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# **Masters of Heaven and Earth**

*A Guide to Dur-An-Ki Sorcery in One World by Night*

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## DUR-AN-KI: A SUMMARY

Sometimes referred to as Assamite Sorcery (by those who are generally ignorant of the topic, or those wishing to distinguish it from its more ancient roots), Dur-An-Ki is a form of Blood Magic with Mesopotamian and Persian origins. This document is a genre resource for the players and Storytellers of One World by Night to help better define and expand Dur-An-Ki.

The paths and rituals included here represent a collected interpretation of the paradigm of Dur-An-Ki Sorcery (otherwise known as Assamite Sorcery) in OWbN. For a more complete understanding of Dur-An-Ki, please consult the two main books published on the topic: *Blood Magic: Secrets of Thaumaturgy* and *Blood Sacrifice: The Thaumaturgy Companion*, with *Blood Sacrifice: Secrets of Thaumaturgy* being considered the authoritative source on Dur-An-Ki.

This packet supersedes and replaces all materials presented in previous Dur-An-Ki documents and seeks to move the Assamite canon of OWbN closer to the published canon. This latest document also seeks to ensure that no copyrighted text has been unintentionally used.

As with previous Dur-An-Ki or Assamite Sorcery resources, the rules set forth for the Paths and Rituals themselves are subject to house rules, however, the rarities are binding.

## DUR-AN-KI: MECHANICS

Mechanically, in OWbN, Dur-An-Ki and Assamite Sorcery are considered one and the same. Whenever this document refers to Dur-An-Ki, Dur-An-Ki Sorcery, or Assamite Sorcery, it is intended to be the same subject matter. Practitioners of Dur-An-Ki are called Ashipu.

Many Paths and Rituals have been removed in this packet from previous packets. This was done to bring Dur-An-Ki in-line with what the canon materials note as being available to Ashipu. However, as many PCs will likely have Paths or Rituals from previous iterations of this document, they will be allowed to retain these Paths or Rituals. These characters may not, however, teach other characters Paths or Rituals which are not included in this document. All Paths and Rituals no longer found in this document are required to be grandfathered to the Assamite Coordinator.

Mechanically, not much is required for STs to understand Dur-An-Ki mechanics. In many ways, Dur-An-Ki functions exactly like Hermetic Thaumaturgy, but only in the mechanics. Some mechanical differences to note are as follows:

- The Ashipu's primary path rating may not exceed his rating in the *Survival* ability.
- Dur-An-Ki rituals do not require equivalent levels of *Quietus*
- The applicable retest for almost all Dur-An-Ki is the *Occult* Ability (Any magic that does not use *Occult* as a retest will be specifically noted in its descriptor)
- Ashipu are no longer required to spend two blood traits to cast magic as they were in previous editions. According to *Clanbook: Assamite (Revised)*, they have not since Ur-Shulgi broke the Tremere Curse
- Must have levels of the following abilities: *Theology*, *Meditation*, and *Astrology* equal to the level of Rarity of the Path or Ritual that they wish to purchase. This is to represent the degree of discipline and

understanding of the universe that anyone who wishes to learn Dur-An-Ki must achieve. (For example, to learn a Rarity 2 ritual, the Ashipu must have all the listed abilities at level two).

In most cases - based on local Chronicle house rules - Assamite Sorcerer's receive their primary path of Sorcery at "in-clan" costs as is described in Laws of the Night (Revised). Other paths (any path beyond their first/primary) are usually learned at "out-of-clan" costs for a discipline.

## DUR-AN-KI: ROLE-PLAYING

Unlike Hermetic Thaumaturgy, which focuses on replicating the exact method of casting the magic, no two Ashipu are likely to cast the same way. Ashipu are highly spiritual, and their methods of climbing the *Ladder of Heaven* are as unique as the individual. Ashipu use a variety of methods to reach the mental trance-like state that makes the casting of Dur-An-Ki possible. For a more complete list, please consult *Blood Magic: Secrets of Thaumaturgy*, pg.38.

