The Necromantia
an OWbN Guide to Necromancy

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2017. Written by Kevin Colter, Cheri Dupont, Larry Peterson, and the Giovanni Coordinator's team of 2016 and 2017 for One World by Night.

Credits and Disclaimer

This packet has been a long time coming and a labor of love from a lot of people who are greatly invested in this genre and determined to help it grow and thrive. First, I'd like to thank Kevin Colter for the incredible amount of work he's put into this. Others I'd like to thank as they have also helped us out with this packet

Former Giovanni Coordinators who have put together documentation throughout the years, we have taken some of their work and put together something that will last our players and STs a long time.

Cheri Dupont for the work she has done as both Giovanni Subcoord and Giovanni Interrim Coord - work for this packet was begun under direction of both her and Bryan Card and we're glad that we have the ability to put this document out to our playerbase.

My Subcoordinator Team - Thank you all for your contributions to this.

Giovanni / Harbinger / Samedi players - The input all of you have given me has helped us set a new direction for our genre and hopefully this document is the first step of many.

Also thank you so much to Adam and Joan Sartori who put together the formatting for this packet, it looks incredible!
~***Larry Petersen***
OWbN Giovanni Coordinator 2016-2017

MEMBERS OF ONE WOLRD BY NIGHT

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Chapter One: Introduction

Necromancy Summary

Necromancy like Thaumaturgy is comprised of varying Paths and Rituals. Each Path or Ritual draws from practices dealing with particular belief or sets of beliefs about the nature of death. All Necromancy rituals use three key concepts: the authority of the Necromancer, the imprisonment of death, and an item that identifies the wraith in question.

Cultural/Religious Paradigms of varying Clans/Families

Western Necromancy (Giovanni)

Western Necromancy is the base of most other Necromancy, it is raising and manipulating the dead usually through principles of association and Necrosurgical might and belief in Ancestor Worship seen in bygone days of classical antiquity. This doesn't need to be boring though and can include a decent bit of elaboration such as Catholic and Latin prayers to the dead, defilement to attract attention, scientific precision, an outpouring of the power of the Curse of Caine, the natural authority granted to the undead, or quite a number of things seen in horror movies.

Voudoun Necromancy (Samedi)

Voudoun Necromancy calls on the religions, myth, and superstitions of Caribbean culture; this is the magic of voodoo and the hougans. Vodouisants believe in Bondye, a creator God. The Loa are spirits that serve Bondye. And each Loa governs a particular facet of nature. Chief among these Loa is Baron Samedi. The concept of magical sympathy is something that underpins a great deal of Voudoun rites. In order to get paths that are not standard necromancy (Ash, Bone and Sepulchre), the Voudon must get separate approval to pick up Afro-Caribbean Sorcery (while sometimes not actually based in Afro-Caribbean religion, this is the term used for ease of administration)

Aztec Necromancy (Pisanob Giovanni)

Death is prominent in Aztec beliefs, multiple Gods are connected with the concept of death and the Underworld. The manner of the person's death determined the destination in the afterlife. Aztec necromancy is highly ritualistic, relying on ceremony and preparation. Add +2 trait difficulty on any rites not made with ritual components, a willpower may supersede this for one scene

African Necromancy (Ghiberti Giovanni)

Most necromancers cannot fathom the differences between the stygian shadowlands and the far shores of Africa. The vast stretches of untouched land have a somber and unique reflection in the realm of the dead. Here, the great web of the Ashanti, the unconquered spirit of the Massai Mara and the alien nature of the Gambian fetishes all coalesce in a world of transient emotion and feral savagery. It is this bizarre and unique realm that the Ghiberti wields power over.

Afro-Caribbean Sorcery

This paradigm is an umbrella paradigm that allows for practitioners from different belief structures that have come from african or caribbean traditions such as those who follow the religious practices of the yoruban people and other non serpent / non setite practitioners of what we generally term “Wanga”. This paradigm has no rituals and paths of its own as every practitioner is unique. All Paths and Rituals are Giovanni Coordinator Approval for practitioners of this paradigm.

Eastern Necromancy (Nagaraja)

Practiced by the mysterious Nagaraja and few of the della Passaglia in Southeast Asia. Eastern practices are similar to Western beliefs in ancestor worship. Families build shrines to the departed to focus their prayers. These shrines become potent connections to the spirit world, and often become Fetters by default and thus become instrumental in many Necromancy rituals.

Mortis (Harbinger of Skulls)

The return of the Harbinger of Skulls brought back the practice of using Necromancy as a form of studying the physical effects of death and what happens to a corpse after the spirit has left the body. Harbinger still practice Necromancy as their in-clan discipline, but refer to the Blood Sorcery as Mortis much like their predecessors and in defiance to their mortal enemies the Giovanni.

Learning/Teaching

Necromancy as a Blood Magic is diverse in practice but the results are the same in the end. Keeping this in mind even though there is a multitude of cultural or religious paradigms or practices every necromancer can learn any type of ritual or path as long as they have a teacher from the original “paradigm”, with exception to Wanga (as Wanga is an amalgamation of Thaumaturgy and Necromancy, the Necromancy portion is limited to just the Voudoun Rituals and the three primary paths of Necromancy and are subject to Rarity rules outlined in this packet).

All Necromancers start with the Sepulchre Path as a general rule (there may be instances with Giovanni Coordinator Approval that a Necromancer may start on a different Path). When the Necromancer achieves Intermediate knowledge of their Primary Path they may learn basic levels of a Secondary Path, once Advanced knowledge in the Primary Path is achieved they may learn advanced knowledge of other paths.

When learning a Path or Ritual outside a Necromancer's main “cultural/religious paradigm” they must find a teacher whose main paradigm is that of the Ritual or Path they wish to learn and get Giovanni Coordinator Approval. Example: George Giovanni wants to learn the ritual Knowing Stone from Sally Samedi, George may petition their Storyteller and the Giovanni Coord to get approval. In general because of the relations between the different Clans finding a teacher for what you want should be difficult as sharing knowledge between the Clans is an obstacle because of the strained relations between them. Any rituals or paths converted in this way require Giovanni Coordinator approval to be taught to others and are also considered to be R3 for the purpose of approvals.

Giovanni, Harbingers of Skulls, and Nagaraja have Necromancy in clan, their Primary Path is purchased at in-clan costs, Secondary Paths are purchased at Out-of-Clan costs.
Samedi purchase all of their Paths at Out-of-Clan costs.
To teach an Advanced Power of a Path the teacher must have 2 Advanced Paths

Those who learn a paradigm externally and/or who would be considered non-standard practitioners of said paradigm - all paths and rituals are considered to be r3 and require Giovanni Coordinator Approval. Specific rituals and paths can be lessened in rarity by binding agreement from the Giovanni Coordinator's Office. Exceptions to this rule are Giovanni Coordinator Approval and generally reserved for NPCs.

Chapter Two: The Black Arts

Abilities

The study of Necromancy encompasses a vast array of knowledge to practice the art. As there are several paradigms of practice there are several abilities that are important to the Disciple. The following abilities are appropriate for different Paths of Necromancy:

Occult - This is the catch all ability for all blood magic and can be used as default for any Path. Also this is the main retest for any and all Rituals.
Thanatology - Used with the Bone Path
Lore: Wraith - Used for Sepulchre, Ash Path, Cenotaph, Vitreous
Medicine - Used for Graves Decay, Four Humors, Corpse in the Monster, and Cadaverous Animation
Soul-Forging - This ability is used in several necromantic rituals and all levels are Giovanni Coordinator Approval for Vampire PCs and NPCs

Backgrounds

The following Backgrounds are appropriate for practitioners of Necromancy as well

**Ancestors* (Afro-Carribbean Practitioners or other non-laibon and non black hand members) - Giovanni Coordinator Approval
**Honored Dead* (Clan Giovanni Only) - Giovanni Coordinator Approval

Custom Content

Custom Rituals or Paths can be found in the Custom Content Directory of OWBN.net, the Black Magus for the Giovanni, Baron Samedi, the Council of Harbingers, or Elder Nagaraja will have copies of Custom made Rituals or Paths. The creator of the Custom Ritual/Path is not needed to teach, but Coordinator approval will be needed to learn. Some content has been transcribed into this document.

In order to create custom content for Necromancy, the Necromancer must have the ability of Occult at 5 and have their Primary Path one level higher than the ritual or path to be created. In order to make and Advanced Ritual or Path the necromancer must have at least two Paths at Advanced.

Rarities Summary

R1 – Storyteller Approval
R2 – Giovanni petition their Arch Necromancer, Samedi petition the Baron, Harbinger of Skulls petition an elder of the clan. OOC - Storyteller and Giovanni Subcoordinator Approval required.
R3 – Giovanni petition Arch Necromancer who then petitions the Black Magus, Samedi petition the Baron, Harbinger of Skulls petition a council of elders of the clan. OOC - These require both Storyteller and Coordinator Approval.
NPC Only – These Rituals or Paths are specified for Plot devices, Coordinator approval is required to use.

All paths and rituals from paradigms covered in this packet that are not explicitly mentioned in this document or are published after this document has passed through council are Giovanni Coordinator Approval by default.

