more than an honorific hold over from nights long past for neonates to fight over.

Below the rank of Voivode stands a title that still holds as much power as it once did. The Zhupans are the eldest members of the clan. They hold considerable power and influence in both the Sabbat and clan as a whole. Masters of the Zulo form, the Zhupans were once the right hand of the Voivodes. Tonight, they often hold council with younger

members of the clan, seeking to help guide them and make sure the traditions of the clan are not entirely forgotten. Though they do not wield complete control or influence over the clan as a whole, the Zhupans are often respected for their power and insight.

Whether or not the hierarchy of the clan will ever return to prominence among the Tzimisce is unknown. In its current state, it seems to be little more than an anachronistic relic from times long since passed. The clan rose up to destroy it and few desire to see its return. Still others long for the old traditions in the clan and still others see merit in some form of leadership among the clan as a whole. It seems the fate of the hierarchy lies in the hands that overthrew it: the neonates. For more information on the hierarchy of clan Tzimisce, please see Clanbook: Tzimisce Revised.

Notable Members of the Blood

Radu Bistri



Radu Bistri, born Radu Szantovich, is a Seventh Generation Tzimisce, sire of Marelle. He is a wandering Cardinal of the Sabbat and the former prince of Bistritz. Radu holds considerable influence within the Sabbat and was vital for the formalization of sect documents like the Purchase Pact. Originally, he was a Szantovich revenant.

Through etiquette and diplomacy, Radu garnered enough political influence to appeal to a few key Voivodes among the eldest Transylvanian Tzimisce. By speaking against the new generation of Sabbat vampires as a threat to the security of the Feudalists, Radu helped create a new political office: Cardinal of the Land Beyond the Forest. Although the Tzimisce's alliance was tenuous, it helped stave off the depredations of a new generation of neonate Sabbat.

After a decade, Radu left for the New World to bring his ideas to the Sabbat abroad. He served as a Bishop to the Lasombra Francisco Domingo de Polonia, aiding to stabilize the diocese of New York City. After witnessing firsthand the dangers of what the younger generations of Sabbat could create, he used his experience to push through the Purchase Pact, a dictum forbidding Sabbat from warring against each other instead of their true enemies in the Camarilla.

Following his contributions to the Pact, he was named Cardinal by Regent Gorchist. After that, he acted as cardinal for a time before he passed the diocese to someone else, instead traveling back to his homeland. Following his rejection by the Transylvanian Elders as a traitor, he continued to wander the earth, lamenting the decline of the younger Tzimisce generation due to the influence of the Sabbat.

In the Final Nights, Radu Bistri was involved, though not instrumental, in the addition of the Salubri antitribu to the Sword of Caine.

The Dracon



Little is known about the origins of the Dracon, only that he was one of the first childer of the Eldest himself, making him many thousands of years old. Not content to transform only his body, he saw himself as an agent for metamorphosis of the world. Through the power of philosophy and passion, he initiated the rise and fall of kingdoms and beliefs.

The Dracon regarded himself as the container and preserver of his sire's connection to Humanity and it is known that the Eldest had a special fondness for him. When the Eldest was slain by Samiel, he chose the Dracon as the vessel for his rebirth, reforming himself within his viscera like an embryo. The Dracon cared for [Tzimisce] for an indefinite period of time before he visited his broodmate Yorak and gave the infant form of their sire in his care.

The Dracon's rage and subsequent hunt through Transylvania for the Tzimisce that he felt were responsible has become fearful legend among the Carpathian Fiends. After two long years and the destruction of many of his kin, the Dracon finally slew his brother-in-blood, the Ancient known as Triglav, in a battle that literally shook the mountains. Only the intercession of one of the Dracon's former students, the late Tzimisce sage Demenaus, convinced the Dracon to leave his vendetta there. Even so, the Carpathian and Draconian Tzimisce have warred intermittently over this feud for centuries.

In the modern nights, his whereabouts are unknown. But even today, he is honored among both the Children of the Dracon and the Order of the Dracon.

Lambach Ruthoen



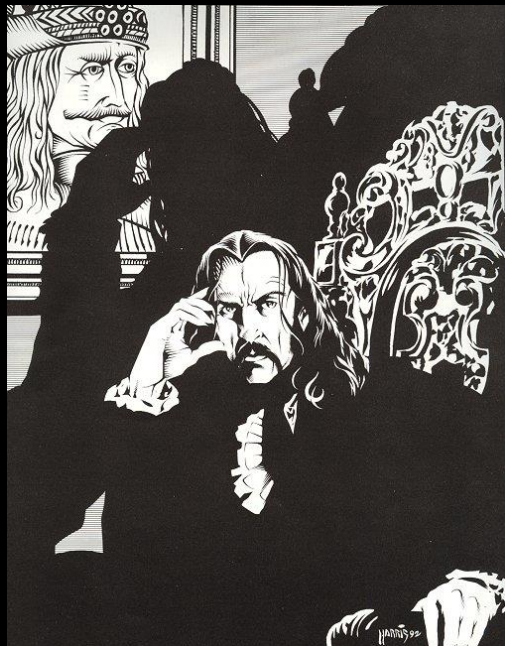
Lambach was a noble-born Tzimisce, raised specifically to become undead and bred to wield power. Unfortunately, the side effect of controlled breeding creates spoiled childer with weak genes and weaker wills. Thus, Lambach never wielded his command with much confidence nor courage. He was rather an indecisive vampire lord. He lived his life in fear of the inevitable Embrace and tried his best to avoid it. Because he spent so much time dreading the bite, he suffered greatly when his sire, Tabak, drained him of his blood. Thus, as a vampire, he became an anxiety-ridden, desperate, terrified bully.

Lambach inherited a large power base to administrate many loyal followers. His Tzimisce leaders demanded that he help fight the Tremere, fend off rampaging Anarchs, and control the ebb and flow of mortal power. Trouble then stirred in the Transylvanian highlands. The Anarchs seemed unstoppable, as they had just crushed the Lasombra Antediluvian and were now attacking the Tzimisce in full force. In 1413, they captured the weak Tzimisce monarchs, demanding that they join or die. Lambach's sire, Tabak, called all his childer to defend him and thus escaping. However, it left Lambach behind only to be overwhelmed and captured by renegade forces. While the other childer were slain, Lambach agreed to convert rather than die.

The Anarch leaders, Lugo and Velya, broke Lambach's blood bond to the Tzimisce using Kupala's Sacred Fire-Flower. Through Lambach, they obtained his knowledge of the Tzimisce Founder's hiding place. Lambach guided Lugo to

Sarmizegetuza, who was accompanied by a mob of Anarchs, and to the ancient cathedral (and ancestral site of the Ruthven lineage) where the Tzimisce Antediluvian laid to rest in torpor. A great fight broke out between the Tzimisce Guardians and Lugoj's Anarchs, which resulted in Lugoj infiltrating. Lugoj dispelled the magical protections and unearthed the ancient Tzimisce vampire from torpor, greedily consuming its blood.

Dracula



Though records indicate that Vlad Tepes died in 1476, he had been drinking the blood of a vampire that he captured and locked away in Castle Dracula. Originally of the Basarab family, he knew of the hidden masters of the Carpathian lands and sought to gain their power. Though mortal, he experienced superhuman strength and longevity due to the vitae flowing in his veins. It would have been easy to fake his death in order to live as one of the undead, however, it was not enough to be caught between worlds. He had to be Embraced in order to have the full extent of immortality.

In 1495, Vlad Tepes took advantage of a perfect opportunity, perhaps not even knowing that the circumstances would unfold to his favor. When he received news of a pending assault that included one of his former staff, Lambach, he prepared a counterstrike. A group of Tzimisce vampires were on their way to Castle Dracula, led by Tabak who was

incensed that Vlad had captured one of his own, who violated their laws with the use of vampiric powers as a mortal that drank the blood of captured vampires.

By the time of the Modern Nights, Dracula has become more legend than anything. Rumors abound of seeing him Chicago and London. Some claim he is Sabbat, others that he is Camarilla or even Inconnu. The most likely truth is that the Son of the Dragon continues to rule his lands from his castle, wishing for nothing more than to be left alone.

Sascha Vykos



The legend of Thorns and the destruction of [Tzimisce], few among the Sabbat do not know the name Sascha Vykos.

Over the centuries, Sascha has served its sect as scholar and warrior. In both roles, it acts as wandering Priscus, though its manner of advising regional cardinals seems more akin to making strong "suggestions" than polite recommendations. As scholar, it maintains ancient libraries and repositories across the Balkan States. In this role, Sascha is an ally to the old-guard Sabbat who appreciate the strength of knowledge. As warrior, however, Sascha is also a frightening tool of retribution. With mastery over Vicissitude and Thaumaturgy, it can best most adversaries. Generally, though, it prefers to capture foes rather than kill them. Many of Sascha's prisoners have endured sessions of alternating torture and ecstatic pleasure that last for decades. Its victims are often unsure whether they are undergoing torture or rape.

In this violent facet, Sascha appeals to the younger Sabbat. Collectively, in turn, the Sabbat is a weapon

for Sascha, a living battlement against the rapacious Antediluvians - the adversaries in Sascha's morality play. Every death it inflicts strengthens the Sabbat's position, every splatter of blood is part of God's portrait, every agonizing cry is a nail in Heaven's unliving city. That is why it knows how each nerve screams, how much blood flows from specific wounds and how much fat it can rob from a mortal body before death.

Velya



Once known as Velya the Flayer, he and Sascha Vykos were the chief conspirators of Lugo Blood-Breaker in the formative years of the Anarch Revolt, when they broke their blood bonds using Kupala's sacred fire-flower, established the Vaulderie, and (supposedly) destroyed the Tzimisce Antediluvian.

As a founding member of the Sabbat, he serves his sect as the Cardinal of the Tzimisce Old Country, the Land Beyond the Forest: Transylvania. He is tasked with either claiming the territory of the hoary old Tzimisce Voivodes that he once rose up against or else enticing them into joining the Sabbat.

His mastery of Vicissitude is so strong that he was able to take his childe Elaine Cassidy and merge himself with the girl, so that her leg-stumps were bound to his back. Velya looked like a forty-year-old silver-haired Russian man with a ten-year-old silver-haired Bostonian girl emerging from his back. Sadly, Elaine's madness was finally too much for Velya to handle, and in 2010 he removed her from his body

and destroyed her. It is whispered that slowly, but steadily The Flayer is returning to his proper mind.

Vladimir Rustovitch



Formerly a Bratovitch revenant, Vladimir assumed both the mantle of Cainite, the title of Voivode and his sire's estate through diligence, might, and a modicum of treachery. He became renown even his life in his many battles against the many enemies of his Clan and, after his sire fell in battle against the native werewolves, Vladimir led the campaign against both his rivals and the culprit Garou.

He proved himself as a ferocious warrior and cunning strategists in the many wars against both the Shadow Lords, the invading Ventrue, the anarchistic Gangrel, the upstart Tremere and their Gargoyle slaves, and rival Tzimisce. When he, however, was in a conflict against the Teutonic Knights in 1313, his jealous broodmates plotted against him and arranged a massive ambush on his castle by the Shadow Lords, who killed all his servitors and brides. When Vladimir returned, his Frenzy was terrible. Stories of the massacre are told even today on the campfires of Shadow Lord Moots and even Tzimisce shudder when they hear what he did to his broodmates during the terrors of the Anarch Revolt, whom he joined out of spite and bitterness.

Today, Vladimir's main concern is his revenge against the hated Lupines. Aware of the Past Lives, he hunts the descendants of those Shadow Lords that attacked his castle. He claims membership in the Sabbat, but does not concern himself with their goals, using them as a facade for his main goal.

Lugoj



Lugoj, the Blood-Breaker, was a famous Cainite who led the Tzimisce branch of the Anarch Revolt along with Vykos and Velya back in the 15th century.