Below is a short listing of a few examples:

- *Art - The purchasing of Crafts: Amulets or similar to signify the caster creating amulets to serve as specific focus for a path of magic.*
  - *Dance - From the jumps, legwork, and hip-action of African traditional dance, to the seductive theatrics of belly-dancing, to the fluidity of classically trained ballerinas.*
  - *Kalif - The drug-induced trances favored by some are perhaps the most well-known focii for Assamite Ashipu*
  - *Meditation - Quietly clearing your mind and becoming in-tune with the "flow" of the world around you (Mindfulness Meditation) is one example, others are Spiritual, Focused, or Mantra.*
  - *Pain - Cutting, branding, burning, and other acts of self-mutilation are all examples*
  - *Performance/Expression - Such as singing or playing a musical instrument, (a drum, guitar, or flute as examples) or reciting poetry or religious passages.*
  - *Prayer - Examples include: anointing with oil; ringing a bell; burning incense or paper; lighting a candle or candles; facing a specific direction (i.e. towards Mecca or the East); making the sign of the cross.*
  - *Sweat Lodge/Ceremonial Sauna - Ceremonies and traditions involving sweat lodges vary widely, but often include prayers, drug use, drumming, and offerings to the spirit world. Some rituals are intended to show gratitude, purify one's self, summon support from the spirit world, and other such purposes.*
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## LEARNING DUR-AN-KI: AN OVERVIEW

Instead of strict procedures in order to learn to impose the casters' will on the world around them (as the Thaumaturgists of the Tremere do), *Ashipu* call on ancient covenants with spirits, commanding them to fulfil the wishes of the *Ashipu*. They do this by entering a trance so that they may seek to ascend the *Ladder of Heaven*. Many Assamite *Ashipu* use a drug called kalif for this purpose, but there are many other methods, several of which are listed in the above section on Role-Playing.

Ashipu seek to advance their understanding of themselves and of the universe by ascending the *Ladder of Heaven* and by discovering and gaining the favor of more and more powerful spirits. Only through these constant spiritual hardships may more powerful magics be gained, and the eventual goal of ascension to godhood be realized.

When a character first achieves understanding of the lowest levels of the *Ladder of Heaven*, the character will choose a Primary Path. Suitable Primary Paths are denoted later, in the Path Rarities section of this packet with an asterisk "\*".

## LEARNING DUR-AN-KI: ASSAMITE SORCERERS

Learning Dur-An-Ki is difficult; even ascending spiritually to the lowest "rung" on the *Ladder of Heaven* can take several lifetimes of practice and exploration. Having a guide - someone who can assist with advice and assistance as a character embarks on his or her spiritual journey can be indispensable, as can a vast library of research on the subject. Luckily, the Assamite Clan has a monopoly on both.

The Loyalists and Schismatics have the most guides (i.e. experienced practitioners), in addition to the centuries of gathered texts filling libraries and archives. When the Schism occurred, almost all of the Assamite Sorcerer Caste were split evenly between those who remained at Alamut, and those who followed Al-Ashrad with the Schism. Due to this, Loyalist and Schismatic Assamite Sorcerers use the Path and Ritual rarities listed in this document (in the *Rarities* sections, which appear later in this document).

For the Sabbat Assamite Antitribu (i.e. Unconquered) Sorcerers, finding a guide or accessing any materials to help can be difficult, partially because of the scarcity of Sorcerers in the Sabbat, but also because those few Antitribu guard what knowledge they do have so that they do not lose their edge, or become irrelevant. This, however, is somewhat offset by the fact that the Antitribu Sorcerers recognize that they are all part of one group/Sect, and that working together is an effective tool to survive outside of Alamut. Antitribu Sorcerers add +1 to all Path and Ritual rarities listed in this document (to a maximum of R3).