Future Paradigms published by Onyx Path in V20 Supplements that are based on or offshoots of paradigms defined in this packet are also considered Giovanni Coordinator Approval by default unless a proposal is passed to amend this packet to include them at a lower rarity. An example of this is Biblical Necromancy that can be found in V20 Dark Ages Tome of Secrets, pg 102

This is the master list of all Necromancy for OWbN. Here is a list of Terminology to help you find each Path/Power.
BH- V20 Black Hand: Guide to the Tal'mahe'ra
BM – Blood Magic
BS – Blood Sacrifice
CB:G - Clanbook Giovanni (Revised)
D20 ToS: Dark Ages 20 - Tome of Secrets
FF- Faith and Fire
HC – Player's Guide to the High Clans
KotEK - Kindred of the Ebony Kingdom
LC-V20 Lore of The Clans
LotN - Laws of the Night
RB-V20 Rites of Blood
SG - Laws of the Night Sabbat Guide
STG- Laws of the Night Storytellers Guide
V20- V20 Core Book
V20DA – V20 Dark Ages

All Paths/Rituals that have page #'s can be found in the books listed. We describe the Paths/Rituals that needed conversion into Live Action rules within this packet. Some printed rituals have been fleshed out/converted to Live Action rules for a better clarification as well.

Key to Clan abbreviations:
G-Giovanni / Western Necromancy
PG- Pisanob Giovanni
GG- Ghiberti Giovanni
HoS- Harbinger of Skulls
S- Samedi
Eastern Necromancy - EN

Necromancy Paths

Path	Primary Type	G / WN	GG	PG	S	HoS	EN	Source & Page #
Sepulchre	All	R1	R1	R1	R1	R1	R1	LotN P. 152
Ash	All	R1	R1	R1	R1	R1	R1	LotN P.153
Bone	All	R1	R2	R2	R2	R2	R2	LotN P.155
Cenotaph	African	R2	R1	R2	R3	R3	R3	CB:G P: 67
Vitreous	Eastern	R3	R3	R3	R3	R3	R1	STG P: 26
Grave's Decay	Mortis	R3	R3	R3	R3	R1	R3	FF P: 173
Corpse in the	Mortis	R3	R3	R3	R3	R1	R3	FF P: 175

Monster								
Four Humors	Mortis	R3	R3	R3	R3	R3	R3	FF P:179
Haunting	All	R2	R2	R2	R2	R2	R2	HC P: 196
The Nightshade Path	Mortis	R3	R3	R3	R3	R3	R3	BH P: 70
Nigrimancy	Western/Mortis	R3	R3	R3	R3	R3	R3	HC P:193
Cadaverous Animation	Mortis	R3	R3	R3	R3	R2	R3	FF P:177
Path of Skulls	Mortis	R3	R3	R3	R3	R3	R3	D20-ToS P:54
Path of Woe	Mortis	R3	R3	R3	R3	R3	R3	D20-ToS P:57
Mortuus Path	Mortis	R3	R3	R3	R3	R2	R3	SG P:116
Abombo	Special	R3	R3	R3	R3	R3	R3	KotEK P:104
Path of Hoodoo	Custom OWBN	R3	R3	R3	R3	R3	R3	Necromancy Packet
Path of Israfil	Custom OWBN	R3	R3	R3	R3	R3	R3	Necromancy Packet
Path of Maelstrom Manipulation	Custom OWBN	R3	R3	R3	R3	R3	R3	Necromancy Packet
Path of the Sheppard	Custom OWBN	R3	R3	R3	R3	R3	R3	Necromancy Packet
Veil Path	Custom OWBN	R3	R3	R3	R3	R3	R3	Necromancy Packet
The Dragon Path	Custom OWBN	R3	R3	R3	R3	R3	R3	Necromancy Packet
The Path of the Twilight Garden	Mortis	R3	R3	R3	R3	R3	R3	V20DA P:289
Custom	Any	R3	R3	R3	R3	R3	R3	Custom Content
Any Not Listed	Special	R3	R3	R3	R3	R3	R3	Special

Necromancy Rituals

Ritual Name	Level	Rarity	Primary Type	Source & Page #
Casting of Bones	Basic	R3	Mortis	HC Pg: 197
Call the Hungry Dead	Basic	R1	All	LotN Pg: 157
Circle of Cerebus	Basic	R1	Western	BM Pg:105
Death's Communion	Basic	R2	Western	LC Pg: 108
Draining the Well of Life	Basic	R2	Western	RB Pg: 93
Eyes of Despondent Revelation	Basic	R3	Mortis	HC Pg: 198
Eyes of the Grave	Basic	R1	All	LotN P 157
Eldritch Beacon	Basic	R1	All	SG Pg: 118
Hand of Glory	Basic	R1	Western	CB:G Pg:74
Haunting Breeze	Basic	R3	Eastern	RB Pg: 103
Howl from Beyond	Basic	R3	Mortis	HC Pg: 198
Hungry Mold	Basic	R3	Mortis	HC P:198
Judgment of Rhadmanthus	Basic	R2	Western	BM Pg: 105
Kiss of Ages	Basic	R3	Mortis	HC: Pg: 198
Knell of Doom	Basic	R3	Mortis	HC Pg: 198
Knowing Stone	Basic	R1	Voudoun	BM Pg: 111
Minestra Di Morte	Basic	R1	Western	CB:G Pg:74

Occhio D'Uomo Morte	Basic	R1	Western	CB:G Pg:75
Part the Veil	Basic	R1	All	BS Pg:85
Parting the Veil	Basic	R3	Eastern	BH Pg: 176
Preserve Corpse	Basic	R3	Eastern	RB Pg: 103
Puppet	Basic	R1	All	SB Pg: 118
Rape of Persephone	Basic	R3	Western	BM Pg: 105
Revivify the Cold Vitae	Basic	R3	Mortis	FF Pg: 181
Ritual of Pochtli	Basic	R2	Aztec	CB:G Pg: 44
Ritual of the Smoking Mirror	Basic	R2	Aztec	CB:G Pg: 71
Skull of Warning	Basic	R3	Mortis	HC PG: 199
Spirit Beacon	Basic	R1	All	
Thanatos' Caress	Basic	R3	Western	RB Pg: 90
Two Centimes	Basic	R1	Voudoun	BM Pg: 111
Unearth the hidden Corpse	Basic	R3	Mortis	HC Pg: 199
Word of Insight	Basic	R2	Western	RB Pg: 93
Baleful Doll	Int.	R2	Voudoun	BM Pg: 112
Bastone Diabolico	Int.	R2	Western	CB:G Pg:76
Blood Dance	Int.	R1	Voudoun	BM Pg: 112
Cadaver's Touch	Int.	R1	All	LotN Pg: 157
Call on Shadow's Grace	Int.	R1	All	LotN Pg: 157
Death's Head	Int.	R3	Eastern	RB Pg: 103
Din of the Damned	Int.	R1	Western	SG Pg: 119
Divine Sign	Int.	R2	Aztec	CB;G Pg: 72
Drink of Lethe's Water	Int.	R2	Western	BM Pg: 106
Drink of Styx's Water	Int.	R2	Western	BM Pg: 105
Eyes of the Dead	Int.	R1	All	BS Pg: 85
Fettered Minion	Int.	R3	Mortis	HC Pg: 199
Graveyard Mists	Int.	R3	Mortis	HC Pg: 200
Implacable Vigor	Int.	R3	Mortis	HC Pg: 200
Impregnable Soul	Int.	R3	Eastern	RB Pg:104
Malediction of Fetid Veins	Int.	R3	Mortis	HC Pg: 200
Mark of Despair	Int.	R3	Mortis	HC Pg: 200
Nightmare Drums	Int.	R1	Voudoun	BM Pg: 111
Peek Past the Shroud	Int.	R1	All	SG Pg: 119
Point of the Needle	Int.	R3	Voudoun	RB Pg: 90
Resurrection of Stirred Blood	Int.	R3	Mortis	HC PG: 201
Ritual of the Unearthed Fetter	Int.	R1	All	LotN pg: 158
Ritual of Xipe Totec	Int.	R2	Aztec	CB:G Pg: 72
Summon Ethereal Horde	Int.	R3	Western	RB Pg: 89
Tempesta Scudo	Int.	R1	Western	CB:G Pg:76
Tempest Prison	Int.	R2	Western	RB Pg: 94
Veil that Bars Eternity	Int.	R3	Mortis	HC Pg: 201
Chair of Hades	Adv.	R2	Western	BM Pg: 106
Chill of Oblivion	Adv.	R3	Western/ Mortis	SG Pg: 119
Dead Man's Hand	Adv.	R2	Voudoun	BM Pg: 113
Draught of Dust and Ashes	Adv.	R3	Mortis	HC Pg: 201
Enochian Passage	Adv.	NPC Only	Eastern	RB Pg 104
Esilio	Adv.	R1	Western	CB:G Pg:76
The Ferryman's Recall	Adv.	NPC Only	Western	LC Pg: 108
Garb of Hades	Adv.	R2	Western	BS Pg: 85
Grasp the Ghostly	Adv.	R1	All	LotN Pg: 158
Ritual of Teyolia	Adv.	NPC Only	Aztec	CB:G Pg: 73
Sanctuary of Living Death	Adv.	R3	Mortis	HC Pg: 201

Walk Through the Shroud	Adv.	R3	Mortis	FF Pg: 182
Orpheus Descent	Elder	NPC Only	Mortis	Hc Pg: 202
Custom Rituals	Any	R3	Any	Custom Content
Any Not Listed	Special	R3	Any	Special

Combination Disciplines

Name	Discipline Requirements	Rarity	XP	Source & Page #
Eyes of a Thousand Shades	Auspex 1/ Sepulchre 3	R3	6	LC Pg. 107
Sharing the Master's Vigor	Dominate 5 / Bone Path 3	R3	12	LC Pg. 107
Aegis of Entropy	Fortitude 3/ Graves Decay 1	R3	11	HC Pg. 163
Awaken the Slumbering Curse	Auspex 4/ Graves Decay 5	R1	18	HC PG. 164
Charon's Oar	Auspex 5/ Sepulchre 5	R1	18	HC Pg. 165
Clarity of Emptiness	Auspex 1/ Corpse in the Monster 2	R1	7	HC. Pg. 165
Effigy of the Sculpted Tomb	Fortitude 3/ Potence 2/ Graves Decay 2	R1	7	HC. Pg. 166
Fountain of Ill Humors	Potence 2/ Four Humors 3	R1	11	HC Pg. 167

Chapter Three: Ways of the Underworld

Minds' Eye Theatre Necromancy Paths

Path of Haunting (BH Pg. 174)

Originally developed by the Giovanni, the Path of Haunting concerns itself less with the dead than the power the dead and death hold over the living. Showing life is but an illusion to endless certainty that is death.