He became notorious for the Diablerie of Byelobog the White and, later, for leading the attack against the haven of the Tzimisce Antediluvian himself in 1413. Shortly after the Diablerie of [Tzimisce], Lugoj succumbed to Torpor due to the weight of ages in the potent blood he had consumed. Lugoj swore to return on the eve of Gehenna to lead the Sabbat in final victory over his enemies. He reemerged in 2014 at the grand Ecumenical Council, only to be counted a traitor to the Sabbat and diablerized by one of his own clanmates.

Paths of Enlightenment

The Path of Metamorphosis

The Path of Metamorphosis was created and is primarily practiced by the Tzimisce. The Path of Metamorphosis is one of the most inhumane paths. For its followers, the world is made up of evolutionary chains. Animals are below humans, who are below the Kindred. The metaphysical, arcane members of Clan Tzimisce follow this Path since

their settling within the lands around the Carpathian Mountains, which focuses on defining and attaining the state of being beyond the curse of vampirism. Citing their transformative use of Vicissitude, the Tzimisce believe they have the potential to transcend the constraints of the flesh. They believe that the next step is a state akin to apotheosis, which they call Azhi Dahaka, after the dragon of Persian mythology and they will do anything — anything — to achieve it. It is a distant, lonely philosophy, removed from any needs other than the matter of sustenance. Followers should be heedless of others around them, existing only to satisfy their personal concerns until they achieve Azhi Dahaka, which will completely separate them from rest of the world in a similar manner to an inverted Nirvana. Metamorphosists often face a different problem from those who walk other Paths: Rather than struggling to uphold the tenets of their Path, Metamorphosists struggle to discover just what those tenets actually are, each for themselves. Most followers of the path keep a journal of sorts, classically called the Phrygian Codex, which details their journey through Metamorphosis. Codices of Elder Metamorphosist are highly prized by their younger contemporaries.

For more information on the Path of Metamorphosis, please see the book *Chaining the Beast*, pages 65-69.

The Path of Flesh

In nights long since forgotten, the Road of Metamorphosis (the precursor the Path) had two Paths itself that evolved from it, the first of which is the Path of Flesh. Though fundamentally the Path of the Flesh follows the same hierarchy of sins as the old Road of Metamorphosis, how it views them is entirely different. For those who walk the Path of Flesh, true enlightenment and evolution only comes from physical material alteration to one's body. The spiritual side is only important when it aids in the physical. For more information on the Path of Flesh, please see the book *Dark Ages: Storyteller's Companion*, page 27. For use in play, use the Hierarchy of Sins for the Road of Metamorphosis.

The Path of Spirit

The other divergent path off of the old Road of Metamorphosis has a different view on things. Rather than obsession and focus on physical change, those who walk the Path of Spirit focus on spiritual change

within themselves as a means to true enlightenment and evolution. Many of the clan's Kolduns once walked this Path and even some of the younger generations of Tzimisce seek to once again, as the art of Koldunic Sorcery aids in their belief and practices. For more information on the Path of Spirit, please see the book *Dark Ages: Storyteller's Companion*, page 27. For use in play, use the Hierarchy of Sins for the Road of Metamorphosis.



Nightmares

Combination Disciplines

Birth the Vozhd (Animalism 6, Vicissitude 6)

Clanbook: Tzimisce Revised, page 73

System: Use as Printed

Rarity: Tzimisce Coordinator Approval

XP Cost: NPC Only

Unchain the Wrathful Beast (Animalism 5, Vicissitude 4)

Player's Guide to the High Clans, page 170

System: The player makes a normal Drawing out the Beast challenge. If successful, the victim immediately loses two blood traits and uses the power Horrid Form, even if they do not possess it. The transformation takes two turns, after which they also immediately enter frenzy. The frenzied victim, however, will not attack the vampire who used this power on it. At any time, the player may recall his beast with a Social Challenge against the target, retested with Animal Ken. Any vampire affected by this power takes three nights to return to his original form. Mortals and Ghouls are permanently stuck in Horrid Form and mortals suffer one automatic level of aggravated damage a day until death.

Ghouls only suffer 1 automatic level of aggravated damage a week. Otherwise, use as printed.

Rarity: Tzimisce Coordinator Approval

XP Cost: 18

Soul Decoration

(Auspex 2, Obfuscate 2, Vicissitude 3)

Clanbook: Tzimisce Revised, page 72

System: Use as Printed

Rarity: Storyteller Approval and Tzimisce Coordinator Notification for non-Tzimisce

XP Cost: 6

Enhance Sensation

(Auspex 2, Presence 3, Vicissitude 2)

Road of Sin, page 70

Rarity: Storyteller Approval

XP Cost: 10

See the True Form

(Auspex 2, Vicissitude 2)

Player's Guide to the Low Clans, page 164

System: The player engages the target in a Mental Challenge, retested with Empathy. If successful, the player may then expend temporary Mental Traits to gain information. Simply replace success with Traits Spent.

Rarity: Storyteller Approval

XP Cost: 7

Record/Recall Sensation (Auspex 3, Vicissitude 5 or 2)

Road of Sin, page 71

System: Use as Printed

Rarity: Storyteller Approval

XP Cost: 11 for basic, or 15 for advanced

Flesh of Wind and Water (Celerity 2, Vicissitude 3)

Archons & Templars, page 141

System: Use as Printed, except replace “required rolls” with any Challenges necessary.

Rarity: Storyteller Approval

XP Cost: 8

Rarity: Storyteller Approval

XP Cost: 5

Sculpt the Flowing Wound (Fortitude 3, Vicissitude 2)

Player's Guide to the High Clans, page 169

System: Spend 1 Blood and make a Mental Challenge at a difficulty of 10, retested with Body Crafts. Each temporary Mental Trait spent heals one level of lethal or bashing damage. The player may not heal more than their blood per round limit of their generation. Any healing done beyond this limit continues on subsequent turns.

Rarity: Tzimisce Coordinator Approval

XP Cost: 11

Jaws of the Dragon (Koldunic Sorcery 7, all Five Koldun Ways at 5)

Player's Guide to the High Clans, page 168

System: The player makes a static Mental Challenge at a difficulty of 10, retested with Occult. He must also spend all of his Blood Traits. For each

Temporary Mental Trait spent after the challenge, the storm has a radius of one mile. Everything caught in the storm suffers a number of aggravated damage equal to the Koldun's Willpower+Occult. Otherwise, use as printed.

Rarity: Tzimisce Coordinator Approval

XP Cost: NPC Only

Becoming Kupala (Way of Spirit 6, Vicissitude 6)

Player's Guide to the High Clans, page 164

System: The character spends 10 Blood Points and makes a static Physical Challenge, retested with Alertness (difficulty 8). The zone of control equals a number of yards equal to 10 times the number of temporary physical traits spent after the challenge. All Koldunic Sorcery used within the radius by the character gains two bonus traits to all challenges. Otherwise, use as printed.

Rarity: Tzimisce Coordinator Approval

XP Cost: NPC Only

Flaying Touch (Potence 2, Vicissitude 2)

Player's Guide to the High Clans, page 167

System: Make a Physical Challenge against the target, retest with Brawl (this may only be used in a brawling attack). You must also touch exposed flesh. If successful, the player spends Body Crafts ability to inflict an equal corresponding number of levels of lethal damage. If the damage exceeds the victim's stamina related traits, she may only writhe and scream in pain (but may defend herself normally). Vampires do not take damage, instead they lose Blood Traits. Otherwise, use as printed.

Rarity: Tzimisce Coordinator Approval

XP Cost: 7

Pater Szlachta (Protean 4, Vicissitude 3)

Clanbook: Tzimisce Revised, page 72

System: Use as Printed

Rarity: Storyteller Approval

XP Cost: 18

Shape of All Beasts (Protean 4, Vicissitude 3)

Mexico City by Night, page 114

System: A character may resist this power in a contested Willpower Challenge. Otherwise, use as printed.

Rarity: Tzimisce Coordinator Approval

XP Cost: 12

Conquering Blood (Vicissitude 5, Dominate 5)

Player's Guide to the High Clans, page 166

System: To start using this power, a character must first grapple her victim and maintain it for three rounds, after which the player must engage in the normal challenge for the Dominate power Possession. Success allows them overtake the victim. Conquering Blood may not be used to possess vampires as it results in the vampire using the power to be diablerized. Otherwise, use as printed.

Rarity: Tzimisce Coordinator Approval

XP Cost: 18

Body Armory (Vicissitude 3, Protean 3)

Guide to the Sabbat, page 123

System: Use as Printed

Rarity: Storyteller Approval

XP Cost: 9

Measure the Will (Auspex 2, Dominate 2)

Player's Guide to the High Clans, page 168

System: Engage your target in a Mental Challenge, retested with Intimidation. Each use after the first

requires the character to bid an additional trait in the challenge. Otherwise, use as printed.

Rarity: Storyteller Approval

XP Cost: 7

Merits and Flaws

Dracon's Temperament (3pt Merit)

Clanbook: Tzimisce Revised, page 69

System: Use as Printed

Haven Affinity (3pt Merit)

Clanbook: Tzimisce Revised, page 69

System: Use as Printed

Revenant Disciplines (3pt Merit)

Clanbook: Tzimisce Revised, page 69-70

System: Use as Printed

Ancestral Soil Dependence (2pt Flaw)

Clanbook: Tzimisce Revised, page 70

System: Use as Printed

Revenant Weakness (3pt Flaw)

Clanbook: Tzimisce Revised, page 70

System: Use as Printed

Consumption (5pt Flaw)

Clanbook: Tzimisce Revised, page 70

System: Use as Printed

Pain Tolerance

(2pt Merit)

Clanbook: Tzimisce, Second Edition, page 43

System: You suffer one degree less of wound penalties. This includes for things like Torture and related powers.

Privacy Obsession

(3pt Flaw)

Clanbook: Tzimisce, Second Edition, page 43

System: To enter another's home uninvited requires a Willpower Challenge, difficulty of 6. Additionally, if anyone enters your home uninvited, you must make an immediate Self-Control/Instinct Challenge at difficulty of 3 or enter Frenzy.

Vindictive

(3pt Merit)

Libellus Sanguinis I, page 61

System: When facing someone in combat who has insulted, shamed, or harmed you, you gain one bonus trait to all challenges with that individual. Otherwise, use as printed.

Naturally Supple

(3pt Merit)

Libellus Sanguinis I, page 61

System: You gain two bonus traits on challenges of Vicissitude used on yourself.

Secular

(4pt Merit)

Libellus Sanguinis I, page 61

System: Those who wish to effect you with faith-based magic (including Infernalism) must bid an additional trait on all challenges of using their magic against you. You may also make a static Mental Challenge, retested with Science, at a difficulty of 8. Success results in greater understanding of concepts and inventing machines. Finally, all

Conscience/Conviction tests have their difficulty increased by one. Otherwise, use as printed.

Promethean Clay

(5pt Merit)

Player's Guide to the High Clans, page 207

System: All uses of Vicissitude on yourself gain two bonus traits in all challenges. Otherwise, use as printed.

Mask of Everyman

(3pt Merit or 2pt Flaw)

Player's Guide to the High Clans, page 204

System: A character must make a static Physical Challenge at a difficulty of 10, retested with Body Crafts, to reconstruct their original face. Otherwise, use as printed.

Unblinking Vigil

(1pt Flaw)

Player's Guide to the High Clans, page 203

System: You must bid an additional Social Trait on all friendly social interaction challenges.