The Anarch Assamite Dispossessed Sorcerers have the most difficult time expanding their understanding of the *Ladder of Heaven*. Their difficulty is mainly due to their disorganization, but also because of their position of standing apart from the Clan and its politics. In addition to these reasons, and the lack of access to the necessary guides, libraries, or archives Dispossessed Assamite Sorcerers add +2 to all Path and Ritual rarities listed in this document (all Paths and Rituals become R3).

Out-of-Character, for Dur-An-Ki notifications or requests which require the attention of the Sorcery Sub-Coordinator or the Assamite Coordinator, players are asked to submit their requests through the form below.

This will ensure that the Storyteller(s) from the character's Chronicle is involved in this process, as well as ensuring record of the approval.

- [Dur-An-Ki Sorcery Request Form](#)



## LEARNING DUR-AN-KI: ASSAMITE WARRIORS & VIZIERS

Each Caste has a function, and members of a Caste claim to perform the functions of said Caste better than any other. When working in concert, the three separate Castes complement each other, but that does not mean the Castes are incomplete or cease to operate without each other.

The Warrior and Vizier Castes are self-sufficient entities, and do not consider themselves “requiring” Sorcerous support - though it is certainly a nice convenience when present. Warriors tend to view being heavily reliant on Sorcery as a crutch, something that many non-Assamites become dependent on in order to perform even the simplest functions. For Warriors, cunning and wits are far more effective than any supernatural power.

When a Warrior or a Vizier requests to be taught Dur-An-Ki (as opposed to requesting Sorcerous assistance), it is viewed as an insult to the Sorcerer Caste. Loyalist and Schismatic Sorcerers take exceptional offense to such a request, and such a request is not normal in either faction. Even the act of asking is enough to tarnish the reputation of a Warrior or Vizier for a very long time. For the Antitribu and the Dispossessed, the lack of members of the Sorcerer Caste, in addition to the fact that those few Sorcerers seek to protect their position as well as their Clan “secrets” ensure that Warrior’s or Vizier’s requests fall on deaf ears.

On a basic level, Storytellers should assist the players by encouraging them to deal with situations inside of their concepts and abilities. Storytellers should caution players of Assamite Sorcerers to steer away from dealing with issues involving direct-combat, instead networking and coordinating with Warriors to have the issue dealt with.

When characters interact with their Elders (whether to gain Rank, or to request a Path/Ritual, etc) they will be asked what challenges they have encountered, and how they went about solving those challenges. Characters who have dealt with issues or challenges by breaking their Caste-role will be looked down on because breaking Caste-roles is considered poor behavior.

Due to the difficulties involved Assamite Warriors and Viziers who learn Dur-An-Ki add +2 to all Path and Ritual rarities listed in this document (all Paths and Rituals become R3).

## LEARNING DUR-AN-KI: EVERYONE ELSE

Without a guide, it is almost completely impossible to know where to begin. The first Path of Dur-An-Ki that any prospective *Ashipu* (who is not an Assamite Sorcerer) learns must be learned with the close guidance of an accomplished *Ashipu*.

Players of Assamite Sorcerers are advised to sell their services rather than to teach the methods employed in climbing the *Ladder of Heaven*. If, for some reason, an individual is to be guided on their journey up the *Ladder of Heaven*, he or she should have gone to considerable lengths for Clan Assamite. The applicant should be worthy of Clan Friendship (*which requires Assamite Coordinator Approval*), and (for Loyalists or Schismatics), the Sorcerer should petition the Caste elders for permission to teach the individual - failing to do so would certainly ensure the wrath of Clan Assamite.

All non-Assamite Sorcerers learn Dur-An-Ki (any Path or Ritual) at Rarity 3, regardless of its listed rarity and will only be eligible for Paths or Rituals which are not listed as Assamite-only. It is highly unusual for non-Assamite Sorcerers to obtain anything other than Rarity 1 Paths or Rituals.