•*Song of the Dead* (BH Pg. 174-175)

Layering his speech with hidden subtext, a vampire with this power may infect a listener with an unhealthy fixation on death. Afflicted individuals find themselves drawn to graveyards and lonely, inauspicious places as they sink into mild or even serious depression. Mortality concerns them as never before and they see ill omens in the slightest coincidences. Mortals inevitably go mad and become suicidal if a vampire continues using this power on them for an extended period, while Cainite victims eventually succumb to torpor.

The vampire speaks to the target while his player spends one blood trait and makes a social challenge against the target. The target is affected for the rest of the night with depression and morbid anxiety. This results in the target being down 2 traits on all social challenges save for intimidation and down 1 trait on all other non reflexive challenges. If a target suffers from the effects of this power for more continuous nights than her permanent willpower, she loses a dot of permanent willpower. The cycle continues after an interval of the new rating in days, with the victim losing one additional dot of permanent willpower after each such iteration. Once a character drops to zero willpower, she commits suicide (if living) or falls into torpor (if a vampire). Should the power be interrupted such that the victim goes a night without suffering the power's effects, she recovers her permanent willpower at a rate of one dot per week. This recovery can be halted by a further application of Morbid Fascination, but the victim's new bout of depression must last a number of days equal to her permanent willpower before that trait decreases. A vampire who falls into torpor from reaching zero willpower awakens with her original rating.

••*Summon Wisp* (BH Pg 175)

Infusing droplets of blood with scraps of memory and energy from the ashen realm in which ghosts dwell, a vampire with this power may conjure a sphere of flickering light that dances and moves at her command. Such wisps have a subtle hypnotic quality that may lure unsuspecting mortals into a trap or provide clever distraction.

The vampire extends his upraised hand in a clutching gesture and focuses blood and will on his palm. The player then spends one blood point and makes a social challenge dif 5. Success conjures an orb of pale light in the vampire's waiting hand that lasts for one scene. The wisp can take any color the vampire chooses and has no substance or weight. It may fly about as fast as the vampire can run, casting cold illumination as bright as a candle. Mortals who behold the wisp spend a willpower or succeed at a willpower challenge versus the caster's willpower. Otherwise, they fall into a mild trance state. They won't necessarily follow the light unless the vampire has spends a willpower trait before the mortals willpower challenge and wins. Those who do follow the light do so without regard for any but the most obvious obstacles. They will walk around trees and rocks, but they can fall prey to quicksand or walk off a high ledge. Any loud noise or other distraction immediately breaks the reverie. If the caster fails on the test to activate the power they must do a simple test if they fail that as well the wisp appears and acts with its own malevolent agenda. Such a creature is only a nuisance, but it can display a remarkable cunning in luring enemies to the vampire's haven or giving away her position.

•••*Harrowing* (BH Pg 175-176)
This power extends the terror inflicted by Morbid Fascination and suppresses it wholly in the victim's subconscious. When she next sleeps, her dreams turn to nightmarish visions of her own death.
The vampire makes eye contact with the victim, while spending one blood trait and making a social challenge with the target. If successful the victim feels a slight sense of unease. When she next sleeps, she suffers terrible nightmares about her own demise. Even though she cannot fully remember the content of her visions after she wakes, the emotional trauma prevents her from regaining willpower. In addition, her twisted déjà vu and unnatural paranoia give her the Nightmares and Eerie Presence Flaws for the day and night.

••••*Phantasms* (BH Pg 176)
At this level of power, a vampire may sculpt entire hallucinations from the energies of the netherworld to terrorize the living. Such apparitions have no true substance apart from a surreal gauzy cold, nor may they speak or perform complicated actions. Still, a swarm of spectral vermin or blood raining down the walls makes its own eloquent point.

The vampire envisions the desired apparition, while spending a blood trait and making a static social challenge difficulty 7 . With a success the caster may spend up to 5 social traits. Each social trait allows the vampire to create one phenomenon or add one additional characteristic/condition to another phantom. For example, 3 traits could animate shadows in all dark corners to shuffle and writhe (one trait) and create an illusion of dripping gore that bursts into a spray of flies when someone drew close (one trait for the gore and on trait for the condition). This power may create apparitions anywhere in the caster's line of sight. The storyteller remains the final arbiter of what is or is not possible with this power.

•••••*Torment* (BH Pg 176)
Where a vampire with lesser mastery of this path may simulate a haunting, this power attracts malicious ghosts and thins the shroud separating life and death around the victim. Such unfortunate souls face the torture of invisible merciless shades.

The vampire focuses all his bestial anger on the target. The player spends one blood trait and makes a social challenge, if successful the victim feels a sudden chill. Any ghosts affecting the target with any powers are up a number of traits equal to the number of social traits the vampire expends after the social challenge to a max of 3. Malicious ghosts flock to the target as though drawn by the scent of blood and eagerly inflict every horror at their disposal. The trait bonus decreases by one per day until it reaches 0 at which point all specters lose interest. Multiple applications of this power do not stack to increase duration or intensity. The statistics of specters are left to the ST's cunning but the experience should terrify the character utterly and may result in a derangement or worse. If the caster fails the original test make two simple tests if all of these result in failure the caster gains the Haunted flaw attracting the most vile and hateful of ghosts.

The Nightshade Path (BH PG:70-72)

Developed by practitioners of Necromancy on the Path of Lilith in the Tal'Mahe'Ra, the path studies natural cycles, including the savage interplay of life and death. Life is a manifestation of entropy, a chaotic miracle punctuating Creation's flow toward destruction.

•*Tend the Body Garden* (BH pg. 70-71)
Practitioner can speed up or slow the process of decay, turning a dead mortal into a bloated host for flies in seconds, or nullifying the decay of Final Death

System: Spend one blood trait as you drip blood on a corpse. Static Mental challenge (difficulty 6) retest with occult. Number of mental traits spent determines delay or acceleration of rot (Must be used on a Kindred one turn after meeting final death)
1- One day
2- One week
3- One Month
4- One year
5- Storyteller discretion

••*Witch's Fruit* (BH pg. 71-72)
Every Plant relies on death to grow. A necromancer can awaken this death aura by exposing fruits to her blood. Any living creature that consumes the fruit can sense and touch the Shadowlands

System: Spend one blood trait while touching edible plant matter. The recipient is able to see into the Shadowlands, hear its denizens, and even touch or be touched by ghosts. The target may not touch anything that wasn't previously alive before its descent into the shadowlands (no buildings or objects). The plant matter last until sunrise and loses the ability to impart this state. Witches' Fruit are mild hallucinogens, twisted visions of ghost and long fallen buildings disorient mortals under their influence. This imposes a +2 difficulty on all challenges except Willpower challenges while affected. Creatures who are familiar with supernatural phenomena don't suffer this penalty.

•••*Raise the Green One* (BH Pg. 72)
Tales of Kid, Osiris, and the Green Man all describe beings who were brought back from death and clothed in verdant color. Nightshade necromancers channel these legends into act of raising a corpse bound and strengthened by plant matter.

System: Spend a Willpower and a Blood Trait, Static Mental challenge difficulty 8 while concentrating on a corpse that lays upon fertile soil. UPON success the corpse is entwined with red-tinged vines, branches, and leaves and rises to do the necromancers bidding. The necromancer may have only one Green One raised at a time.
Green ones are stronger than standard zombies (Physical Traits: 8, Abilities: Athletics:2, Brawl:3 and 2 dots of Fortitude, they halve bashing damage)

••••*Wails and Whispers* (BH Pg. 72)
As the necromancer's understanding deepens, she explores the wavering barrier between life and death. When she screams like a banshee, she can lure a soul to its demise. When she whispers she can fix a soul in the lands of the living, even when it occupies a body that should be dead.

System: The vampire concentrates on a target, screaming or whispering as her intentions dictate. The target does not need to be able to hear the vampire. Spend one Willpower and up to 5 mental traits, mental challenge against the target retest with occult. If she wishes to lure her target closer to death, add one level of lethal damage to the total inflicted by the next injury the target suffers in the scene up to the amount of mental traits spent (max 5).
If she wishes to prevent the target from dying, each mental trait (max 5) sets aside one level of damage (any type) from the next injury the target suffers until the end of the scene, after which the damage returns. The target suffers injury but doesn't feel its effects, up to including death.

•••••*Chthonic Womb* (BH Pg. 72)
At the pinnacle of this Path, a necromancer combines murder and fertility to give birth to the ghost of a mortal she has slain. She drinks the victim's blood to grab hold of his soul, and after dispatching him, traps it within her using the ghost to do her bidding at a later time.