Elder Disciplines

Body Arsenal (Elder Vicissitude)

Laws of Elysium, page 78

System: Use as Printed

Blood of Acid (Elder Vicissitude)

Laws of the Night: Sabbat Guide, page 136

System: Use as Printed

Chiropteran Marauder (Elder Vicissitude)

Laws of the Night: Sabbat Guide, page 135-136

System: Use as Printed

Graft Life to Life (Elder Vicissitude)

Player's Guide to the High Clans, page 162

System: Removing a limb requires a Physical Challenge, retested with Body Crafts. Extracting an organ requires a static Mental Challenge, retested with Body Crafts, at a difficulty of 9. Removing organs requires 10 hours of work minus the level of the Body Crafts ability possessed by the user. Attachment requires a static Mental Challenge with a variable difficulty, retested with Body Crafts. Attaching an appropriate limb (human arm to a human) is difficulty 9. Attaching an appropriate limb (horse leg to human) is difficulty 10. Attaching an organ is difficulty 11. Attaching limbs to a vampire is difficulty 8. The process of attachment takes five hours minus the level of Body Crafts possessed by the vampire. Otherwise, use as printed.

Entrail Saraband (Elder Vicissitude)

Libellus Sanguinis I, page 64

System: For each Stamina-related trait the vampire possesses, the vampire gains a number of bonus traits on challenges of grappling, striking, etc. Otherwise, use as printed.

Living Testudo (Elder Vicissitude)

Libellus Sanguinis I, page 65

System: This power requires a Physical Challenge against the target, retested with Body Crafts. To use the impaled victim as a weapon requires a separate Physical Challenge against the target, retested with Body Crafts to create the weapon version. Otherwise, use as printed.

Plasmic Form (Elder Vicissitude)

Laws of Elysium, page 78

System: Use as Printed

Skin Trap (Elder Vicissitude)

Clanbook: Tzimisce, Second Edition, page 45

System: Make a Physical Challenge against your target, retested with Firearms. Success means the target is trapped and may take no actions until they break free. To break free, a victim must succeed in a number of static Physical Challenges (difficulty of 9, retested with Brawl) equal to the user's Stamina-related Physical Traits. Additionally, the vampire may target the head of his victim instead. To target the head, the vampire must first succeed in the Physical Challenge and then win outright two Simple Tests. Victims whose heads are trapped are blind and cannot breathe. Finally, each time the vampire uses this power, he must bid an additional trait on challenges to soak damage, until he spends one blood to regenerate his skin. A vampire who uses this power three times without regenerating his skin will suffer one level of Lethal Damage each time he moves. This damage may be soaked normally. Otherwise, use as printed.

Cocoon (Master Vicissitude)

Laws of the Night: Sabbat Guide, page 136

System: Use as Printed

Flesh Rot (Master Vicissitude)

Player's Guide to the Sabbat, page 113-114

System: The vampire must first touch his target and succeed in a Physical Challenge, retested with Medicine. If successful, he may spend any number of temporary Physical Traits for the effects on the chart below. Each level requires one day to progress to the next stage in the disease. Otherwise, use as printed.

Traits Spent	Effect
1	Victim loses 1 Stamina-related Physical Trait

- 2 Victim loses the above, plus an additional Stamina-related Physical Trait
- 3 Victim loses the above, plus an additional Stamina-related Physical Trait, 1 Strength-related Physical Trait, and 1 Health Level
- 4 Victim loses the above, plus another Strength-related Physical Trait, loses 1 Dexterity-related Physical Trait, and another Health Level
- 5 Victim loses the above, plus an additional Health Level

Impaler's Fence (Master Vicissitude)

Libellus Sanguinis I, page 65

System: The player engages his target in a Physical Challenge, retested with Medicine. If successful, the Victim suffers a number of lethal damage equal to 10 minus the victim's Stamina-related Physical Traits. This damage may not be negated in any way (including by Fortitude). Victims are also down three traits in all challenges of dexterity. Otherwise, use as printed.

Kraken's Kiss (Master Vicissitude)

Clanbook: Tzimisce, Second Edition, page 45

System: The character spends one point of Willpower and gains a tentacle attached to them. This Tentacle may be used like a weapon attached to the vampire. All attacks with it give two bonus traits in the challenge. Additionally, it may grapple a victim and drain one Blood from a target a round. Otherwise, use as printed.

Transcend the Flesh (Master Vicissitude)

Player's Guide to the High Clans, page 162

System: Expelling objects requires a Static Mental Challenge, retested with Body Crafts, at a variably difficulty. Large objects are difficulty 8, minor objects are at a 9, poison requires a blood trait and are at a 10. Removing a stake requires a Willpower

point and an extended Physical Challenge (retested with Body Crafts), at a difficulty of 10. Each success represents 30 minutes of work and ten successes are required. Walking through a wall requires a Willpower point and Willpower Challenge, difficulty 10. Otherwise, use as printed.

Liquefy the Mortal Coil (Master Vicissitude)

Dark Ages: Companion, page 96

System: Spend 1 Willpower and engage your target in a Physical Challenge, retested with Body Crafts. You may strike limbs and each limb strike causes it to transform into one blood traits worth of blood. You may also target a victim's head. After a successful Physical Challenge, the character may throw two Simple Challenges that he must win outright. Mortals die instantly, while vampires survive. Lost limbs are useless and lost heads result in the loss of anything that requires sight, sound, or hearing. A vampire may restore a lost body part at the cost of one blood point per. Otherwise, use as printed.

Bauble (Ascendant Vicissitude)

Player's Guide to the Sabbat, page 114

System: Use as Printed

Breathe of the Dragon (Ascendant Vicissitude)

Laws of the Night: Sabbat Guide, page 136-137

System: Use as Printed

Will Over Form (Ascendant Vicissitude)

Player's Guide to the High Clans, page 163

System: Use as Printed.

Earth's Vast Haven (Methuselah Vicissitude)

Laws of the Night: Sabbat Guide, page 137

System: Use as Printed

Doppelganger (Methuselah Vicissitude)

Player's Guide to the Sabbat, page 114

System: Use as Printed

Perfect Essence (Methuselah Vicissitude)

Player's Guide to the High Clans, page 163

System: Any supernatural effects that control or alter the character's blood by an attacker must be made by bidding three additional traits on such challenges, while the user of Perfect Essence is up three traits. Otherwise, use as printed.

Abilities

Body Crafts

The ability of Body Crafts is the skill to rework, reshape, and alter bodies of all manners. Though often used in conjunction with other abilities, such as Medicine, Body Crafts is enough for even the basic understanding of how a body works and functions to alter it. Body Crafts is the ability used for Vicissitude retests, Vicissitude Modifications, and War Ghoul creation. For more information on the Body Crafts ability and what it means, please see Player's Guide to the Sabbat, page 102, under the ability "Body Alteration."

Koldunism

Just as Lore: Wraith may be used instead of Occult for the powers of Necromancy, so too may Kolduns use the specialized ability of Koldunism for retests in Koldunic Sorcery. This ability is no longer the main retest for Koldunic Sorcery or the limiter on the level of Koldunic Sorcery you may have. For more

information on the Koldunism ability and what it means, please see the book *Blood Magic: Secrets of Thaumaturgy*, page 127.

Lore: Tzimisce

LORE: TZIMISCE x1

- You know that the primary Tzimisce Disciplines are Animalism, Auspex, and Vicissitude.

- You know that all Tzimisce are apparently tied to their point of origin and that no Tzimisce may rest peacefully without two handfuls of his or her native soil.

- You know that the Tzimisce Antediluvian is seldom given a name or gender and that the Tzimisce claim that it has been destroyed.

- You know that some Tzimisce, known as the Koldun, practice Sorcery.

- You know that the Clan was originally settled in the Carpathians and Transylvania where it tended to organize itself in a feudalistic fashion. You know that many "movie" vampires share characteristics in common with the Tzimisce.

- You know that the Tzimisce are the spiritual leaders of the Sabbat and that they are credited with the creation of the Auctoritas Ritae, especially the Vaulderie.

- You know that the Tzimisce are considered the least humane of vampires and that they are the ones most commonly on Paths of Enlightenment, willing to teach them to others. You know that the Path most often associated with the Clan is the Path of Metamorphosis, a transhumanist philosophy in which initiates strive toward some state known as Azhi Dahaka.

- You are familiar with the terms voivode (the Tzimisce lord of a region), szlachta (Vicissitude-modified ghouls serving a Tzimisce master), manse (a Tzimisce's primary haven) and tirsă (land or territory).

- You are aware that the Tzimisce are said to have bred their ghouléd serfs into bloodlines known as Revenants, mortals who show the aspects of being a ghoul at birth and without ingesting vampire blood.

LORE: TZIMISCE x2

- You know that the Tzimisce progenitor was said to have left the company of the other Antediluvians before the flood, because it sought to free itself from the ravages of the Beast through exploration and experimentation. It is said to have eventually settled in the Carpathians, the lands to which the Tzimisce have the strongest ties.

- You have heard of Kupala's Night, the evening upon which Lugo Bloodbreaker gathered his allies and clanmates together and broke the blood bond upon them using some mystical ceremonies, from which eventually evolved the Auctoritas Ritae and Vaulderie. You also know that it was later Lugo who is said to have diablerized the Eldest in its manse.

- You are familiar with the War of Omens and know that it was a conflict between Clan Tzimisce and the newly created Clan Tremere.

- You know that most Tzimisce refuse to diablerize those of their own Clan.

- You know that not all Tzimisce ally with the Sabbat and that many of the Eastern European elders (known to some as the Old Clan Tzimisce) claim independence from the affairs of Sect. You also know that some of these elders seem to have an irrational paranoia regarding the Vicissitude Discipline.

- You are aware of the order known as the Children of Dracon which operates within the Sabbat and know that they both seek to "atone" for some sort of sin committed by the Clan and tend to eschew the use of Koldunic Sorcery.

- You know that the Path of Metamorphosis is unique among Paths, as the concept of Azhi Dahaka is never clearly defined and that each initiate must discover it for themselves.

- You know that the term voivode formerly referred to the lord of a given domain but, in the modern nights, it is most commonly used to refer to the voivode for the entire clan, who essentially acts as its head. You know that the current voivode is Minerva Schwalke-Wojtkiewicz.

- You know of Tzimisce who are generally considered leaders and advisors. You know that the requirement for being one is mastering the zulo (Horrid Form) form.

- You have heard of hellhounds, bogatyri (monstrous servitors the Tzimisce held during the Middle Ages),

and the vozhd (gigantic war ghouls built out of numerous animals and people grafted together with Vicissitude).

- You are familiar with the basic Revenant families that serve Clan Tzimisce. You know of: the Bratovich, an inbred and violent family of Polish animal trainers and fighters; the Grimaldi, a family with heavy mortal connections adept at helping to keep vampire activity secret; the Obertus, a Byzantine family of secretive and reclusive scholars, often associated with the Children of Dracon; and the Zantosa, a notoriously debauched bloodline which has heavy ties to assorted vice trades.

- You have at least heard, in passing, of legendary Tzimisce such as: Lambach Ruthven, an elder who continuously seems to be present during crucial moments regarding the Antediluvian's movements; Yorak, one of Tzimisce's original childer and voivode of the Clan for most of its history; and Velya the Vivisectionist, who along with Lugo helped to create the Vaulderie and now serves as Cardinal to the "Lands Beyond the Forest."

LORE: TZIMISCE x3 (STs ARE ADVISED TO LIMIT CLAN LORE TO 3)

- You have heard that the Antediluvian fell into slumber for several centuries after being attacked by warring Salubri. Oddly, some accounts of this event have Tzimisce being killed in the fray, although this clearly cannot be true because Lugo diablerized him centuries later.

- You know what Kupala is, a spirit native to the region in which Tzimisce settled that the eldest supposedly made a pact with. You know that it is because of this spirit (who is itself bound to the land) that the Tzimisce are likewise bound to their native soil. You also know that it is supposedly the origin of Koldunic Sorcery.

- You have heard of the legend of Kupala's fire flower, which was the key ingredient that Lugo needed to break the blood bond.

- You know that the War of Omens originally was said to have started when the Tremere, using Tzimisce vitae, gave themselves the Embrace and that the local Gangrel and Nosferatu of the region allied themselves temporarily with the Tzimisce.

- You know that the Old Clan Tzimisce have created an organization known as the Oradea League, consisting of twelve of their eldest. You know it is unwise to meddle in their affairs.