## LEARNING DUR-AN-KI: CREATING NEW PATHS & RITUALS

The process for creating new *Paths* is listed in *Blood Magic: Secrets of Thaumaturgy*, pgs. 67-68. The process for creating new *Rituals* is listed in *Blood Magic: Secrets of Thaumaturgy*, pgs. 86-87. Creating a new Path or Ritual is extremely difficult because it requires two things that are not inherent to Vampires - dedication and imagination. Additionally, the rules presented below for creating of Paths or Rituals assumes that the Ashipu has uninterrupted access to a thaumaturgical library and laboratory, and is dedicating all of his or her efforts towards pursuit of the goal.

All custom Dur-An-Ki Paths and Rituals must receive Assamite Coordinator Approval before being purchased and brought into game-play and are considered Rarity 3 (Coordinator Approval). This represents the character petitioning elders of the clan in order to receive the necessary resources and assistance. Players and Storytellers are encouraged to work with the Assamite Coordinator before considering embarking on this process in-character. Only one Path or Ritual may be researched at any one time.

**Path** creation requires the following:

- Occult Ability x5
- Advanced Dur-An-Ki
- Uninterrupted access to the proper library and laboratory (any interruption could potentially stop all progress, or reset it)
- Spend the requisite amount of time researching and creating each level of the Path (one year each).
- Succeed in a Static Mental challenge for each level of the Path that the Ashipu wants to create.
  - The Difficulty for each challenge is [5 + the level of the Path that you are trying to create + the XP cost of the level you are trying to create ] (e.g. 10 for a first Basic, 11 for a second Basic, 15 for a first Intermediate, 16 for a second Intermediate, 20 for Advanced)
  - The Retest for this Challenge is Occult
  - No powers may add for this challenge, only the base traits and any applicable specializations
  - This test may only be attempted once per year, and only after a the proper amount of study time has been successfully completed.
  - The Ashipu must expend 5 Blood Traits each time they perform this test
  - If the test is failed, the time researching the level has been wasted as all progress has been ruined. The Ashipu must start over on their research.
- Once a test is succeeded, the Ashipu may then learn the created level after spending the requisite amount of time normally associated with learning a level of a new Path (determined by the Chronicle)

**Ritual** creation requires the following:

- Occult Ability x5
- Dur-An-Ki rating one higher than the level of the desired ritual (this means that Advanced rituals are beyond the ability of PCs)
- Uninterrupted access to the proper library and laboratory (any interruption could potentially stop all progress, or reset it)
- Succeed in a number of Static Mental challenges equal to [3 x the XP cost of the ritual] (e.g. 6 for Basic, 12 for Intermediate, 18 for Advanced, etc)
  - The Difficulty for first challenge is [5 + the XP cost of the Ritual] (e.g. 7 for Basic, 9 for Intermediate, 11 for Advanced, etc.)
  - The Difficulty for each subsequent challenge is [5 + the XP cost of the Ritual + the total number

of attempts succeeded] (For example, if an Ashipu is attempting to create a basic ritual, and has already succeeded in 3 challenges in the series, the difficulty for the fourth test would be 10. This is broken down as: 5 + 2 for the cost of the ritual + 3 for the previous successes)

- The Retest for this Challenge is Occult
- No powers may add for this challenge, only the base traits and any applicable specializations
- This test may only be attempted once per month, and only after a the proper amount of study time has been successfully completed.
- The Ashipu must expend 2 Blood Traits each time they perform this test
- If the test is failed, the Ashipu's research has suffered a setback and the time spent before making the test has been wasted; the Ashipu may still be able to continue though. Perform another Simple test, if that test is lost as well, all successes and progress are ruined and the Ashipu must start over from the beginning.
- Once all necessary tests are succeeded, the Ashipu may then learn the ritual after spending the requisite amount of time normally associated with learning a new ritual (determined by the Chronicle)