System: Vampire must drink at least one blood trait of the mortal victim, but may kill him using another method. Another person or incident may cause the mortal's demise, but the necromancer must make physical contact with him at the moment of death. Spend a Willpower and make a mental challenge against the victim retest with occult. If the player succeeds, the soul occupies the vampire's body in a dormant state for up to one month per mental trait spent (max 5 mental traits). Aura perception or similar powers will reveal the presence of the dormant soul. The necromancer may store multiple souls this way, but "twins," "triplets," and more tax the "mother's" energy. Each soul after the first drains one additional blood trait when the vampire awakens each night.
At any point before the soul leaves the body, the vampire may summon it forth to manifest with either the traits of a recently deceased ghost or those it possessed in life, along with a recently deceased ghosts supernatural abilities. It must perform three services for the "mother". After that the soul is free to move on to its ultimate destiny. If the ghost is commanded to perform any task that would traumatize a mortal (those that would risk a Humanity check) it may, at storyteller discretion, treat the necromancer as a "fetter" an object that the ghost fixates upon and uses as a tie to the living world. This gives the ghost the ability to haunt the necromancer until it is banished.

Nigrimancy (HC 193-196)

Abandoning any focus on the flesh, the path of Nigrimancy concerns itself with the spirits of the dead. Though its teachings loosely derive from practices of mortal sorcery, the path is as far removed from such magic as Thaumaturgy from living Hermetic arts. As all Disciplines, Nigrimancy is ultimately an expression of the Curse of Caine. Vampires embody the shroud that severs life from death and so exist forever suspended between the two. The Giovanni well understand that blood is the life, and the blood of Caine holds terrible power to summon and enslave the dead. In the modern nights this path is little heard of but still sees some use among more some rare and knowledgeable necromancers.

•*Witness of Death* (HC Pg: 193)
This power attunes a vampire's unloving senses to the presence of the incorporeal. Under its effects, a Cainite sees ghosts as translucent phantoms gliding among the living and hears their whispers and moans. She feels the spectral cold of their touch and smells their musty hint of decay. Yet one cannot mistake the dead for the living, as they remain immaterial phantoms without true substance, dimmer and less real than creatures of flesh and blood. When a vampire uses this power, her eyes flicker with pale blue fire that only those in the shadowlands can see. Ghosts resent being spied upon, and more powerful shades may use their own powers to inflict their displeasure on the incautious.

The player spends a blood point and a mental trait, for the rest of the scene or hour she can perceive those in the shadowlands but not the shadowlands itself or its architecture. Those in the shadowlands may make a mental test dif 7 to notice the glowing eyes of a vampire using this power. Those with shroud sight active or otherwise able to see into the shadowlands may also notice.

••*Summon Soul* (HC PG:194)
This power is similar to the Sepulcher level 2 power. This power requires the wraiths name or a piece of its corpse, if both are possessed the dif to summon the wraith is down one. Summon Soul cost a blood trait and requires a social challenge dif 7 or the wraith's willpower whichever is higher. If successful the wraith vanishes from its present location and appears in a vortex of shadow before the caster. The wraith is visible as with witness of death and

remains for the scene. However, it is under no compulsion to answer any questions or obey commands, the vampire may employ bribery, threats or simple eloquence to obtain information or favors. Once summoned a wraith may not deliberately move out of sight of the vampire, though it can take any other actions including direct attack. A temporary willpower can dismiss the ghost early; otherwise shadows engulf the ghost once more and return it to its original location at the end of the scene.

•••*Compel the Shade* (HC PG: 194)
This power requires a single blood expenditure but otherwise functions as standard Sepulcher 3 Compel.

••••*Fetter the Dead* (HC PG: 195)
With this power, a vampire may imprison a ghost within an object or bind it to haunt a specific location for a time. Such a location may be any size, centered on a spot of the vampire's choosing. Some vampires use the threat of this dreaded power to elicit service from the dead without ever employing Compel the Shade. Other vampires use this power as a reward, since a ghost imprisoned within a corpse may speak through the cadaver's lips or possibly reanimate the entire body to carry out some unfinished task among the living.

The player spends one blood point while at the location for the haunting or touching the intended prison. The ghost must then be brought to her presence by some means. A social challenge against dif 7 or the targets willpower whichever is higher if the target resists, otherwise the dif is 4. The difficulty is increased by one if the caster wishes to place the ghost in an object or by two if the caster wishes to place the ghost in a corpse. The dif decreases by one if the vampire has a part of the ghost's body in addition to knowing its name. (min dif 3) Success binds the ghost for one night which can be extended to one week for a temporary willpower or one year for a permanent willpower. During this time the ghost may not leave the prison.

Ghosts placed within a reasonably intact cadaver may attempt to animate their prison for a time. This requires a point of willpower and a mental test dif 7 to speak or 9 to animate the body. Upon success the ghost may expend a number of mental traits to be animate at the appropriate level for one night per mental trait expended. Once this period ends or the ghost's term of imprisonment runs out, the corpse falls silent and still. The statistics for bodies reanimated in this fashion are left to Sts to decide, based on the power of the ghost and how badly the corpse has decayed. By default such being have mental traits, social traits minus 3, willpower and abilities of the inhabiting ghost. It is possible to use Fetter the Dead to place a spirit within a corpse and then compel it to rise and serve as walking dead through Compel the Shade, though bodies inhabited by ghosts cannot rise under the influence of the Cadaverous Animation or Bone Paths.

•••••*Usurer's Scales* (HC Pg: 195)
With the final power of Nigrimancy, a vampire may replenish a ghost's spiritual essence with the power of his blood or devour that essence to feed his preternatural will. Ghosts fear such power as they fear little else, for a vampire who drinks their soul dry casts them into ultimate oblivion.

The vampire must be able to perceive his target by some means usually by invoking Witness of Death. He then concentrates and silently reaches out with his power. He spends a blood trait and makes a social challenge against the target to devour or against dif 5 to transfer. Once successful the caster may spend up to three social traits to steal up to three willpower or pathos either way the vampire gains that number of temporary willpower which can't go above his normal permanent willpower. If the Ghost reaches zero willpower, it is thrown into a harrowing. If the vampire wishes to transfer energy to the wraith he may spend 1-3 blood or willpower upon success and the wraith receives that number of pathos or willpower although this refills willpower first. Either way the transferred energies

appear as a cloud of red light that flows from the mouth of the donor to the mouth of the recipient. This light is unmistakable and impossible to hide, though it is visible only to ghosts and beings that can see them.

Custom OWBN Path Conversions

The Dragon Path

The Dragon Path is used by both the Li Weng and to a slightly lesser extent the Della Passaglia. Both families have discovered the advantages of an eastern perspective on death as well as on necromancy. Balance and harmony are the key aspects of life as well as death. The Heavens as well as the Hells work under the same principles in a harmonic relationship. Yin and Yang is a manifestation of this and sometimes Asian Necromancers even refer to the two worlds as Yin (Skinlands) and Yang (Shadowlands) but this is something of a rarity. The powers of this path can typically affect an area with a radius of five plus the casters Dragon Path rating in yards.

•*Chi Sight*

With this power active, in essence, the entire invisible worlds of spirits and chi becomes open to the vampire (Wraiths can be seen, as well as the living essence of things or aura). The Necromancer spends a blood and then a mental trait for the scene or hour the Necromancer may see and speak with wraiths as well as chi lines, dragon nests, nodes, and the like. In addition the Necromancer is able to see the aura's of mystically imbued objects for the duration.

••*Spirit Call*

The vampire first learns to manipulate the threads of the Shadowlands. By weaving them in interesting (or annoying) fashion, the vampire can attempt to lure a nearby wraith. In this manner, the ghosts of the dead may awaken and answer the vampire's call. The Necromancer must concentrate for a minute, expend an appropriate Mental trait and make a Mental Challenge against the Shroud rating if successful a wraith will come at its leisure to investigate. The wraith is under no obligation to the summoner (who must in fact use other powers to control or even perceive the entity) and is created by the storyteller. If a Necromancer wishes to call a specific wraith the Caster must spend 3 mental traits after a successful casting and know the entity's name. Further, the wraith in question must be nearby, as determined by the ST.

•••*Chi Ward*

The vampire may manipulate ambient dragon lines in the area, weakening or strengthening the area's Wall. The Necromancer must spend a blood and make a Static Willpower Challenge against the normal level of the local Wall. If she is successful the Wall is raised or lowered by one for a scene. This cannot raise the Wall rating above 10 nor lower it below 1. In addition wraiths in an area with a Shroud rating of 10 feel uncomfortable and must spend a willpower or leave the area. Wraith fetishes in such an area fail to operate as do wraithly artifacts that have an effect that crosses the shroud. This power may only be used once a scene.

••••*Dragon Bone Prison*

At this level, the vampire has become more adept in her control over Chi lines. She can weave dragon lines into walls, nets, and even traps of wraith energy. The vampire can weave traps to snare a wraith. The Necromancer must spend at least five minutes in contemplation of the shapes to be created (acting at a two-trait penalty to all other actions, including combat during this time), spend a blood then make a Mental Challenge against a wraith that is present. If the Caster is successful the trap immobilizes the wraith for a scene or until the spirit agrees to perform a service for the Caster.