- You know a bit about the structure of the Children of Dracon. You know that it operates from the Hagia Sophia and that it resembles a monastic order in practice. You know that the order is split into two branches, the scholarly branch (Akoimetai) and the knightly branch.

- You have heard of such movements as: the Neofeudalists, Tzimisce who seek to recreate their lord/serf hierarchies in a modern setting; the Exsanguinists, Tzimisce who believe that drinking blood impedes enlightenment and engage in ritualistic vampire anorexia as a result; and the Reclaimists, those who believe diablerie to be essential to understanding the vampire condition and spend most of their time in zulo form waiting to commit it.

- You have heard legends of the Cathedral of Flesh, a fantastical structure created by Yorak out of thousands of human victims. You know that it disappeared from its place in Transylvania centuries ago and many rumors abound as to what became of it.

- You know that each of the Revenant families have a specific disposition for certain vampire Disciplines and that each House also bears certain inherited weaknesses. You know that the Bratovich employ the disciplines Animalism, Potence, and Vicissitude, and they have inherently bad tempers and are prone to flying into rages. You know that the Grimaldi employ the disciplines Celerity, Dominate, and Fortitude, and each one of them serves a Sabbat member as a thrall to a blood bond. You know that the Obertus employ the disciplines Auspex, Obfuscate, and Vicissitude, and have a tendency to become engrossed in their work to the point of derangement. You know that the Zantosa employ the disciplines Auspex, Presence, and Vicissitude, and find it very easy to succumb to mortal temptation.

- You have heard of the Oprichniki, a rare Russian Revenant bloodline that maintains its loyalty only to those Tzimisce unaffiliated with the Sabbat, particularly the Oradea League.

- You are familiar with the Romanian Legacy Foundation, a group masquerading as a mortal

genealogy studies organization which seeks to track down mortals with Revenant blood that the family has "lost."

- You are aware that Schwalke-Wojtkiewicz is generally considered another link in an ongoing chain of progressively weaker voivodes and that she actually wields little power in the clan.

- You have at least heard, in passing, of famous Tzimisce, such as: Byelobog, a Methuselah who masqueraded as the Slavic "White God"; Demdemeh, an African Methuselah who supposedly sired a bizarre variant bloodline; Gunnhild, a witch queen who allegedly helped to facilitate the Sabbat's exodus to Scandinavia post-Revolt; Katarirya, a Methuselah that settled in Sri Lanka and is supposedly responsible for spawning many of the native "demons" of the region; and Righteous Endeavor, a former witch-hunter who now serves as a Priscus.

- You are aware that the Tzimisce have been credited with embracing such historical figures as Vlad Tepes, known more popularly as Dracula.

LORE: TZIMISCE x4

- You have heard legends that state that the Tzimisce Antediluvian placed some of its flesh into each of its childer and that, through this, the creature may experience the sensations of each member of the clan. You have also heard very unsettling rumors that indicate that, due to this, the Antediluvian would be able to consume or control any of its descendants as well. Legends say it did this to the first of its childer, Gallod.

- You know that the War of Omens actually was started by a conflict between the Ventrue Nova Arpad and the Tzimisce Methuselah Ionache over the territory of Hungary and that it was Jürgen of Magdeburg, another Ventrue, who briefly led one of the major onslaughts against the clan.

- You are aware that many Tzimisce were used during the War of Omens in Tremere experiments to create the bloodline of the gargoyles.

- You have heard legends that Kupala once opposed the shape shifting Lupines of the region and that they sought to imprison it by burying it under the earth. They required so much earth to be heap on top of it though that they formed the Carpathian Mountains in the process.

- You know that the connection to Kupala and to sorcery is often mirrored in a Tzimisce's connection to the soil and that some Tzimisce are said to be quieted in their rest only by the soil of Kupala's lands, even if they weren't born there. It is said that these childer, if not killed for perceived weakness, make excellent koldun.

- You've heard that Ruthven has made wild claims stating that LugoJ was somehow overtaken by the Eldest during the diablerie. Ruthven is regarded as losing his sanity. Few, if any, will listen to his claims. Fewer still believe him.

- You know that the Oprichniki favor the disciplines of Auspex, Obfuscate, and Vicissitude, and that each one of them is said to be under a curse where they are pursued by the ghosts of the dead.

- You have heard of the Revenant bloodlines which no longer serve the Tzimisce or who went extinct. These include: the Krevcheski, who defected to the Tremere and became the Dushevsky; the Khavi, who served the elder Bylebog, but were eventually slain by invading Teutonic Knights; the Vlaszy, who sided with the nascent Camarilla during the revolt and were hunted down and killed; and the Basarab, who were systematically slaughtered due to the interventions of Vlad Tepes (Dracula) who came from their lineage.

LORE: TZIMISCE X5 (STs ARE ADVISED TO NOTIFY THE TZIMISCE COORD BEFORE ALLOWING A CHARACTER TO HAVE THIS LEVEL OF LORE, SO THE TZIMISCE COORD CAN TALK THEM OUT OF IT!)

- You've heard that some of the Old Clan believes Vicissitude to be a disease, inflicted by terrible creatures known as Soul Eaters. You may wonder if this has anything to do about the legends of Tzimisce's flesh being in each of his childer.

- You know that the Children of Dracon regard Kupala as a curse upon the Clan and this is why they forfeit any koldunic knowledge. You hear that they also believe that Tzimisce was killed during the Salubri wars but it was the Dracon who managed to use his embryonic remains to breed another incarnation. This lends some credence, if true, to the theories that the Eldest survived LugoJ's diablerie.

- You've heard that Lambach Ruthven indicates that Tzimisce somehow transferred its consciousness either to LugoJ or into the Cathedral of Flesh or in some cases to both. You know that several members of the Clan, taking stock in Ruthven's words, suspect that the Antediluvian isn't dead.

- You've heard stories that further imply that Kupala's fire flower was in fact an extension of the Antediluvian himself and that the Vaulderie only serves to help place even more under Tzimisce's sway.





Karina

Koldunic Sorcery

The Blood Magic of the Fiends is ancient, equal to or older than some of the oldest Blood Magics on the planet. In nights long past, a Tzimisce could not be recognized as a Voivode unless he practiced Koldunic Sorcery. During the height of the Omen War, Koldunism was in its prime. The Magics of the Tremere and the Tzimisce flew without restraint into the battlefield of Eastern Europe during those nights. However, with the Anarch Revolt and the coming of the modern age, the art of Koldunic Sorcery was all but lost to the young of the clan. Fate would seem to have a sense of irony in causing its reemergence in the Final Nights.

With the death of the Tremere Antitribu, the Tzimisce of the Sabbat rediscovered their magical roots. Indeed, it is rumored that young Tzimisce neonates spread across the Old World, raiding libraries for secret occult knowledge from ancient Fiends. What they discovered was their clan legacy. Taking what they could learn from books and the power inherent in their blood, the Tzimisce developed the modern Ways of Koldunic Sorcery from what they could learn. Indeed, they even began to spread their magical knowledge (like the Tremere Antitribu before them) to those of the younger generations in the Sabbat.

Koldunism has always been a young Cainite's art, as it spread through the Sabbat (the Tzimisce being the majority of practitioners but not exclusively) and many of the elder Kolduns saw their ancient art return to main use once again. Now elder Tzimisce Voivodes have returned to take pupils who will learn of the Old Ways, just as they practiced as young vampires in nights past. The Final Nights has many surprises in store for the world of the kindred. The

return and spread of Koldunic Sorcery among the children of the Sabbat is but one of them.

Learning

For those who are of the Koldunic Sorcerer bloodline, learning the arts of Koldunic Sorcery is a simple matter of understanding their ties and power over the land itself. Even those of the blood who are not of the Koldunic Sorcerer Bloodline can in theory learn Koldunic Sorcery. Those not of the bloodline who practice Koldunic Sorcery must seek out instructors in the Ways and Paths of the blood magic. Only through instruction can they hope to master the art. Though, Tzimisce blood makes this far easier and more likely than those not of the blood. Those not of the Koldunic Sorcerer bloodline Tzimisce who wish to acquire Koldunic Sorcery require *Tzimisce Coordinator Approval*.

Mechanics

Koldunic Sorcerers are a bloodline of the Tzimisce with the following stats:

- I. Disciplines: Animalism, Auspex, Koldunism
- II. Weakness: In addition to the Tzimisce Clan Flaw, Kolduns are 1 Trait down to any opposing magics OR they may take the flaw Ancestral Soil Dependence, listed on pg 70 of the Tzimisce Clanbook, which can never be bought off.
- III. Those Koldunic Sorcerers who come from Revenant lines may not take the merit Revenant Disciplines or the flaw Revenant Weakness.

- IV. To play a Koldunic Sorcerer bloodline requires *Tzimisce Coordinator Approval*.

Koldunic Sorcery itself has the following rules.

- I. All uses of Koldunic Sorcery use at least 1 Blood Trait to fuel its magic, unless noted otherwise.
- II. Koldunic Sorcery does not rely on the Koldunism ability as it once did. Rather, it functions off the Occult Ability. The Koldunism ability may also be used to retest Koldunic Sorcery in a similar manner to how Thanatology or Lore: Wraith may retest Necromancy, as allowed by a Storyteller.
- III. The maximum level a Way may be bought up is determined by generational maximums.
- IV. A Koldun may specialize his Occult ability in Koldunism. In doing so, he gains the normal Bonus Trait on Koldunic Sorcery challenges. However, a Koldun who practices Koldunic Sorcery without this specialty must bid 1 additional trait on all Koldunic Sorcery challenges.
- V. An ST who decides the Koldun is in an area ripe with power for Kupala may grant a Koldun in that area another 1 additional Bonus Trait on all Koldunic Sorcery Challenges (he must have the Occult Ability spec Koldunism to gain this benefit). However, while they gain this bonus, they also suffer a plus 1 difficulty on all degeneration checks.
- VI. There is no primary path of Koldunism; most Koldun learn Way of Spirit first.
- VII. All rituals have the following casting time. Basics are 10 minutes, Intermediates are 20 minutes, Advanced are 30 minutes, and anything above that increase the casting time by 10 minutes per level.
- VIII. All rituals have a base cost in Blood Traits equal to their level (in addition to their other costs). Basic rituals cost one Blood Trait, Intermediate rituals cost two Blood Traits, Advanced cost 3 Blood Traits, and anything above that costs 1 more Blood Trait per level.

- IX. The base static difficulty of all rituals is the same as listed in *Laws of the Night Revised*, unless stated otherwise in the ritual.

Learning Koldunism Out of Clan

Learning Koldunic Sorcery for Out of Clan does not make a Tzimisce a member of this Koldunic bloodline. Even still, any Tzimisce that learns Koldunism is considered a Koldun by the clan. Those that learn Koldunism Out of Clan are considered 1 trait down to any opposing magic as they must attune themselves to magic in order to Learn Koldunism. The "Attunement" Flaw gives them no extra points and can never be bought off. The amount of time to Learn Koldunism out of clan is up to ST discretion but it is recommended to take over 1 year (though this may be decreased depending on how magically attuned the PC is). Any other rules that apply to learning Out of Clan Disciplines apply to learning Koldunic Ways Out of Clan. In order to learn an Advanced Way out of clan, the teacher must have 5 Advanced Ways of Koldunic Sorcery.

It is indeed true that there are those that practice Koldunic Sorcery who are found outside of Clan Tzimisce. As stated in *Blood Magic: Secrets of Thaumaturgy*, Koldunic Sorcery has always been a young kindred's art and has been spreading to the rank and file of the Sabbat. While finding elder teachers for Koldunic Sorcery for a Non-Tzimisce might be hard, it is not impossible. Non-Tzimisce with Koldunism are extremely rare and the character in question should have at least the merit "Clan Friendship: Tzimisce." Koldunic Sorcery is never taught to those outside the Sabbat. As such, for a non-Tzimisce to possess Koldunic Sorcery requires Tzimisce Coordinator Approval.