*NOTE TO STORYTELLERS: Creating a completely new path or ritual can open up some serious problems when it comes to org-wide game-play. It is recommended that a new power should rarely have combat applications and care should be taken to avoid approving new Rituals or Paths that duplicate other disciplines. Further, it is suggested to the storytellers that any character that is working on creating a path or ritual, enters each game session several blood and/or Mental traits down. This is to nominally represent the significant demands on the researcher, be it from experimentation, or from prolonged periods of time devoted strictly to study.*

## **LEARNING DUR-AN-KI: PARADIGM CONVERSIONS**

Individual *Ashipu*, especially elders, may have "researched" paths and/or rituals from other paradigms that are not included in this packet. If a path or ritual is not included in this packet, it is considered to be a Rarity 3 item and requires Assamite Coordinator Approval.

## **LORE: DUR-AN-KI**

In order to know how a ritual or path of Dur-An-Ki works, an individual must either possess Dur-An-Ki, or possess the appropriate Lore (Lore: Clan Assamite) equivalent to: [2 + the level of Rarity of Dur-An-Ki]. For example, if a character had Lore: Clan Assamite x4, that character might - at ST discretion - have an idea of the effects of a Rarity 2 Path or Ritual effect.

*Note: Just because you know how something might work, does not mean you understand specifics and we encourage STs to give misinformation to those who do not have Dur-An-Ki or the appropriate level(s) of Lore. Lore: Clan Assamite x3 and above, out of clan, is Coordinator Approval.*

## RARITIES: RATINGS OVERVIEW

Not all of the paths and rituals are accessible to every *Ashipu*. As the Path and Ritual rarities increase, so does the level of complexity and difficulties involved in understanding and mastering them. The *Ashipu* must spend a significant amount of time researching and expanding their understanding of themselves and the universe as they seek to ascend the *Ladder of Heaven*.

Learning new Paths and Rituals of Dur-An-Ki require a character to expand himself or herself, spiritually, and Storytellers are encouraged to fully participate in this journey, denying characters who refuse to expand their understanding of themselves, their surroundings, and the universe. Storytellers are advised to ensure PCs have taken the proper steps, making genuine efforts (be it in-character, through down-times, etc.) to develop an expanded understanding of their chosen pursuits.

### Common (Rarity 1) - Storyteller Approval

Guides and resources are relatively available for an Assamite of the Sorcerer Caste seeking to pierce the *Veil of Truth* in search of these secrets. This level of spiritual enlightenment represents the basic knowledge of all things to come, and Paths and Rituals at this level make up the fundamentals of Dur-An-Ki. An *Ashipu* at this level will begin to understand the significant amount of effort and understanding required in order to reach the next “rung” on the *Ladder of Heaven*.

### Rare (Rarity 2) - Storyteller and Assamite Sorcery Sub-Coord Approval for PCs, Notification for NPCs

As the *Ashipu* progresses up the *Ladder of Heaven*, their journey may lead them to a place that few understand, and even fewer progress onward from. Usually, by learning from the Clan’s vast archives and libraries and/or being guided by those as advanced as a Master of Sorcery, an *Ashipu* can ascend to a level of spiritual enlightenment which is specialized around their unique individual experiences. Many Caste Elders take interest in Sorcerers achieving this level of enlightenment, and will often keep watch on the *Ashipu*’s progress, keeping record of their attempts, failures, and what they do as a result of each.

### Exceptionally Rare (Rarity 3) - Storyteller and Assamite Coordinator Approval for PCs and NPCs

Few resources still exist to assist an *Ashipu* in piercing the Veil of Truth that shrouds the understanding of the most obscure of secrets. Those resources that do are considered priceless, and are guarded in the libraries of Alamut, or in the secret archives of the Schismatics. Guides at this level are almost certainly *Distinguished Masters* of Sorcery, and will likely only assist others in search of these secrets at the petition of *their* Elders. Assamite Sorcerers achieving this level of enlightenment almost always have a personal relationship of some kind with their guide(s), and have been watched and mentored for some while to ensure the *Ashipu* is trustworthy of possessing the Clan’s most guarded secrets.