•••••*Chi Rift*

This art allows the vampire to strengthen Yin and Yang lines to such a degree that he opens a portal into the shadowlands. This portal causes devastating effects on the immediate environment as well as the caster, as raw wraithly energy torrents out of the Shadowlands. This raw wraithly energy reacts even more violently in the alien energy of the physical plane. These "storms" of wraith force start out small but quickly blossom beyond the vampire's control to become devastating whirlwinds of elemental energy. This power causes severe stress on both the physical world and the shadowlands and no parties involved ever appreciate it, whether wraith, human, kindred, Kuei-jin, or otherwise. For this reason it is never undertaken lightly; reckless use of Chi Rift will be noticed and attempts will be made to stop it. The Caster must spend 20 minutes in concentration, expends five blood, and then makes a Mental Challenge against the Wall rating. Success opens a rift to the Shadowlands as is appropriate and causes a low level Maelstrom. The Caster takes the brunt of this force but both the skinlands and the Shadowlands are affected as well. In the skinlands this either manifests as a howling typhoon of roiling clouds of black energy, shot through with rains of bone and hissing ebony lightning. In the Shadowlands it is a localized level 1 Maelstrom. The portal lasts for five turns while the storms last for one scene of hour. The Caster takes 5 levels of lethal damage as rift opens and then all in the radius take one lethal at the end of the hour, this can be soaked with fortitude. Once in either realm, anyone that goes through can spend a Willpower to return.

Path of Hoodoo

This path of Voudoun Necromancy is based upon the ancient spells and beliefs of both voodoo and hoodoo. Many of these spells are from those ancient traditions and beliefs. Unfortunately, most of Voodoo and Hoodoo is based around the idea that they can only affect those who believe in them.

Note: Only those who believe in the effects of magic can be effected by these powers. That is to say, anyone targeted by this path that does not have an Occult Ability score of 3 or more is immune to the effects of this path.

•*Death Echo*

A devotee can call upon Ghede to grant him the ability to perceive the moments of another vampire's Final Death as though he were experiencing the Final Death himself. The Kindred perceives the death as it was occurring from the point of view of the deceased vampire. The character sees what the vampire saw, smells what he smelled, feels how he felt, etc. Kindred are able to maintain Death Echo for a minute per his levels of the Path of Hoodoo, and must know the name of the dead vampire in order to use this ritual. The hougan engages in a Static Mental challenge (Retested with Occult) at a difficulty of 10+1 for every day the body has been deceased. This power does not require the target to have had the Occult ability score at all to work, unlike the other levels of this path.

••*Brick Dust*

The hougan calls upon powerful warding magic to protect him from harm. There is an ancient belief in hoodoo and voodoo that if one places a line of unbroken brick dust over an entry way, those who would do you harm may not pass. The hougan places an unbroken line of brick dust upon an entry way (Such as a door or window). Anyone who intends direct harm upon the caster may not pass. This does not stop them from finding another means to reach you, but they will be unable to cross the line of brick dust, or disturb it to break it. Harm is defined as direct harm. If someone entered a room to physically fight you, they could not cross. If however, they were sent to spy on a gathering you were at and had placed the brick dusk, and came across information that might harm you, they would still be able to cross. As that is indirect harm.

•••*Ill Omen*

A mambo of Kalfou may call upon the loa to inflict a horrifying nightmare upon a foe. The focal point of the nightmare may be a person, place or object. Whatever the subject of the nightmare is, the victim wakes with an intense phobia of it. The Kindred attempts to avoid that person, place or object as though their very existence depended upon it. If the victim is somehow confronted with the object of his nightmare, he will react with utter horror. Each turn the victim remains within 10 feet of the object, the player Must make a Courage Check at a difficulty of 5. If the check fails, the victim immediately flees from the object in terror. If escape is not possible, he enters Rötschreck. If the victim is mortal and is unable to escape, he immediately faints, and remains unconscious for an hour or until forcibly roused, whichever comes first. It should be noted that although the victim wholly and irrationally believes that the object of his fear will harm him, it is, in fact, no more dangerous than it would be under normal circumstances. Ill Omen remains in effect for a number of nights equal to the hougan's rating in the Path of Hoodoo. This power requires a Sympathetic Link.

••••*Curse Object*

Kindred under the patronage of Kalfou may perform a ritual to tie bad fortune to existing lifeless objects (jewelry, clothing, a weapon, etc.). The hougan must first obtain the item and cast the spell upon it. Which may take anywhere from a minute to several hours depending on the whims of Kalfou. If the spell is successful, the targeted object is cursed. A character who comes into physical contact with the object must bid 2 additional traits for any action subsequently performed. The subject need not remain in contact with the item to be affected by its curse. Simply brushing against the cursed object brings bad luck upon the individual. The curse is automatically contested by the victim upon touch, pitting the hougan's social traits against the victim (retested with occult). If the victim fails, he is cursed for a number of hours equal to the houngan's levels of the Path of Hoodoo. This power requires a Sympathetic Link

•••••*Vodoun Doll*

Made popular through horror films and tales whispered around the fire, the Vodoun Doll is probably one of the most iconic items associated with the practice of Vodoun. As it relates to Vodoun practiced by Kindred, a Vodoun Doll (or poppet) is a potent magical tool used by the most beloved houngan of Kalfou. A vampire may stick a wooden nail into a fabricated doll, and in doing so, manipulate his enemies from afar or inflict any number of dark and powerful curses upon them. Vodoun dolls can be constructed from almost any material: cloth, wrapped twine, clay, wax or corn husks. Creating a voodoo doll requires an extended Crafts challenge with difficulty of 14. Each test is equal to five minutes. The houngan must have a piece of the target or something very important to him — a drop of blood, a lock of hair, or an item of great personal worth such as a wedding ring or a piece of a favorite garment. Once the doll has been created, the houngan performs the spell to call upon Kalfou. If the ritual is successful, Kalfou creates a sympathetic connection to the intended target. The doll retains the link to the living individual for five hours. If the Vodoun doll is destroyed, all the sympathetic control is broken and the target is freed from all effects. Once the doll is connected to its target, the houngan can puncture it with a single wooden nail. Only one nail may be used at a time (multiple pins may not be used to simultaneously affect different areas), but the nail may be removed and the doll punctured again in another location to achieve a different effect as often as the houngan likes. This power requires a Sympathetic Link. Placement of the nail, pushed into the Vodoun doll, affects the target in a variety of ways:

Pin Placement	**Effect**
Heart	The target immediately is loses half his blood pool. Used against a mortal, a nail in the heart

	causes the target to lose all stamina related traits.
Eye	The target is rendered blind until the nail is removed. Use the rules for fighting in total darkness.
Ear	The target is rendered deaf until the nail is removed.
Mouth	The target is rendered mute until the nail is removed.
Forehead	The target is cursed with bad luck while the wooden nail remains in the Vodoun doll's forehead. When the target attempts to perform a task that requires significant thought (any action that makes use of a Mental Skill or Attribute), the target's player must bid 2 additional traits on all such challenges.
Stomach	The target feels ill, and becomes violently sick if he attempts to consume blood while the nail remains in the puppet's stomach. He does not vomit the Vitae currently in his system, but cannot feed to gain additional Vitae until the pin is removed. If the Subject is mortal, he may not eat or drink until the nail is removed.
Extremities	The target is cursed with bad luck while the wooden nail remains in the Vodoun doll's hand or foot. When the target attempts to perform a task that requires significant physical prowess (any action that makes use of a Physical Skill or Attribute), the target must bid 2 additional traits on all such challenges

Path of Israfil

All age's come to an end, all lives cease to be, and eventually all things crumble to dust. It is the way of the world, and no group knows this better then the Necromancers of clan Giovanni. As an outgrowth of several different paths of necromancy this path focuses the energies of the blood and the strength of the corpse into deadly harmony. The Necromancer that wields this path wisely is truly a dark and twisted throwback to the Angel of Judgment Day, Israfil.

Note: This path is taught to those that are charged with the safety and security of the clan. (This path may not exceed the necromancers Bone Path rating.)

•*Masque of Death*

You can with this power grant yourself the appearance of an aged corpse. Expend a blood trait. Once this effect begins, flesh draws taut, and the body takes on an entirely corpselike appearance and texture. The Necromancer is down one trait on all social tests except for intimidation but may ignore all wound penalties. This power may last until the next sunset, but the caster may end it early. If one wearing Masque of Death attempts to emulate a corpse, it takes a successful mental challenge to see through the disguise.

••*Visage of the Damned*

An even more twisted and sickening extension of the magic's used to create the Masque of Death, the Visage of the Damned is truly a horror to gaze upon. The Necromancer focuses the energies of a decayed and rotted corpse throughout her body. The Necromancers eyes sink in and glow her skin begins to slough off her bones and turn a deathly pale, with large open fissures, and rotted hideous splotches. To activate this power expend one blood trait. At the end of the turn the transformation is complete, and the power grants the user the following powers, which last

for the next scene or hour. The Necromancer gains the bonus social traits Intimidating x 2, as well as a bonus strength related physical trait. In addition anyone who has never seen such a monstrosity come to life must make an immediate courage test at difficulty 2. Due to the Necromancers hideous features however for the duration of the power the Necromancer has Repugnant x 2.

•••*Corpse Breed Carapace*

The Necromancer bows his head holds his hands palm out and whispers of the death that should have taken him. His body responds by exuding bone in a hideous attempt at escape the unnatural fate of the damned. By spending a blood trait the Necromancer develops spiked bone armor over portions of his body. This can't be hidden by any unassuming means. This power last a scene or hour and can only be activated once in a scene. The Armor is worth two Healthy health levels and causes the Necromancer to do lethal with his strikes. This counts as armor and is incompatible with other armor. The health levels from this power are lost first.