Regardless, any Out of Clan purchase of Koldunic Sorcery requires the Approval of the Tzimisce Coordinator.

The Nature of Spirits and "Demons"

The primary teacher and tie to the Blood Magic Koldunism is the "demon" Kupala. He is the original source of all Koldunic Sorcery. However, is Kupala a

Demon per se? The answer is Kupala and the other “demons” of Koldunism are corrupt nature spirits bargained with and enslaved by vampires. If one where to put this into terms of White Wolf, Kupala and the others would be either Wyrms Spirits or Earthbound Demons (depending on your personal take). This **does not** however make Koldunism Infernal. A koldun bargains or enslaves spirits for power, an Infernalist sells his very soul for his dark arts. While similar, Dark Thaumaturgy and Koldunism are two entirely separate arts. For this reason, Koldunism does not register as an Infernal art. The fact that some Kolduns call the spirits they work with “Demons” is something that should be handled on an in-character level. The dubious nature of Koldunism and whether or not a vampire would consider it “evil” should be maintained on an in-character level. For the purposes of this packet, the word “demon” refers to these spirits of Koldunic Sorcery.

In addition to Kupala, Kolduns over the millennia have bartered and worked with other “Demons” for Koldunic Sorcery. However, the traditional elder Kolduns view such an art to bargain with a “demon” for power as low and pitiful. Elder Kolduns believe that the Forgotten Arts should be learned from a Koldun instructor, not selling one’s self to the lowest bidder. “Demons,” on the other hand, are more than happy to teach these Forgotten Ways and the normal Ways, for a price. As stated in Mexico City by Night under Tlaloc, these “demons” will often teach Koldunism when a student has made the proper sacrifice to them, bargained, and gained their particular mark. While the Koldun does not sell their soul for Infernal power, the deal they make with the “demon” in question is that, any time they use what they have learned, it will empower the “demon,” causing it to grow stronger (this is of course in addition to any other deals the “demon” makes with you.) To be clear: **Koldunism is not Infernal.**

Rarity

The following system of rarity will be established to ease the understanding of which paths and rituals should be accessible to PCs. The paths and rituals have been applied to a rarity scale. The system is based on 1-3 encompassing the level of difficulty and rarity.

Rarity 1: Requires Storyteller permission to learn.

Rarity 2: Requires Storyteller permission and notification to the Tzimisce Coordinator Office.

Rarity 3: Requires Tzimisce Coordinator approval

All of the Paths included in this packet have their most recent text reference listed in the charts below (which may differ from the actual genre text reference). Any Paths not printed in a Revised MET book are listed in the section directly following the charts.

Some Tzimisce NPCs might possess Ways and Rituals not listed in this packet, but any character (PC or NPC) who wishes to learn a Koldunic Way or Ritual not listed in this packet requires *Tzimisce Coordinator Approval*. This includes Custom Koldunic Sorcery Ways and Rituals.

Koldun Ways

Way	Rarity	Source
Way of Earth	1	Player’s Guide to the High Clans pg 183
Way of Wind	1	Player’s Guide to the High Clans pg. 185
Way of Water	1	Player’s Guide to the High Clans pg. 186
Way of Fire	1	Player’s Guide to the High Clans pg. 188
Way of Spirit	2	Player’s Guide to the High Clans pg. 189

Way of Earth

Use Player’s Guide to High Clans pg. 183 for the original description

- Grasping Soil (Players Guide to High Clans, pg. 183)

System: The Players throws a Physical Challenge, retested with Occult. If the Koldun succeeds, the victim is trapped in place for a number of rounds equal to the levels of Way of Earth possessed by the Koldun. The Victim may attempt to break free each round by attempting to defeat the Koldun in a Physical Challenge. In addition to immobilizing a victim, a Koldun may also make an attack with this power instead. The Koldun performs a Physical Challenge, retested with Occult. Success causes 2

levels of Lethal Damage to the victim. Otherwise, use as printed.

•• Endurance of Stone (Players Guide to High Clans, pg. 184)

System: The Koldun spends the activation cost and, for the next scene or hour, gains two additional Stamina-related Physical traits. Otherwise, use as printed.

••• Hungry Earth (Players Guide to High Clans, pg. 184)

System: The Koldun performs a Physical Challenge, retested with Occult, against his victim. Should he succeed, the victim is trapped underneath the soil for a number of turns equal to the Koldun's levels of Way of Earth. Additionally, all victims so entombed must make a Physical Challenge, difficulty 9, or else suffer one level of Lethal Damage. Otherwise, use as printed.

•••• Root of Vitality (Players Guide to High Clans, pg. 184)

System: The Koldun may spend one Blood to heal 2 health levels of Bashing Damage, 1 Blood for one health level of Lethal Damage, or 1 Blood and two temporary Physical Traits for each level of Aggravated Damage while his target is in the soil. There is no activation test or successes needed. The target must be willing. Otherwise, use as printed.

••••• Kupala's Fury (Players Guide to High Clans, pg. 184)

System: In addition to the normal cost for this power, the Koldun spends a number Physical Traits to determine the area of effect, as per the chart below. Anything in this area of effect takes 5 levels of Lethal Damage, which may only be soaked. To soak this damage, the victim must perform a Physical Challenge at the difficulty of the Koldun's Physical Traits. Otherwise, use as printed.

Physical Traits	Area of Effect
1	One Structure
2	Five Structures
3	A resident street
4	Half a city block
5	A full city block

Way of Wind

Use Player's Guide to High Clans pg. 185 for the original description

• Breath of Whispers (Players Guide to High Clans, pg. 185)

System: There is no activation test for this power. Instead, each Temporary Mental Trait spent allows the Koldun to send and receive one message (roughly 3 seconds of conversation). Otherwise, use as printed.

•• Biting Gale (Players Guide to High Clans, pg. 185)

System: The Koldun engages all targets in the area of effect in a Mental versus Physical Challenge, retested with Occult. Should the Koldun win, those caught in the area of effect take one level of Bashing Damage, lose two Physical Traits, must bid two additional Physical Traits on all physical challenges, and have their movement reduced by half. Each turn the victims remain in the area of effect, they must make a Physical Challenge difficulty of the Koldun's Mental Traits or suffer another additional level of Bashing Damage. This power lasts a number of turns equal to the Koldun's levels of Way of Wind. Otherwise, use as printed.

••• Breeze of Lethargy (Players Guide to High Clans, pg. 185)

System: The Koldun engages the targets in a Mental versus Physical Challenge, retested with Occult, in the area of effect. Should the Koldun win, each victim may only declare half their Physical Traits (total) in all Physical Challenges while under the effects of this power. In addition to this, movement rates while under the effects of this power are halved. This power lasts a number of rounds equal to the Koldun's levels in the Way of Wind. Victims who lose the initial challenge must make two immediate simple tests. Should they lose both, the victim falls asleep, as described in this power. Otherwise, use as printed.

•••• Ride the Tempest (Players Guide to High Clans, pg. 185)

System: Use as printed, with the following system: instead of an activation roll, the Koldun performs a Static Mental Challenge, difficulty of 10 and retested with Occult. A Koldun who tries to use this power indoors in an enclosed area suffers 5 levels of Lethal Damage that may be soaked normally.

•••• Fury of the Night Sky (Players Guide to High Clans, pg. 186)

System: The Koldun performs a Static Mental Challenge, difficulty 9 and retested with Occult. After the challenge, the Koldun may spend any number of Temporary Mental Traits to determine the time it takes for the storm to gather and the length of the storm. (Each Mental Trait spent equals 1 hour less per Mental Trait for the storm to gather from a starting time of 6 hours, and the storm lasts 1 hour per Mental Trait spent.) Each turn, the Koldun may spend one point of Willpower and engage a target who is able to be struck by lightning in a Mental versus Physical Challenge, retested with Occult. Should the victim fail, they suffer 5 levels of Lethal Damage. Only one such attack may be made per turn. Otherwise, use as printed.

Way of Water

Use Player's Guide to High Clans pg. 186 for the original description

• Pool of Lies (Players Guide to High Clans, pg. 187)

System: This power requires a Mental Challenge against its target, retested with Occult, but the Koldun may spend one temporary Mental Trait per additional turn they wish for the illusion to last. Otherwise, use as printed.

•• Watery Haven (Players Guide to High Clans, pg. 187)

System: There is no test to use this power. Instead, it costs two temporary Mental Traits. In addition, a target looking for a submerged Koldun may make a Mental Challenge versus the caster, retested with Occult. Otherwise, use as printed.

••• Fog over Sea (Players Guide to High Clans, pg. 187)

System: This power has no activation test. Instead, the Koldun spends one temporary Mental Trait per hour or scene they wish to use it.

•••• Minions of the Deep (Players Guide to High Clans, pg. 187)

System: The caster performs a static Mental Challenge, difficulty of 9, retested with Occult. The

Koldun then spends a variable number of Blood Points and temporary Mental Traits. Each blood trait spent summons one Minion of the Deep, up to a max of the number of temporary Mental Traits spent. Otherwise, use as printed.

A Minion of the Deep has the following stats:

Physical: Equal to the Koldun's permanent Mental Traits

Mental: Equal to the Koldun's permanent Mental Traits only in passive or defensive situations

Social: Equal to the Koldun's permanent Mental Traits only in passive or defensive situations

Abilities: Stealth equal to the permanent level possessed by the Koldun

Special: Fire Damage only inflicts Bashing Damage to them, regenerate one level of damage each round if they are by or in a large body of water.

Health Levels: Equal to the Koldun's permanent Willpower rating.

Damage: Minions of the Deep inflict one level of Lethal Damage per hit.

•••• Doom Tides (Players Guide to High Clans, pg. 187)

System: The Koldun performs a Static Mental Challenge, retested with Occult at a difficulty of 11. Should he succeed, he may spend a variable number of temporary Mental Traits. Each Trait increases the size by 10 feet and adds 5 physical traits. The Doom Tide has a base Physical Trait score of 15 (+5 for every Mental Trait spent). Victims wishing to break free must defeat this difficulty. Otherwise, use as printed.

Way of Fire

Use Player's Guide to High Clans pg. 188 for the original description

• Fiery Courage (Players Guide to High Clans, pg. 188)

System: Replace the word "roll" with "test." Otherwise, use as printed.

•• Combust (Players Guide to High Clans, pg. 188)

System: To attack a person with this power requires a Social versus Physical Challenge, retested with Occult. To effect a person, the Koldun must bid two additional traits in the challenge. Should the Koldun

succeed, the victim suffers 1 level of Aggravated Damage. Additionally, the Koldun may now throw a number of simple tests (win or tie) equal to his rating in the Way of Fire to score additional levels of Aggravated damage. Otherwise, use as printed.

••• Wall of Magma (Players Guide to High Clans, pg. 188)

System: There is no activation test for this power and it lasts a number of turns equal to the Koldun's rating in the Way of Fire. The Courage Test is difficulty 4. The Koldun may form other shapes other than a ring of magma. The Koldun spends 1 temporary Mental Trait to summon a different shape.

•••• Heat Wave (Players Guide to High Clans, pg. 188)

System: This power requires a Social versus Physical Challenge against the target, retested with Occult. Otherwise, use as printed.

••••• Volcanic Blast (Players Guide to High Clans, pg. 188)

System: There is no activation test. Instead, if the Koldun wishes to hit a target with this power, they must defeat them in a Social versus Physical Challenge, retested with Occult. The volcano lasts a number of rounds equal to the number of Social traits spent after the challenge. Those who fail this challenge suffer 3 levels of Aggravated Damage a round for as long as this power is active. Otherwise, use as printed.