Any unique (i.e. player-created) discovery made by an Assamite Sorcerer or other *Ashipu*, either Path or Ritual, are considered to be at this level of understanding, and Approval from the Elders is always required. Unique (i.e. player-created) Paths and Rituals can only be acquired from the character who created the Path or Ritual, or from a character who acquired it through legitimate means - from the character who first created it. Due to this, any path or ritual not expressly described in this document is to be considered Rarity 3 (Coordinator Approval) for the Dur-An-Ki paradigm for all intents and purposes. This includes player-created Paths and Rituals.

## RARITIES: PATHS

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 Assamite NPCs might possess Paths not listed in this packet, but any character (PC or NPC) who wishes to learn a Dur-An-Ki Path not listed in this packet requires *Assamite Coordinator Approval*.

In the Rarity charts below, items noted with an (A) are Assamite-only. This means the Path may ONLY be learned by an Assamite character.

## Rarity 1 - Storyteller Approval

(\*Any R1 Path may serve as a Primary Path)

Path	Name	Source
Elemental Mastery*	Annunaki's Command	MET: CG, p.77
Lure of Flames*	Hands of the Magi	MET: LotN:R, p.178
Movement of the Mind*	Enlil's Breathe	MET: LotN:R, p.180
Neptune's Might*	The Covenant of Enki	MET: CG, p.81
Spirit Manipulation*	Suleiman's Laws	MET: CG, p.89
Weather Control*	Nergal's Blessing	MET: CG, p.93

## Rarity 2 - Storyteller & Sub-Coordinator Approval

Path	Name	Source
Alchemy	Enki's Gift	MET: StG, p.47
Hands of Destruction	Fists of the Djinn	MET: LotN:R, p.183
Hunter's Wind (A)	Hunter's Wind	BM: SoT, p.123
Music of the Spheres	Music of the Spheres	BS: tTC, p.46
Path of Blood	Path of Life's Water	MET: LotN:R, p.177
Path of Conjuring	Will of Nammu	MET: LotN:R, p.182
Path of Father's Vengeance	Path of the Ailing Jackal	MET: SG, p.127
Path of Focused Mind	Echoes of Nirvana	MET: StG, p.50

## Rarity 3 - Storyteller & Coordinator Approval

Path	Name	Source
Awakening the Steel (A)	Awakening the Steel	CB:Assamite (Revised), p.74
Covenant of Nergal	Covenant of Nergal	BS: tTC, p.43
Echoes of Allah's Wrath	Echoes of Allah's Wrath	DA: RoH, p.71
Evil Eye, The	Evil Eye, The	BS: tTC, p.44
Ex Inferis (A)	Ex Inferis	OWbN: MoH&E
Path of Blood Nectar	Covenant of Inanna	BS: tTC, p.62
Path of Blood's Curse	Fouling Life's Waters	MET: StG, p.56
Path of Duat	Covenant of Ereshkigal	BS: tTC, p.26
Whispers of the Heavens	Whisper of the Heavens	DA: LS3, p.123

### ***Legend: Path Sources***

BM: SoT - Blood Magic: Secrets of Thaumaturgy

BS: tTC - Blood Sacrifice: the Thaumaturgy Companion

CB:Assamite (Revised) - Clanbook: Assamite (Revised)

DA: LS3 - Dark Ages: Libellus Sanguinus 3 (Wolves at the Door)  
DA: RoH - Dark Ages: Road of Heaven  
MET: LotN:R - Mind's Eye Theater: Laws of the Night: Revised  
MET: LoE - Mind's Eye Theater: Laws of Elysium  
MET: SG - Mind's Eye Theater: Sabbat Guide  
MET: StG - Mind's Eye Theater: Storytellers Guide  
TT: CG - Table-top Camarilla Guide  
OWbN: MoH&E - OWbN Dur-An-Ki: Masters of Heaven & Earth

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## **MET CONVERSIONS: PATHS**

Many of the paths listed below were either originally published with mechanics which are not viable for organized gameplay, or originally published without MET Conversion mechanics entirely. As such, some suggested mechanics are listed below.