••••*Sanguine Lash*

The Necromancer need never be without a weapon as with this power he can forge one from his own body and blood. The Necromancer spends two blood traits and exudes a razor sharp blood whip from his wrist. This weapon can not be disarmed, has a reach of up to 13 feet and has the following stats:

Sanguine Whip
Bonus Traits: 3
Negative Traits: Due to this weapon being part of you it has no negative traits unlike all normal weapons
Concealability: Jacket (wrapped around the forearm)
Damage: Two Lethal
Special Ability: Speed
The whip can be from two feet to ten feet and shifts length at the Casters mental command. This power lasts until the end of the scene of hour**.**

•••••**Gift of the Corpse**

By taking the aspects of the dead upon yourself, you are able to temporarily avoid some of the vulnerabilities to which Cainites are subject. Expend a Willpower Trait and perform a Static Mental Challenge (against a difficulty of seven Traits). If you succeed, your Cainite nature is submerged for two turns, and you are closer to being an animated corpse than a Vampire. Holy artifacts and ground have no effect on you; you are immune to Rotschreck and frenzy. Sunlight causes bashing damage at worst, fire only causes lethal damage, and a stake in the heart is no different from a stake in the liver. At the beginning of the third turn, make a Simple Test; if you win, the Gift of the Corpse stays with you for another turn. Gift of the Corpse does not interfere with the use of any vampiric abilities. Should the effect end while you are exposed to any of the circumstances it protects against, they immediately take effect. Those who possess Soulsight or similar abilities may notice an alien appearance in your halo. Also, since this experience amounts to the rejection of any semblance of life, the Storyteller may rule that it interferes with certain roads/paths.

Path of Maelstrom Manipulation

While the Giovanni have been, master Necromancers for around a millennium their power deals with dominion over the dead. The power of the Maelstrom is beyond their direct control, however; through subtle manipulation of the shroud
some measure of control can be obtained.

•*Sense the Tumult*

The Occultist's study of the chaos of the Maelstrom and its echoes within the shroud allow them to gauge the strength and direction of a Maelstrom. Though a static mental test, the occultist may detect approaching Maelstrom within a mile per Maelstrom rating, determining its strength and direction of travel. This may be done from the Skinlands or the shadowlands. Given the Maelstrom is of significant size and speed this could do the Necromancer little good.

••*Bulwark*

The dangers of the storms of the shadowlands are a reality to necromancer and wraith alike. The necromancer at this point can blind a Maelstrom to his presence, bulwarking the strength of the shroud to gain protection from the damaging effects of a Maelstrom with a mental test at a difficulty of 13 + the storm rating. This protection can be extended to nearby allies for a mental trait each. This protection lasts until the end of the night. Further, specters involved with the Maelstrom are down two traits to affect the protected individuals.

•••*Sigil of the Storm*

The occultist may now weaken the shroud between the skinlands and shadowlands in a localized area allowing a Maelstrom's effects to pass across to the skinlands. The Necromancer through mental exertion marks a person, place, or object with which he comes into contact, leaving a handprint of his vitae. This requires a physical challenge against an unwilling target. Even if the blood is removed the subject is affected by any Maelstrom they would be in if they were in the shadowlands reflection of their current location. This effect lasts for the rest of the night.

••••*Command the Cyclone*

At this point in his studies an occultist has deluded himself into believing he has mastered some level of control over the primordial storms of the netherworlds…this is obviously wrong. Through intense concentration and an exertion of will, the storm itself can be directed by the necromancer through manipulation of the shroud. The necromancer spends a willpower trait and makes a mental challenge at a difficulty of 15 + the storm rating. This can change the direction of the storm up to 45 degrees. This change lasts up until the end of the scene or the storm changes back by its erratic nature or the will and arcanoi of the specters in the Maelstrom. (Basically the duration is up to ST discretion but one scene is generally appropriate.

•••••*Birth the Maelstrom*

The Necromancer through fine manipulation of the shroud learns to imitate the power of a level one Maelstrom. By twisting and tugging the shroud in its weakest places a thin layer shatters causing winds and damage similar to a level one storm. This power doesn't significantly weaken the shroud to any degree. The Necromancer spends three blood traits and a mental trait. Once the traits are expended, the power activates. This power does not create actual Maelstroms as far as wraiths and specters are concerned it is just an area of stinging and damaging winds, wraiths like anything else in the area in the shadowlands take damage as a level one Maelstrom. Birth the Maelstrom may be used in conjunction with Sigil of the Storm.

Path of the Shepherd

Once protection from hostile spirits and wraiths was the sole providence of the church, the task of protecting the family from the predations of such hostile spirits of the dead fallen to family in this modern age. While most that follow this path are family and clergy some have taken up the mantle without the cloth. Those few outside the clergy that accept the charge are often those most devoted to the protection of the mortal family and their connection with

it. While the greatest problem for the family tends to be vengeful and cunning wraiths the Family trained Exorcist may recognize the position of a daemon or other entity, though his ability to handle it is as limited as any other catholic.

Note: Unlike most studies of necromancy the effects of the Path of the Shepherd may be employed upon a wraith within the skinlands as well as in the shadowlands. (This path may not exceed the necromancers Sepulchre Path rating.)

•*Sheep from the Goats*

Through study and observation the Necromancer can recognize the telltale signs of possession on an individual vessel, be it man, beast, or object. The idiosyncrasies of behavior and the tell tail resonance's are as plain a painted billboards to the studied. The Necromancer makes a static mental test on an object, person, or beast to recognize a spirit riding, bound within, or inhabiting the item. Once this is done a test to recognize the type of entity therein may be required based on the relevant knowledge and lores of the Necromancer.

••*The Armor of Faith*

Through focus and training a necromancer can harden his personal defense and prepare himself to weather the most insidious assaults of the restless dead. While the necromancer is still at the mercy of a wraith prone to emotive and overt acts on any those arts that are attacks against the mind, emotion or the soul itself. The necromancer gains a free retest when a wraith employs the arts of Keening, Intimation, Puppetry, Phantasm, Mnemosynis, and Fatalism upon him. He has hardened himself to attacks upon the mind, the emotions, and on the soul in hopes of better protection the family from the predications of wraiths.

•••*Console the Inflicted*

The necromancer lays his hand upon the possessed, and then through mental exertion may channel the spirit of the possessed man or beast. He or another may communicate with the being, being possessed. While this can be used to comfort friends and family, it is more often used to offer hope to the possessed or to seek out information from them on possible motives and past activities of the wraith or specter. After succeeding in a physical test the Ritualist expends a mental trait, and then for the remainder for the scene he may speak for the puppeted individual so long as physical contact is maintained. Inquiring from the contained unfortunate may provide details of the possessing wraith's motivation in the possession and further revelation of secrets that may be used to cause release of the puppet. The storyteller my choose to resolve this though a series of tests or role-play as it suits him.

••••*Subvert the Legion*

The greatest weakness of the restless dead is themselves and in a time of need the Necromancer can call upon this inner battle and through careful manipulation an exertion of force of will. The spiritualist causes either the recessive id or ego to rise to the surface either for a temporary respite, an attempt at conspiring, or to counsel it to assert permanent authority. The Necromancy must succeed in a contested social challenge against the wraith or specter. If successful the necromancer may spend a willpower trait to allow the psyche or shadow to make a test for Catharsis (to assert dominance) without the normal expenditure or prerequisites. If the psyche or shadow is successful the necromancer may solicit information to be used against the dominate personality. Examples include, but are in no way limited to motivations, fetters, and passions. In the event of a psyche being called to the surface the necromancer may even call upon the services of a Pardoner to help redeem the specter though repeated uses. If use of this power fails, the wraith gains one temporary angst.

•••••*Banishment*

Properly prepared the Necromancer can cast an unrelenting wraith from the skin lands and its shadow

sealing the shade away for the protection of the family. To accomplish this, the necromancer must have an object of importance to the wraith or specter, or have physical control of its possessed form. The Necromancer must grasp the possessed or an object of importance to the wraith or specter and then succeed in a social challenge. If successful the wraith is banished from the skin and shadowlands for the remainder of the night, this may be extended to a month for the expenditure of a willpower or for a year for a permanent willpower trait. It should be noted that the banishment to the tempest or the labyrinth is often a consignment to destruction for the unprepared wraith and a path check may be necessary. In addition if a wraith has crossed into the Skinlands the form, vessel, or puppet of the wraith may be employed as the object of importance for banishment.

The Veil Path

The study of the Sudario/Shroud/Veil in the modern nights has revealed many uses of the Shroud by manipulating this fabric that separates the world of the living and the world of the dead. With the Shroud weakening due to the last Maelstroms, it has become increasingly easier to make the Shroud pliable and useful to a resourceful Necromancer.

Note: For those interested in dealing with the dead on a more intimate level. (This path may not exceed the necromancers Ash Path rating.)

•*Entropy's Grasp*

With but slight concentration, the Necromancer can pull objects from the Skinlands into the Shadowlands (He must be in the shadowlands to accomplish this). The object may weigh no more than a few pounds, and be no larger than the size of a fist. The Necromancer spends a mental trait and then does a static mental challenge difficulty equal to the shroud rating, retesting only with Occult. If he succeeds, he may grasp one object with his hand and pull it into the shadowlands. To onlookers, it appears as if the object merely decays out of existence leaving nothing behind. If the Necromancer fails, however, he is unable to pierce the shroud and takes one aggravated damage as the sudario closes in on the Necromancer's hand. This item must be inanimate and becomes a relic of the shadowlands, liquids can’t be transferred over.

••*Piercing the Veil*

By activating this power, the Necromancer opens the mind of another to allow them to pierce the Shroud and perceive the Shadowlands. This can have multiple uses, from intimidating a target, to allowing allies to perceive the Necromancer across the shroud for coordinating attacks, to confusing the target. To activate this power, a Necromancer makes a social challenge versus the target he wishes to perceive the shadowlands. If he succeeds he may expend a mental trait to have the effects of Shroudsight extended to the target for the next scene or hour, whichever ends first. The Necromancer must have the power of Shroudsight in order to utilize this power.