Way of Spirit

Use Player's Guide to High Clans pg. 189 for the original description

• To ••••• (Player's Guide to the High Clans, pg. 189)

System: This power requires a static Social Challenge difficulty of 6 plus the level trying to be activated (so for level 5, for example, it would be difficulty 11). This power lasts for one scene/hour per level of the Way of Spirit the Koldun knows. This power also functions for the rules of "Auspex versus Obfuscate" in Laws of the Night, where Auspex is replaced with Way of Spirit. Otherwise, use as printed. Way of Spirit may go above Advanced Level. Indeed, it may go all the way up to Methuselah Discipline level. For every two levels above Second intermediate, the Koldun must bid one additional Trait on all Empathy

challenges. In addition, Way of Spirit allows the user to view into the Umbra as well as the Material World. To do so simply requires the Koldun to focus on the realm he wishes to view. A Koldun can only focus in on one plane of existence at a time. Being able to view the Umbra in this manner allows a Koldun to "see," "hear," and communicate with the spirits that reside there. It should be noted that while a Koldun may "see," "hear," and "feel" everything in his radius, this does not mean all at once. Think of it more like Google Earth: you can get a large picture from above, but you have to zoom in and focus on things to really get what you want.

Additionally, while this Way of Koldunic Sorcery allows for other Koldunic Sorcery powers to be used through it; all such uses requires 1 temporary willpower point per power used each time through Way of Spirit. This in addition to any normal costs associated with the Koldunic Sorcery power.

Example: Vlad the Koldun is using Way of Spirit to view a battle between the sabbat and the camarilla. Wishing to assist, Vlad's player spends one temporary Willpower point to use the Way of Fire power Volcanic Blast in the scene in addition to spending one blood trait. Next round Vlad's player wishes to use the Way of Fire Power Heat Wave on a Camarilla vampire he can see through Way of Spirit. He once again spends one temporary willpower point and the usual blood trait to attempt to use the power on his target.

Koldun Rituals

Ritual Name	Rarity	Level	Location
Beast that Feeds on Dreams	3	Basic	Players Guide to High Clans, pg. 189
Beyond the Wall of Death	3	Intermediate	Sins of the Blood, pg. 99
Blood of Flame	3	Basic	(Players Guide to High Clans, pg. 190
Communicate with Kindred Sire	1	Basic	Laws of the Night Revised pg.185
Conjure Demon	3	Advanced	Players Guide to High Clans, pg. 192
Conjure Spirit	2	Intermediate	Players Guide to High Clans, pg. 191
Create Blood Brothers	NPC Only	Advanced	Blood Magic: Sec. of Thaum., pg. 135
Create Revenant Line	NPC Only	Elder	LoTN: Sabbat Guide, pg.171
Create Vozhd	NPC Only	Elder	Players Guide to High Clans, pg. 193
Defense of the Sacred Haven	2	Basic	Laws of the Night Revised pg. 185
Deflection of the Wooden Doom	1	Basic	Laws of the Night Revised pg. 185
Dracul	NPC Only	Methuselah	Libellus Sanguinis 1: Masters of the State, pg. 63
Drowning in Earth	NPC Only	Elder	Lair of the Hidden, pg. 142
Earth's Embrace	2	Intermediate	Blood Sacrifice: The Thaumaturgy Companion, pg. 86
Elemental Savior	2	Advanced	Sins of the Blood, pg. 100
Embracing the Demon	NPC Only	Elder	Sins of the Blood, pg. 100
Enlightenment	1	Basic	(Sins of the Blood, pg. 98
Gaze of the Gorgon	1	Advanced	Blood Sacrifice: The Thaumaturgy Companion, pg. 86
Greater Scrying	NPC Only	Elder	Lair of the Hidden pg. 142
Greater Trigger	NPC Only	Elder	Lair of the Hidden, pg. 141
Hospitality	1	Basic	Players Guide to High Clans, pg. 190
Incubus Visage	2	Intermediate	Sins of the Blood, pg. 99
The Inmost Tug	3	Advanced	Players Guide to High Clans, pg. 192
Invoke Greater Sign of Power	3	Intermediate	Players Guide to High Clans, pg. 191
Invoke the Lesser Sign of Power	2	Basic	Players Guide to High Clans, pg. 191
Kupala's Night	3	Advanced	Transylvania by Night, pg. 112
Lesser Trigger	3	Advanced	Lair of the Hidden, pg. 141
Mephistophelean Minx	2	Basic	Sins of the Blood, pg. 98
Merging of Souls	2	Intermediate	Players Guide to High Clans, pg. 192
Nemesis of the Living Earth	3	Advanced	Players Guide to High Clans, pg. 193

Pool of Secrets	3	Intermediate	Players Guide to High Clans, pg. 192
Raze the Lelek	2	Intermediate	Sins of the Blood, pg. 99
Reawakening Dead Water	1	Basic	Players Guide to High Clans, pg. 190
Reflections	1	Basic	(Blood Sacrifice: The Thaumaturgy Companion, pg. 85
Refuge of the Thirsty Grave	3	Intermediate	Players Guide to High Clans, pg. 192
Revelation of Blood Lineage	1	Basic	Guide to The High Clans Pg. 190
Ritual of Death's Embrace	2	Basic	Players Guide to High Clans, pg. 190
Rouse the Elemental Spirit	1	Basic	Players Guide to High Clans, pg. 191
Sentinels of the Haven	2	Intermediate	Players Guide to High Clans, pg. 192
Service for Souls	2	Basic	Sins of the Blood, pg. 98
Servitor Sending	NPC Only	Elder	Lair of the Hidden, pg. 142
Storm Hound	NPC Only	Elder	Lair of the Hidden, pg. 143
Ties that Bind	1	Intermediate	Blood Magic: Secrets of Thaumaturgy, pg. 133
Ward Versus Cathayan	3	Intermediate	San Francisco by Night: 130
Ward Versus Demons	2	Advanced	Camarilla Guide: 114
Ward Versus Fae	3	Intermediate	MET Storytellers Guide: 73
Ward Versus Ghosts	3	Advanced	Camarilla Guide: 114
Ward Versus Ghouls	1	Basic	LotN Revised: 186
Ward Versus Kindred	1	Intermediate	Camarilla Guide: 113
Ward Versus Lupines	1	Intermediate	Camarilla Guide: 113
Ward Versus Spirits	1	Advanced	Camarilla Guide: 114
Ward Versus Vitae	2	Intermediate	MET Anarch Guide: 68
Warding Circle Versus Demons	2	Advanced	Guide to the Camarilla, pg. 111
Warding Circle Versus Ghosts	3	Advanced	Guide to the Camarilla, pg. 111
Warding Circle Versus Ghouls	1	Basic	Guide to the Camarilla, pg. 111
Warding Circle Versus Kindred	1	Intermediate	Guide to the Camarilla, pg. 111
Warding Circle Versus Lupines	1	Intermediate	Guide to the Camarilla, pg. 111
Warding Circle Versus Spirits	1	Advanced	Guide to the Camarilla, pg. 111

Withering Agony	2	Basic	Sins of the Blood, pg. 98
Craft Weirding Stone	*	Basic	Caine's Chosen, pg 78

*Craft Weirding Stone has its origins in Koldunism, however it is an Aljusuri Black Hand ritual. See the OWbN Faction packet for more information on this ritual.

Basic

Beast that Feeds on Dreams (Player's Guide to High Clans, pg. 189)

System: Use as Printed.

Blood of Flame (Player's Guide to High Clans, pg. 99)

System: Use as Printed.

Enlightenment (Sins of the Blood, pg. 98)

System: Replace Successes on the chart with Blood Traits spent at time of casting. Otherwise, use as printed.

Hospitality (Player's Guide to High Clans, pg. 190)

System: Replace the word roll with Ritual Test. Otherwise, use as printed.

Invoke the Lesser Sign of Power (Player's Guide to High Clans, pg. 191)

System: With a successful ritual challenge, the Koldun gains 2 Bonus Traits on all Leadership and Intimidation Challenges against mortals. Otherwise, use as printed.

Mephistophelean Minx (Sins of the Blood, pg. 98)

System: Replace activation roll with Ritual Test. Otherwise, use as printed.

Reawakening Dead Water (Player's Guide to High Clans, pg. 190)

System: Use as Printed.

Reflections (Blood Sacrifice: The Thaumaturgy Companions, pg. 85)

System: The number of turns equal to her Willpower and Temporary Mental Traits spent at the time of casting determines the length of time allowed. Otherwise, use as printed.

Ritual of Death's Embrace (Player's Guide to High Clans, pg. 190)

System: Use as Printed.

Rouse the Elemental Spirit (Player's Guide to High Clans, pg. 191)

System: Use as Printed.

Service for Souls (Sins of the Blood, pg. 98)

System: Replace activation roll with ritual test. Otherwise, use as printed.

Withering Agony (Sins of the Blood, pg. 98)

System: Replace dice pools with Traits. Otherwise, use as printed.

Intermediate

Beyond the Wall of Death (Sins of the Blood, pg. 99)

System: This ritual requires the standard ritual test. Otherwise, use as printed.

Conjure Spirit (Player's Guide to High Clans, pg. 191)

System: Use as Printed.

Earth's Embrace (Blood Sacrifice: The Thaumaturgy Companion, pg. 86)

System: The storytellers throw the test and do not inform the player of the results until it happens In-Character. Additionally, should the ritual fail, the storytellers should throw two Simple Tests. If both are lost, this is considered a botch. Otherwise, use as printed.

Incubus Visage (Sins of the Blood, pg. 99)

System: For every Mental Trait spent at the time of casting, the effects last for one phase of the moon, to a maximum of another half-moon phase. The victim loses all Appearance-related traits and suffers the flaw Eerie Presence. Otherwise, use as printed.

Invoke Greater Sign of Power (Player's Guide to High Clans, pg. 191)

System: This power grants the Koldun 2 Bonus Traits on all Koldunic Sorcery and forces him to bid two additional traits on all other challenges. Otherwise, use as printed.

Merging of Souls (Player's Guide to High Clans, pg. 192)

System: The Ghoul suffers five levels of Lethal Damage, loses all Appearance-related Traits, and the ghoul gains 6 additional Physical Traits. Otherwise, use as printed.

Pool of Secrets (Player's Guide to High Clans, pg. 192)

System: Duration equals a number of hours equal to the number of temporary Mental Traits spent at the time of casting. Otherwise, use as printed.

Raze the Lelek (Sins of the Blood, pg. 99)

System: Replace successes with number of Temporary Mental Traits spent at the time of casting. Otherwise, use as printed.

Refuge of the Thirsty Grave (Player's Guide to High Clans, pg. 192)

System: The challenge to awaken is a Physical Challenge, difficulty of 8, retested with Survival. Otherwise, use as printed.

Sentinels of the Haven (Player's Guide to High Clans, pg. 192)

System: Use as Printed.

Ties that Bind (Blood Magic: Secrets of Thaumaturgy, pg. 133)

System: This power grants one Bonus Trait on all Koldunic Sorcery. Otherwise, use as printed.

Advanced

Elemental Savior (Sins of the Blood, pg. 100)

System: Use as Printed.

Gaze of the Gorgon (Blood Sacrifice: The Thaumaturgy Companion, pg. 86)

System: This ritual requires a Mental versus Mental Challenge, retested with Occult. If the caster succeeds, he may spend a variable number of temporary Willpower Traits to determine the length of effect (1 Willpower equals one year). The Self-Control Challenge difficulty is 5. Otherwise, use as printed.

The Inmost Tug (Player's Guide to High Clans, pg. 192)

System: This ritual requires a Mental Challenge, retested with Empathy. Otherwise, use as printed.

Kupala's Night (Transylvania by Night, pg. 112)

System: This ritual allows the Koldun to enter the penumbra and battle spirits. In addition, it may be used to bring others with the Koldun. Any other special effects, such as the increase in the potency of Koldunic Sorcery for a time, are left entirely up to the storyteller.

Lesser Trigger (Lair of the Hidden, pg. 141)

System: Use as Printed.

Nemesis of the Living Earth (Player's Guide to High Clans, pg. 193)

System: Use as Printed.