### **Awakening of the Steel**

*[CB:Assamite (Revised), pg.74]*

All MET mechanics for this path are available in Clanbook: Assamite (Revised).

Awakening the Steel (Level 5): Strike the True Flesh, can be unbalancing for some games. The following limitations of this discipline can be added to house rules for those games:

- No more than 3 points of damage is unpreventable by this attack
- Only allow this discipline's use once per round
- Only allow this to be used in conjunction with non-wooden edged/slashing weapons

Quietus 2 and 4 are supernatural enhancements for the purposes of this power's limitations.

### **Covenant of Nergal**

*[BS: tTC, pg.43]*

Most of the powers of the Covenant of Nergal reduce the victim's Physical Traits. These reductions are cumulative with applications of Quietus 2: Scorpion's Touch, but not with other levels of the Covenant of Nergal (unless otherwise noted). Generally, higher level applications of the Covenant of Nergal replace lower-level applications. Where health level loss is noted, Fortitude does not protect against this power, but having it may give an individual affected by this power bonus Traits to resist the wasting effects of the Covenant of Nergal, as noted in each power's description.

Finally, if the target's Physical Traits ever drop to zero because of the application of levels 1 or 2 of this power, the character is immediately moved to the Incapacitated health level (regardless of actual damage). If the target's Physical Traits ever drop to zero because of the application of levels 4 or 5, however, the victim enters Torpor (or die, if Mortal).

#### **1 - Maskim's Touch**

After successfully touching the victim (which might require a Physical challenge) the caster expends between 1 and 3 Mental Traits. For each Mental spent, the victim loses a corresponding number of Physical Traits which return after the scene or hour. Multiple applications of this power will not stack.



## **2 - Breathe of Ereskhigal**

Engage your target in a challenge of your Mental Traits versus his or her Physicals. If you succeed, you may spend between 1 and 3 Mental Traits. For every trait spent, the victim's Physical Traits are reduced by a corresponding amount. This power may be used on a target more than once in a scene, but while the victim is still under the effect of this power, each subsequent application can only reduce the target's Physical Traits by 1.

If a victim restores his Physical Traits lost back to his normal amount with blood, this power is considered to have ended, otherwise, the effects of this power last for the scene, though the Ashipu may extend the effects to last the night with the expenditure of a Willpower Trait. This power may stack with other levels of the Covenant of Nergal.

## **3 - Nergal's Blessing**

The Ashipu must touch the target for at least a minute in order to use this power. Nergal's Blessing will remove all applications of levels 1 and 2 of Covenant of Nergal, and will relieve the symptoms of levels 4 and 5, with the exact effect being up to Storyteller discretion.

## **4 - Nergal's Wrath**

Every Ashipu has their own signature disease which is chosen when Nergal's Wrath is learned. Engage your target in a Physical Challenge; if successful, the caster then expends any number of Mental Traits. For each Trait spent, the victim will suffer from the effects of the disease for 5 hours. If the challenge to inflict Nergal's Wrath is lost by the caster, he or she will then perform a Simple Test. On a loss, the caster will gain his own disease for a minimum of one 5-hour increment.

Every hour, the afflicted victim must make a Physical Challenge, retesting with Survival, with a difficulty of the number of Traits spent by the caster. In this challenge, the victim receives +1 bonus Trait from each level of Fortitude and/or Covenant of Nergal that they have. Each time the victim loses a challenge, they suffer one health level of lethal damage and lose 3 Physical Traits to the disease. Vampires may use blood to heal the damage. If the victim can accumulate 5 successful Physical Challenges, Nergal's Wrath ends. Only one application of this power (per caster) may affect the victim at a time.