•••*Burial Shroud*

This power allows the Necromancer to pull the shroud around him, using it as a blanket of protection from the storms of the Shadowlands. This power also allows for a kindred within the Shadowlands to remain hidden from mediums and or other beings within the Shadowlands. This is basically Obfuscate 2 in the Shadowlands only. The Necromancer spends a WP and engages in a static mental challenge, difficulty 15 minus the Shroud rating. He is granted immunity to maelstrom damage. This only protects against the maelstrom itself, and not against anything that might be traveling within the maelstrom. Furthermore, the Necromancer is then invisible in the Shadowlands and invisible from mediums as well. He should cross his arms across his chest to represent this effect. This lasts for a scene or an hour. This acts as Obfuscate in regards to all other powers.

••••*Persephone's Portal*

Necromancers have long been able to open temporary portals into the Shadowlands. These portals allow travel between the Shadowlands and the Skinlands. However, a Necromancer with this power now may open a more permanent portal into the Shadowlands. On the night of a full Moon, the Necromancer draws a chalk doorway on a solid stationary object as if he were going to employ the power of Ex Nihilo. The Necromancer then mixes 2 traits of vitae with 6 pomegranate seeds and consumes it while chanting a prayer to Persephone. He then spends 3 WP and opens the gate to the Shadowlands. At this point, a word is chosen that will open the gate to the Shadowlands and a second to close it. Only the Necromancer may enter the gate, as well as any inanimate objects he might bring. (No, torpored kindred are not inanimate objects) The gate lasts for 3 months and may be used as many times as the Necromancer wishes. The door may not be moved, however, and within this spot, the Shroud is drastically thinner. Any wraith attempting to pierce the shroud within 30 feet of this portal gains a free retest to do so and receives a +2 bonus when using it's arcanoi within this radius. This power takes an entire night to activate, however the effects are drastically increased beyond that of the Ash Path power of Ex Nihilo.

•••••**Embodiment of Death**

A Necromancer so skilled in the Veil Path may now materialize within the Skinlands. The Necromancer spends a temporary Willpower and burns up to 5 mental traits. He then does a primary test against the shroud. If successful, he then does a mental challenge for each mental trait expended. For every win (not tie), the Necromancer may affect the Skinlands for one round with Mental or Social actions only. Though not physically there, the Necromancer appears to be a ghostly figure. The Necromancer is immune to physical harm, but may still be affected by magic, wards and or mental/social disciplines that do not require physical contact. If the Necromancer fails the initial challenge to pierce the shroud, he is forcibly ejected from the Shadowlands and takes 3 lethal damage as his body rips through the shroud. While in this form, the necromancer may only use Auspex, Dominate, Presence and Obfuscate. No form of Blood Magic may be used in conjunction with this power.

Mind's Eye Theater Necromancy Rituals

Basic

Casting of Bones (HC pg. 197)

By throwing dice carved from the knucklebones of executed criminals, a vampire may attempt to divine and positively influence his fate. System: The player rolls one Ten-sided die to resemble the "Bones". If the result is 6 or greater, the next challenge for the character is made at +1 Trait. If the result is 5 or less, subtract one from their Trait total for the character's next challenge. Every time this ritual is cast in a given night, reduce the resulting number of the die by one. No matter what, a 10 always yields good luck.

Circle of Cerberus (BM Pg. 105)

Use referenced book

Any ghost, specter, or spirit of the Shadowlands suffers a -2 trait penalty when trying to effect the necromancer while they are in the circle.

Death's Communion (LC pg 108)
The caster of this ritual is usually not the beneficiary. If the caster and the subject are the same apply a +1 penalty to the ritual challenge. Ritual takes one hour to complete; and the subject of the ritual gains a +2 trait to all Necromancy challenges for one night.

Draining the Well of Life (RB pg. 93)
Upon successful completion of the ritual, the necromancer gains all of the blood traits as per normal act of feeding, and each of his ghostly servants may replenish each of their Passion pools by the same amount (ignoring any excess). This is an act of murder and anyone on Humanity must make a Humanity check, unless of course the character is on a Path of Enlightenment that doesn't condemn murder.

Eyes of Despondent Revelation (HC pg. 198)
Use referenced book.

Haunting Breeze (RB pg. 103)
The necromancer can summon a light supernatural wind to frighten and confuse all of those with in a small area or single building no larger than 100 feet/30 meters in diameter. Until the next sunrise (or dispelled by the caster), the wind is filled with soft echoes of whispers, warnings, curses, and laughter of the dead. These terrifying sounds distract and disquiet, increase Perception challenges by 2 traits, and all other challenges by 1 trait for those who remain in the area. In addition, mortals must make a Courage challenge (difficulty 4) or be spooked, and leaving the area. Such individuals are unwilling to return under any circumstances.

Howl from Beyond (HC pg. 198)
Use referenced book.

Hungry Mold (HC pg. 198)
Use referenced book.

Judge of Rhadmanthus (BM Pg. 105)
Use referenced book.

Kiss of Ages (HC pg. 198)
Use referenced book.

Knell of Doom (HC pg. 198)
This ritual permits a vampire to hear the act of dying and so find materials and souls for experimentation. Those who use this ritual often tend to gain a faintly distracted look that discomforts anyone who recognizes the significance of their preoccupation. The vampire rings a bell of any size. Before the echoes fade from her ears, she plunges a knife into her palm of her left hand, inflicting one level of unsoakable lethal damage. If the ritual succeeds, the vampire knows immediately if anyone dies within a number of miles equal to her Occult ability. He or She also gains a sense of the death's location relative to her current position with the expenditure of a Mental Trait to discern any measure of distance. The vampire hears a sound as of a great iron bell tolling for every death. The rituals effects last until sunrise.

Knowing Stone (BM pg. 111)
Use as referenced book states

Part The Veil (BS Pg. 85)
This ritual works as in Blood Sacrifice except that it is a contested mental challenge with the target. Success by the caster results in a duration of one night if mortal and one scene if Kindred.

Parting the Veil (BH Pg 176-177)
See Description in referenced book

Preserve Corpse (RB Pg. 103)
This ritual enables the user to create an elixir that keeps dead flesh from rotting. The ritual requires the caster to physically coat the dead flesh with a liquid composed of grave dirt, defiled holy water, and rare herbs. Once the liquid dries, the flesh is indefinitely preserved. The ritual produces enough elixir to coat one adult human corpse.

Rape of Persephone (BM Pg. 105)
Gain +2 traits on necromantic magic, except those targeting Ghosts, Spectres or spirits of the Shadowlands for the remainder of the night. If a number of necromancers perform the ritual together (max 7), they may freely trade Willpower points between one another for the rest of the night. During this time, one participant may experience the tactile sensations of another by concentrating for a few seconds and spending a Willpower, regardless of the distance.

Skull of Warning (HC pg. 199)
Use referenced book.

Thanatos' Caress (RB Pg. 90)
The first recorded success recreating the effects of Thanatosis with Necromancy was this ritual. First, the Necromancer obtains a rotting corpse, then proceeds to bathe,symbolizing his ritual purification. Then, he lies down upon the corpse, not necessarily to indulge in necrophilia (although the act will not interfere with the ritual), but to cause the corpse to break open and fall apart. Finally, once the Necromancer is covered in rotting, decaying flesh, he consumes the heart of the corpse and the ritual is complete. Until the next sunrise, the Necromancer may perform a single use of “Putrefaction” from the Thanatos Discipline upon a target using the same system as the original power.

Two Centimes (BM Pg. 111/V20 Pg 180)
Use as referenced book stats.

Unearth the Hidden Corpse (HC pg. 199)
Use referenced book.

Word of Insight (RB Pg. 93)
This insight allows the Necromancer to gain a Retest later on in the same night the ritual was cast, as long as it is in direct pursuit of the future she divined. She foresaw this failure, and potentially knew how to avoid it. If she fails the second challenge, she still fails, realizing the insight just a moment too late.

Intermediate

Baleful Doll (BM Pg. 112/V20 Pg 181)
A baleful doll is a powerful figure that is linked directly to the spirit of the target. This doll must be handcrafted, and is only finished when it has been painted with the vitae of the houngan and dressed in some article of clothing from the victim which should be unwashed for a better connection. Once the doll has been cursed, the houngan can use it to cause physical damage to the target. If the doll is destroyed, the target suffers six lethal damage. If the doll is

injured (often with pins or other items), the victim takes six bashing damage. The houngan must craft the doll, using ritual chants throughout the process. This normally takes four to five hours. The player makes a Static Physical Challenge (Stamina related trait) retest with Crafts (difficulty 8) to succeed in this part of the ritual, a doll that does not resemble its victim is useless for the purposes of this ritual, though some houngans sell them as "authentic voodoo dolls" to tourists.

Blood Dance (BM Pg 112/V20 Pg 180)
Use referenced book.

Death's Head (RB Pg. 103)
Some Necromancers collect hair, bone, ash from enemies as signs of victory. Using these remains to create a paint-like residue used to decorate porcelain masks known as Death's Head. Once activated allows user of the mask to pass as a wraith even among true wraiths. In skinlands user looks translucent and ghostlike (but is unable to pass through physical items or cross into the shadowlands). In the Shadowlands, the wearer passes as a wraith, their aura changes to that of a wraith (pale aura creature type is changed to wraith, but doesn't hide patterns like diablerie veins etc.)
Once used the mask crumbles into dust, and the wearer can end the ritual at anytime. May only create one Death's Head at a time, if another one is created any existing mask is destroyed.