Elder

Create Vozhd (Player's Guide to High Clans, pg. 193)

System: Use as Printed.

Drowning the Earth (Lair of the Hidden, pg. 142)

System: This power lasts one day per Willpower spent at the time of casting. Otherwise, use as printed.

Greater Scrying (Lair of the Hidden, pg. 142)

System: This power requires a Mental Challenge, retested with Occult. Add 2 to the level of difficulty listed for the challenge. Otherwise, use as printed.

Embracing the Demon (Sins of the Blood, pg. 100)

System: Use as printed.

Greater Trigger (Lair of the Hidden, pg. 141)

System: Use as Printed.

Servitor Sending (Lair of the Hidden, pg. 142)

System: Use as Printed.

Storm Hound (Lair of the Hidden, pg. 143)

System: Each Willpower point spent at casting launches two lightning bolts. The Storm Hound must defeat its target in a Mental versus Physical challenge. The Storm Hound has as many Mental Traits as possessed by the Koldun. Each bolt of lightning does 5 levels of Lethal Damage. Otherwise, use as printed.

Methuselah

Dracul (Libellus Sanguinis I: Masters of the State, pg. 63)

System: The effects of this ritual are left for the ST to decide. Otherwise, use as printed.

Mastery of the Ways

Koldunic Sorcery has several forgotten, obscure, and lost Ways to its sorcery. In truth, there are only five other Ways of Koldunic Sorcery, a refined mastery in relation to each of the core elemental Koldunic Sorcery Ways. These ways are specializations upon the core concept of a Way of Koldunic Sorcery. Koldunic Sorcery is not as versatile as most other blood magics. They cannot simply develop new paths of magic for any of their needs. Rather, the Koldunic Ways are very focused on one aspect. Since there are only five primary Ways of Koldunic Sorcery, the Mastery Ways must come from one of the prime ways. These are the only Mastery Ways available and the true limit to Koldunic Sorcery. There is no such thing as specialization of a specialization. There are only the Primary Ways of the Koldunic Sorcery and their corresponding Mastery Ways. All Mastery

Ways require their corresponding Koldunic Sorcery Primary Way to be mastered to the highest level before they may even begin to learn their appropriate Mastery Way. *Each of the Mastery Ways are Tzimisce Coordinator Approval.*

<u>Primary Way</u>	<u>Mastery Way</u>
Way of Spirit	Way of Sorrow
Way of Fire	Way of Lightning
Way of Wind	Way of Ice
Way of Water	Way of Blood
Way of Earth	Way of Iron

Way of Iron

Metal and Iron exists in all aspects of the earth. At its core, the earth could not function without the element. A Koldun who has mastered the Way of Earth could refine his technique to such a specialization to focus on the concepts of metal tied to the earth. Pulling upon the strength of blood and mastery over the earth, the Koldun can perform amazing feats upon the element of metal. A Koldun can warp it to his will and command it to give him great strength. When using this Koldunic Way, a Kolduns eyes turn into a solid metallic color.

A refinement of the Way of Earth, the Way of Iron focuses on the elemental nature of metal itself. A Master of the Way of Iron is required to have completely mastered the Way of Earth before purchasing this Way.

• Gift of Iron

The first step in mastering Iron is calling upon the inherent strength of it. The Koldun focuses for a moment, pulling upon the unbreakable qualities of metal, and uses them to grant himself strength, if only for a moment. While under the effects of the Gift of Iron, the Koldun can perform great feats of strength for a limited time.

System: The Koldun spends 1 Blood and gains 3 Strength-related Physical Traits for a number of rounds equal to his level of Way of Iron.

•• Bending the Earth

A Koldun who has mastered this level of the Way of Iron can command metal itself. With a wave of his hand, the Koldun can cause metal to warp and bend to his will. Guns twist and bend in the hands of attacker, steel rebar snaps or wraps around a target. There are very few things a Koldun cannot do to any metal under his command.

System: The Koldun spends 1 Blood Trait and makes a Static Physical Challenge against a set difficulty depending on the size of the metal he is attempting to twist and bend. A small object would have a difficulty of 6, while an extremely large object such as a car would have a difficulty of 14. If the Koldun is successful, he may warp and twist the metal object in question and render it useless.

••• Grasping the Mountain

Metal follows through most things. Even blood contains Iron. A Koldun who has learned the Way of Iron can sense and feel metal wherever it may exist. By concentrating for a moment, he can even command the iron in blood itself to his will. A vicious attack, Grasping the Mountain allows the Koldun to command the very iron in a victim's blood to work against him. The pain caused by such an attack is some of the most severe a person could ever suffer, as their own blood attacks their body. Even vampires are affected by this power.

System: The Koldun spends 1 Blood Trait and engages the target in a Physical Challenge. If he succeeds, the Koldun player may spend 1-5 Temporary Physical Traits. Each Trait spent pulls upon the iron in the blood of the target, causing it to ravage his body. Each Temporary Physical Trait spent after the challenge results in one level of Lethal Damage suffered by the target. Additionally, those who suffer such an attack must make an immediate Willpower Challenge, at difficulty 6. Should they fail, the victim is wracked with pain and is considered to be at the Wounded Health level for purposes of mechanics as an effect of this power. Fortitude and other powers that ignore wound penalties do not negate this effect.

•••• Armor Born of Iron

The Way of Iron allows for great command over the elements of metal. At this level of mastery, a Koldun can command any metal around him to form a protective armor. The Koldun concentrates for a moment and commands any nearby metal to come to

him. As the metal comes, it wraps around the Koldun's body, providing him a layer of protection. Armor Born of Iron often looks odd as the metal comes from any nearby source. On a street for example, the Koldun could be wrapped in street signs, piping, and bits of cars. If he was in a field, the Koldun would be covered in rocks from the ground that have metal in them. As long as there is some source of metal, this power may be used.

System: The Koldun spends 1 Blood Trait and a variable number of Temporary Physical Traits (1 to 5). Each Trait spent gives the Koldun a Health Level of Armor that lasts for a scene. These Health Levels function like regular armor.

•••• Form of the Titan

The final mastery of the Way of Iron is to turn the Koldun himself into a metal form. The Koldun grows several feet in height and metallic skin forms across his body. The form is very intimidating and unique to each Koldun. Immensely heavy and strong, the Koldun becomes capable of suffering and inflicting massive amount of abuse. Those who take the Form of the Titan are a sight to behold.

System: To achieve the form of the Titan, the Koldun must spend 1 Blood and Willpower Trait. After taking the Form of the Titan, the Koldun gains the following benefits: he immediately gains four Strength-related Physical Traits. In addition, the Form of the Titan grants four additional Health Levels of armor. And finally, all brawling damage inflicted scores an additional level of Lethal Damage and the Koldun may not be moved from any spot he chooses to stand in.

Way of Blood

The Way of Blood is a refinement of the Way of Water. To purchase this Way requires complete mastery of the Way of Water first.

Use Laws of the Night Revised, page 177-178.

• A Taste for Blood

System: See page 177 of Laws of the Night Revised

•• Blood Rage

System: See page 177 of Laws of the Night Revised

••• Theft of Vitae

System: See page 178 of Laws of the Night Revised

•••• Potency of Blood

System: See page 178 of Laws of the Night Revised

••••• Cauldron of Blood

System: See page 178 of Laws of the Night Revised

Way of Sorrow

Use Clanbook Tzimisce Revised, page 64 to 67, for the description. Way of Sorrow is a refinement of the Way of Spirit. Thus, to purchase this Way requires complete mastery of the Way of Spirit first.

• Frustration of Nestrecha

System: See page 64 of Clanbook: Tzimisce Revised

•• Insults of Krivda

System: See page 66 of Clanbook: Tzimisce Revised

••• The Weeping of Kruchina

System: See page 66 of Clanbook: Tzimisce Revised

•••• Misfortune of Chernogolov

System: See page 66 of Clanbook: Tzimisce Revised

••••• The Starvation of Marena

System: See page 67 of Clanbook: Tzimisce Revised

Way of Lightning

The art of harnessing lightning can be argued as nothing more than an extension of the mastery of fire. This ancient art was practiced by those few elder kolduns who took the Way of Fire as their primary focus. Kolduns who practice this art claim it's a gift from the god Perun. Perun is the Slavic god of thunder and lightning, he is of the highest order in the Pantheon in the Slavic gods. As a gift from Perun, a Koldun with this art has mastered the Way of Fire to such a degree they can now channel raw lightning. As avatars of Perun the Koldun with the Way of Lightning becomes an Avatar of the fury of the night sky itself.

To attack, the koldun must make contact with the target. This can be achieved through touch or a conducting medium like metal or water. The Way of Lightning is a refinement of the Way of Fire. To learn this Koldunic Way requires complete mastery of the Way of Fire first. When using this Way, the Koldun's eyes turn Purple and arch with lightning.

- Hand of Perun

The basic arts of the Way of Lightning allow the Koldun to summon a brief electrical charge to his fists. For a few moments the Koldun's hand crackle with lightning. A fearsome tool in the Koldun's arsenal these blows that connect with a target are enough to inflict some damage and slightly stun their opponent.

System: The Koldun spends one blood and variable number of mental traits. Each mental trait spent is how many strikes with his hands the Koldun may make before this power ends. Any hit by the fists of the Koldun when using this power take one additional lethal damage and suffer the negative trait *Clumsy* for one full round of combat. A Willpower may be spent by the defender to negate the negative trait penalty for the round.

- Inner Surge

The raw power of lightning is a potent force in of itself. A Koldun with this power briefly channels lightning into their form granting them a bit more energy and strength. The Koldun takes a moment as arches of lightning cover his body and channels into his undead muscles. This surge causes the Koldun's reflexes to snap and react much faster than normal.

System: The Koldun spends one blood trait and gains the Temporary Physical Traits *Quick x2*. These traits last for as many rounds as they have levels in the Way of Lightning.

- Perun's Wrath

At this level of Mastery the Koldun may finally channel lightning from himself directly into his target. He may throw lightning into a target within his line of sight. The lightning arcs from around their wrists down their hands and into the Koldun's target. Inflicting their wrath and disdain on their foes, a Koldun using this art is a terrifying foe indeed.

System: The Koldun's player spends one blood trait and engages his target in a Mental versus Physical

Challenge. If successful the victim suffers three levels of lethal damage as lightning arches into their body.

- Storm's Wrath

Increasing their skills with the gifts from their god Perun, a Koldun who masters this art have learned how to fully unleash the wrath of lightning upon their foes. No longer required to focus their fury on only one target, those who have mastered this way can now arch their lightning wrath into multiple enemies at once.

System: This level of Way of Lightning is identical to Perun's Wrath, save this version allows the Koldun to throw a mass Mental versus Physical challenge to hit as many targets he is up to his permanent Willpower score instead of just one.

- Fury of the Heavens

Fire and Lightning two sides of the same coin. Calling upon the sky and the electrical energy of the natural earth, the Koldun commands the strongest of lightning to come from the heavens themselves. Channeled through themselves the Koldun forces thick arcs of lightning from their entire body and hands straight into those who invoked their ire. Few can withstand such force from the gods of old.

System: The Koldun's player throws a mental versus physical challenge their target, retested with occult. If successful the Koldun throws lightning from their hands into their target. Success inflicts five levels of aggravated damage upon the victim. This power costs one willpower in addition to its normal costs.

Way of Ice

The Carpathians are known for many things and among them are their harsh winters. The Way of Ice is an extension upon the Way of Wind, a refinement and mastery of that art. By calling upon the forces and gods of winter, the Koldun may harness the elements of winter to her very fingertips.

- Frost Bite

The Koldun begins to master the art of freezing the air around her. The water vapor begins to condense and form ice around her. With this, the Koldun may launch a ball of ice the size of a fist at someone, or freeze any liquid within her line of sight.

System: To fire a ball of ice at a target, the Koldun must engage the victim in a Mental versus Physical Challenge. Success indicates that the victim suffers one level of Bashing Damage and the negative trait Clumsy for the remainder of a scene. Additionally, a Koldun may freeze any liquid in her presence up to the size of her body. This process takes several minutes though.