Drink of Lethe's Water (BM Pg 106)
See Book for Description

Drink of Styx's Water (BM Pg. 105)
See book for description

Eyes of the Dead (BS pg 85)
This ritual works as in Blood Sacrifice except that the duration is one night.

Fettered Minion (HC pg. 199)
Use referenced book.

Garb of Hades (BS pg 85)
This ritual works as in Blood Sacrifice but lasts one night, if at any point it is discontinued it may not be cast on the same body again.

Graveyard Mists (HC pg. 200)
Use referenced book.

Implacable Vigor (HC pg. 200)
By swallowing the ashes of a cremated Athanatos, a vampire who knows this ritual may briefly gain some of the creature's strength and resistance to pain. The caster makes three Ritual challenges. For every success won, the vampire may gain a Physical Trait (may not exceed normal generational limits) or subtract one from his total wound penalties. Unfortunately, the strength of the dead comes with the savage hunger of the dead, increasing all Challenges to resist frenzy by one. A caster who loses this challenge immediately enters frenzy.

Impregnable Soul (RB pg 104)
Used to shield the necromancer against possessions by ghost, infernal entities, or other spiritual powers. While active the necromancers body cannot be taken oven, nor can his soul be pulled out of his flesh. Powers that command the mind are still effective. Ritual can be cast on others, but if done against the targets permission (such

as to keep an enemy from activating Psychic Projection, Subsume the Spirit, or Possession) the ritualist must have a bit of the target's hair, spend a Willpower and makes a Social challenge against the target's willpower, retest with occult. Once activated, Impregnable Soul remains until cancelled or until the next sunrise.

Malediction of Fetid Veins (HC pg. 200)
After a turn of fierce incantation, the vampire spits blood in the direction of another vampire or ghoul in his direct line of sight. The blood need not strike the victim; it merely accompanies the invisible spray of vitriolic force. This force rots vitae, making it an effective weapon against ghouls and vampires both. The caster makes a Physical challenge that may be dodged (at negative one-Trait) but not parried. If the magic hits, the caster may make three Static challenges. Each success rots one Blood Trait into inert sludge. Although vampires suffer no injury from the spell, ghouls suffer one level of lethal damage for every Blood Trait they lose. A ghoul slain with this ritual reeks of sepsis and assumes a terrible visage, every vein bulging and darkened with rot. This ritual has no effect on ordinary mortals or any other supernatural beings.

Mark of Despair (HC pg. 200)
Use per referenced book.

Nightmare Drums (BM Pg. 111/V20 Pg 180-181)
Used per referenced book.

Point of the Needle (RB Pg 90)
This ritual was discovered by Voudoun Necromancers. By taking a needle that has been previously stabbed in a Baleful Doll, the Necromancer immerses the needle completely in blood under the light of the moon for a whole night. Upon successful completion of this ritual, the blood turns to ash and the needle has a red tint. Until the next sunrise, the Necromancer may perform a single use of "Wither" (as per the power) upon a target.

Resurrection of Stirred Blood (HC pg. 201)
Use per referenced book.

Summon Ethereal Horde (RB Pg 89)
The Giovanni have created a ritual to summon temporary hordes of ghostly combatants. The necromancer chants in a circle made up of a ground-up remains of a cremated corpse, the coffin in which it was buried and the headstone of the deceased's grave.
Upon successful completion of the ritual the necromancer spends a number of social traits (max 5) to summon a number of drones equal to the amount of traits spent. THese ghost appear as ethereal images of warriors long dead, although they cannot materialize fully in the physical world, they can use their own powers to hurl objects or frighten away attackers in defense of the Necromancer. The ghost return to their rest at the next sunrise.

Tempest Prison (RB Pg 94)
This ritual was developed by the Giovanni to expedite the tithe for an ever increasing demand for souls demanding by the Elders of the clan.
The Necromancer obtains a large, glass container and buries it in a grave of someone who died prematurely and became a ghost. Then lacing the grave with blood the Necromancer chants calling forth the powers of the storm that rages deep within the lands of the dead.
Upon successful completion of the ritual the ground will shudder to indicate success. The glass jar is now filled swirling purple and black mist, with occasional flecks of light. When opened any wraith in line of sight of the container makes a Strength challenge difficulty 6 plus a number of Mental traits (max 5) spent casting the ritual. The test is repeated each round until the wraith is out of sight of the container or sucked into the vortex. The Prison

can hold a number of wraiths equal to 5x the number of mental traits spent in the casting. And lasts for a number night's equal to 5x's the mental traits spent.
The Tempest Prison does not necessarily need to be used by a Necromancer, only made by one. Indeed, many Giovanni lend their employers such a container to collect troublesome ghost. They then "dispose" of the ghost elsewhere.

Advanced

Consult the referenced material in the table above for current mechanics

Mind's Eye Theater Combination Disciplines

Aegis of Entropy (HC Pg: 163)

(Fortitude 3, Grave's Decay 1,11xp)
Spend 1 blood reflexively (subject to Generational limits) after a Weapon hits you, make a Simple Mental challenge (difficulty 6) retest with Crafts. Success does not reduce damage but will disintegrate any non-magical weapon or weapons protected by magic, this does not affect an opponent's fists or natural weapons. This power cannot destroy weapons used in a surprise attack unless the weapon lingers in the flesh.

Awaken the Slumbering Curse (HC Pg: 164)

(Auspex 4, Necromancy 5, 18xp)
Necromancer concentrates on a known or suspected ghoul in line of sight, Spend a blood trait and Mental Challenge retested with Occult against the targets Willpower. Spend up to 5 Mental traits as part of the casting, each trait spent affects the ghouls blood for one hour, though the power has no effect on a living being. Ghouls feel feverish, but has no idea what afflicts them. While under the effects of this power the Ghoul suffers damage to sunlight like a vampire. Each turn of exposure to sunlight also burns away a point of vitae. After the last point of vitae boils away the former ghoul ceases taking damage, though she must still contend with massive internal and external burns. Ghouls without Fortitude cannot soak sunlight damage.

Charon's Oar (HC Pg: 165)

(Auspex 5, Nigrimancy 5,18xp)
Spend a Willpower and a Blood, make a Static Mental Challenge difficulty 9 retested with Occult. Reduce difficulty by 2 if the vampire's location resonates with death energies. This power automatically fail if used during daylight hours. If challenge is successful the vampire's physical form and possessions dissolve like mist in a stiff breeze and becomes a ghost. While incorporeal, the vampire moves at a normal pace, half-walking, half-gliding and may pass through walls and other obstructions. The vampire interacts with the dead as though both were solid, while remaining undetectable to nature spirits and travelers using Psychic Projection. She cannot affect the material world with Disciplines or physical force, nor be affected by material beings. Those sensitive to ghosts and psychic activity, including those with Auspex can sense the incorporeal traveler with a Mental Challenge, retest with Occult. Incorporeal vampires only have the blood they have in their system at the time of activation of the power and suffer their normal banes while on their journey. The sun drives them to slumber, sunlight burns, though fire passes through them. They also still hunger and will gradually deplete their blood and fall into torpor. To return to the material plane there is the same expenditure and challenge as to enter the state. Those who deplete their blood or willpower are lost forever trapped among the dead.

Clarity of Emptiness (HC Pg: 165)

(Auspex 1, Corpse in the Monster 2, 7 xp)
The player makes a Static Mental Challenge (difficulty 7 Traits) retest Occult. Success adds one Mental Trait per level of Corpse in the Monster known by the character to the next Mental Challenge the character makes. Unfortunately, this otherworldly stifling of passion gives the user of this power the Negative Social Traits of Inhuman x2 for the rest of the scene. These penalties are cumulative with each activation of the power during the scene. If you ever have more Negative Traits than normal Traits, your character instantly falls into torpor.

Effigy of the Sculpted Tomb (HC Pg: 165)

(Fortitude 2, Potence 2, Graves Decay 2, 7 xp)
Spend 1 Willpower and make a Static Physical Challenge (difficulty 7) retest with Medicine. If the challenge fails make 2 simple tests if both tests fail the vampires flesh becomes brittle and thin and reduces the vampires physical traits for the scene by the amount of Graves Decay levels they have. If successful on the initial challenge the character gains a number of Strength or Stamina related traits depending on their amount of Potence or Fortitude, this stacks with any physical traits gained by spending blood.

Eyes of a Thousand Shades (LC Pg 107)

(Auspex 1, Sepulchre Path 3, 6 xp)
Spend one blood trait, Static Mental challenge (diff 6) retest with occult. Spend a number of mental traits (Max 5) to widen area of effect. 25 yards/meters per mental trait spent.
While power is active necromancer can see through the eyes of all the ghost within the area of effect. Can flip through one ghosts perception to another ghost at will. However, the ghost's vision is filmy, colored by the sudario. The detritus of memory is strewn about, can cause confusion and obscure fine details in the living world.

Sharing the Master's Vigor (LC Pg 107)

(Dominate 5, Path of Bone 3, 12 xp)
Spend one blood trait and up to 5 mental traits. Each Mental trait spent allows the Necromancer to infuse one zombie summoned via Shambling Hordes with a dot of a physical Discipline (Celerity, Fortitude, Potence) that the Necromancer possesses. The affected zombie may only have one application of the power on them. Blood expenditure for Celerity is done by the Master and does not exceed generational max as per normal.
Example: Necromancer may spend 2 Mental traits and give the zombie Celerity 1 and Fortitude 1, or Fortitude 2. However the Necromancer cannot share a Discipline rating higher than his own. The zombie retains these abilities as long as it is animate.