•• Blizzard

The mastery over winter and ice has reached a point where no matter where the Koldun is in the world, she may make it snow. Causing the water vapor in the air around herself to freeze, there is no point where winter can be avoided.

System: The Koldun must spend 1 Willpower to make it snow. Additionally, it may cost 1 or more additional Willpower to create this snow depending on the outside conditions (decided upon by the storyteller). It may take several minutes for the snow to fall, or the koldun may spend another additional Willpower to cause the effect instantly. The snowstorm called is large enough to effect one room or a larger area (1 additional Willpower per additional room you wish to effect). Those caught in the snowstorm suffer the following effects: they must bid two additional traits on all challenges and suffer the negative traits Clumsy x2. These effects last for as long as the victim is within the blizzard or it ends. This power lasts one scene or an hour and may only be used outdoors.

••• Icy Chill of Despair

The Koldun can now concentrate on a victim and freeze the very blood in their veins. For mortals, this is lethal; for Kindred, it can lead to their deaths if they are not careful.

System: The caster engages the target in a Mental versus Physical Challenge. If successful, the caster may then spend up to 5 temporary Mental Traits and immediately freeze the corresponding number of blood traits in the victim. Each trait is rendered unable to be used for one hour or a scene. Mortals effected by this power are instantly killed.

•••• Mask of Winter

The art of ice manipulation has reached such a point for the Koldun that he can command the very essence of ice to form a wall where he so chooses. Many

Kolduns use this as a form of defense or to build makeshift havens in a pinch.

System: The Koldun may create a 10 foot by 10 foot block of ice. This block of ice has as many Enduring Physical Traits per Mental Trait spent to cast it and has Health Levels equal to half of the Mental Traits spent to cast it, rounded down. The wall must be summoned in unoccupied space within 50 feet of the caster.

••••• Cold Heart

The final stage of the Way of Ice is complete mastery over the element himself. The Koldun pulls forth the ice within her heart and the air around her. As the ice forms around the Koldun, they take on a new form. Ice pours forth from their chest and forms spiked armor around the Koldun, their form partially melting away to merge with the ice. The Koldun indeed becomes half ice and half flesh.

System: The Koldun spends 1 Willpower. For the next scene or an hour, the Koldun gains the following benefits: the Koldun receives +2 bonus traits on all Virtue Challenges, all Incoming attacks have their incoming damage reduced by 1, and any brawling attacks the Koldun inflicts in this form also inflict the negative trait Clumsy (which is cumulative with each attack). Additionally, the Koldun may now double the effects of both Mask of Winters and Frost Bite.

Koldunic Sorcery Combination Disciplines

Below are several “new” combination disciplines for Kolduns. In reality, these are simply the different versions of Koldunic Sorcery from the various editions of Vampire the Masquerade. As a default, the Koldunic Ways presented above are from the most recent printing of the powers found in the Player’s Guide to the High Clans. What is presented below are the different levels from the previous edition of Koldunic Sorcery found in Blood Magic: Secrets of Thaumaturgy. These combination disciplines are completely optional and are simply presented as a tool for Storytellers to use. Koldunic Sorcerer PCs are free to take these combination powers with Storyteller Permission.

Winds of Guilt (Way of Wind 1, Auspex 1)
Blood Magic: Secrets of Thaumaturgy, page 128

See Book for Description

System: The caster engages his target in a Mental Challenge, retested with Occult. Should he succeed, each Temporary Mental Trait spent after the challenge determines the length of time the victim is effected (use the chart in the book, replacing number of successes with Mental Traits Spent). Otherwise, use as printed.

XP Cost: 3

Body of Zephyr (Way of Wind 5, Protean 5 or Vicissitude 5)

Blood Magic: Secrets of Thaumaturgy, page 129

See Book for Description

System: Use as printed with no activation test. It should be noted that a vampire in this form is immune to all forms of physical attacks, as they are made up of wind.

XP Cost: 9

Shatter (Way of Fire 1, Potence 1)

Blood Magic: Secrets of Thaumaturgy, page 131

See Book for Description

System: The Koldun makes a Social Challenge, retested with Occult, set to a difficulty based on the size of the object (5 for a small object, 9 for a medium object, and 11 for a large size object). Should the Koldun succeed, the target object shatters. Otherwise, use as printed.

XP Cost: 3

Rouse the Molten Rock (Way of Fire 2, Potence 2)

Blood Magic: Secrets of Thaumaturgy, page 132

See Book for Description

System: Should a Koldun cause this power to happen under the feet of a target, they must defeat them in a Social versus Physical challenge, retested with Occult. If the victim loses, they suffer 3 levels of Aggravated Damage. This power lasts a number of turns equal to the Koldun's rating in the Way of Fire. Otherwise, use as printed.

XP Cost: 3



The Art of Flesh

Vicissitude

The preparatory discipline of clan Tzimisce can sometimes be confusing to storytellers and players in regards to its full capabilities. Though a game is free to craft whatever house rules they desire, it is recommended to remember that Laws of the Night Revised actually completely details exactly what Vicissitude can do with each level. These rules should be the baseline of the discipline itself. It is also worth noting, in One World by Night, Vicissitude is not a disease anyone can simply catch. Meaning, to develop the Vicissitude discipline requires a Tzimisce teacher. In general, the clan is hesitant to teach its arts to outsiders of the blood. Though it is not unheard of for a Tzimisce to teach Vicissitude to say a packmate, the student should have proven over a long period of time their worthiness to the Tzimisce for the discipline.

The other matter of note regarding the Discipline is the ability to make Vicissitude modifications. Again, while a game is free to craft whatever rules they wish, we have provided below an example for those that wish to use. These rules for Vicissitude Modifications are not binding, but a game may choose to use them if they so desire. Be sure to check with each game to see if they use these non-binding rules. Please do not simply assume they do.

Vicissitude Modifications

General: Any modifications done to any PC, whether the user's self or someone else, must be reflected in the purchasing of Merits. This allows you to purchase any Physical-related Merit at double the normal cost of the Merit after character creation. If you do not have these merits, then you do not have the modifications. Additionally, as with all use of

Vicissitude for body modifications, the player must still throw the Body Crafts test to make the modification. Failure on these tests results in negative things being added to the sheet, such as negative physical traits and/or Flaws. Finally, besides purchasing the printed Merits from various books, a player may as well perform war ghouls modifications upon themselves. This too is represented by the purchasing of the Merits we present below. Like above, they cost double the listed cost after creation.

Note: Vicissitude Modification is not subtle. If you have Merits from Viss Mods, you MUST costume such modifications or display them on a card or nametag while you play. You look like a monster no matter what you do. The System for War Ghouls Mods is still used as per the book, but you must purchase these merits in addition to that, to reflect the mechanics of the change. These new Merits are the only non-book Merits that may be purchased to represent Vicissitude Modifications, beyond being able to purchase printed book Physical Merits. All Modifications take time to craft; they cannot be done on the fly regardless of merits or powers. A PC may only possess a number of the Vicissitude Modification Merits (listed below) equal to level of the Body Crafts Ability of the crafter (i.e., a PC with 1 dot of Body Crafts may buy only one Vicissitude Modification Merit, whereas a PC with 2 dots of Body Crafts may buy 2 Merits, etc.). Other Physical Merits do not have such a cap. You may only perform 1 Vicissitude Modification per month.

Vicissitude Modification Merits

These are suggestions as all Modifications are at ST discretion.

Armor (2pts, Guide to the Sabbat)

This Merit may be purchased multiple times, up to a maximum of 3.

Organic Weapons (5pst, Guide to the Sabbat)

This Merit may be purchased multiple times, up to a maximum of 3.

Enhanced Sense (1pt, Guide to the Sabbat)

Enhanced Speed (2pts, Guide to the Sabbat)

This Merit may be purchased multiple times, up to a maximum of 3.

Programmed Ability (N/A, Guide to the Sabbat)

Not Suitable for PCs.

Bulky (3pts, Possessed)

The character gains 3 additional Healthy health levels.

Extensible Limbs (1pt per limb, Possessed)

The Character may extend his limb up to a yard away.

Extra Limbs (2 pts, Possessed)

The Character gains 3 bonus Physical Traits on all grapple challenges.

Foot Pads (1pt, Possessed)

The Character gains 2 Bonus Traits on all stealth challenges.

Size (4/6 pts, Possessed)

4pt Version: Noticeably larger (Horse, Tiger), the Character gains 1 Additional Healthy health level and the permanent Physical Traits "Brutal" and "Resilient."

6pt Version: Considerably Larger (Rhino, Great White Shark, Small Tree), the Character gains 2 additional Healthy health levels, and the permanent Physical Traits "Brutal" x2 and "Resilient" x2.

Exoskeleton (3pts, Freak Legion)

The Character gains the Physical Traits "Brutal" and "Resilient" permanently.

Savage Genitalia (2pts, Freak Legion)

The Character's genitalia now does one level of Aggravated Damage when used and may be used as a torture device...yea, use your imagination.

Circular Vision (1pt, Ghouls Fatal Addiction)

You can see behind you as one of your eyes has been moved behind your head. You must bid 2 traits in all challenges related to long distance, which includes firearms. However, you may see in a 360 degree view. You must also take the Flaw "Monstrous."

Fangs (1pt, Ghouls Fatal Addiction)

All bites now score one additional level of Aggravated Damage.

Spurs (2pts, Ghouls Fatal Addiction)

Your strikes inflict one additional level of Lethal Damage. However, you must bid 2 additional traits on all non-Intimidation related Social Challenges.

Carapace (3 pts, Ghouls Fatal Addiction)

You gain 2 bonus traits on all soaking challenges. You must also take the "Monstrous" Flaw.

Physical Merits

Below are a list of Physical Merits (and their location from various books) that one could purchase with use of Vicissitude. There is no limit to the number of these merits that may be purchased. The limit only applies to the above list. This list is not a complete list of what is available. As always, for anything not on this list, ask the Storyteller about.

Bloat (1-5pts, Guide to the Low Clans page 184)

Feeding Tongue (1-6 pts, Guide to the Low Clans page 184)

Heart of Bone (1-5pts, Guide to the Low Clans page 184)

For each point in this Merit, your heart (and only your heart) has a number of health levels that must be gone through in order to successfully stake you.

Long Fingers (1pt, Guide to the Low Clans page 184)

As Clanbook: Nosferatu, page 70.

Piscine (1pt, Guide to the Low Clans page 184)

As per Clanbook: Nosferatu, page 71.

Supple Joints (1 or 3 pts, Guide to the Low Clans page 184)

1pt Version: You gain 2 bonus Physical Traits in all challenges related to body flexibility.

3pt Version: you can escape most restraints and slip through most tight spaces automatically, as determined by the ST.

Maw

As per Clanbook: Nosferatu, page 71.

Retractable Wings (2pt Merit, Guide to the Low Clans page 184)

Only applies if you have wings.

Patagia (4pt or 7 pts Merit, Guide to the Low Clans page 185)

4pt Version: As per Clanbook: Nosferatu, page 72.

7pt Version: As per book.

Acute Sense (1pt, Laws of the Night Revised)

Ambidextrous (1pts, Laws of the Night Revised)

Baby Face (2pts, Laws of the Night pre revised)

Blush of Health (2pts, Laws of the Night Revised)

Catlike Balance (1pt, Laws of the Night Revised)

Bruiser (1pt, Guide to the Camarilla)

Efficient Digestion (3pts, Laws of the Night Revised)

Enchanting Voice (2pts, Laws of the Night Revised)

Friendly Face (1pt, Guide to the Camarilla)

Good Night Vision (2pts, Laws of the Reckoning)

Huge Size (4pts, Laws of the Night Revised)

Misplaced Heart (2pts, Laws of the Night Pre Revised)

Sexy (2pts, Laws of the Reckoning)