## **5 - Ill Wind**

Spend one Willpower Trait and expend a number of Mental Traits in order to determine the area of effect:

- 1 Trait - Four People
- 2 Traits - Eight People
- 3 Traits - Twelve People
- 4 Traits - Twenty People
- 5 Traits - Everyone in the Vampire's immediate area

The caster then engages in a mass challenge of his or her Mental Traits versus the Physical Traits of everyone in the area of effect, according to the Traits spent. Beginning the next night, the curse takes effect, and the victim loses 3 Physical Traits and 3 health levels per day to a minimum of zero, at this stage. The victim has a chance to recover each day of bed rest (or sleep, for kindred). Each day, the victim makes a Physical Challenge, difficulty 7 plus 1 for every Trait the caster expended on the initial challenge, retesting with Survival. Each success restores 3 Physical Traits, while a failure causes the

victim to lose one more Physical Trait. A victim of Ill Wind may be affected by other levels of the Covenant of Nergal. Only one application of this power may affect the victim at a time.

## Evil Eye, The

[BS: tTC, pg.44]

All uses of this power require line of sight. Multiple applications of one level do not stack against the same target, though applications by multiple casters do stack, even of the same level of the path. For the effects of all levels except Level 5: *Chasm Zakhm*, the Storyteller - alone - determines the exact nature of the loss.

Characters studied in the occult may attempt to weaken or void a curse with a Static Mental Challenge against a difficulty of [8 + the level of the path being employed], retesting with Occult. A character may perform this test after eight full hours of research and effort. After a number of these challenges equal to the level of the power currently afflicting the victim are won, the Evil Eye curse will be lifted. Alternately, characters with True Faith who have the ability to lay on hands may remove the curses enacted by this path.

### 1 - Humiliation

Make a Mental Challenge against the target, retesting with Occult. If successful, the victim suffers some major humiliation or embarrassment within the next week. At some point during that time, the victim will do something which will cause some type of social humiliation, determined by the Storyteller. An example of this would be losing a Status or Clan Prestige.

### 2 - Loss

Make a Mental Challenge against the target, retesting with Occult. If successful, the victim loses both; something of material worth and something of sentimental worth. An example of material wealth being lost would be a Trait of Resources as funds simply go missing or stocks take a turn for the worse. An example of a sentimental loss would be the death of a favorite ghoul or mortal (resulting in a loss of one Trait of Retainer or Herd).

### 3 - Peril

The Ashipu engages the target in a Mental Challenge, retesting with Occult. If successful, the Ashipu then expends a number of Willpower Traits to determine the severity of the Peril(s). Each consecutive night is highly likely to bring another Peril. The Storyteller performs a Simple test; on a loss, the character will not suffer a Peril that night. If the Storyteller wins the test, the character will continue to encounter the Perils until all Perils have occurred, or until he or she finds a way to lift the curse.

- **1 Willpower** - A Minor Peril  
Example: A mugger holds you up for your wallet and cash
- **2 Willpower** - Two Perils (Minor to Moderate)  
Example: A tire blows out on the highway at high speed, causing a car crash
- **3 Willpower** - Three Perils (Minor to Moderate)  
Example: Getting caught in a drive-by shooting, being hit by a car in city-traffic
- **4 Willpower** - Three Perils (Moderate to Severe)  
Example: A collapsing building, Locked out of haven when it is almost sunrise
- **5 Willpower** - Three Perils (Severe to Catastrophic)  
Example: Stumbling across a Lupine Pack, Your haven catches fire during the day

#### **4 - Enemy**

Engage the target in a Mental Challenge, retesting with Occult. On a success, the caster then expends a variable number of Willpower Traits, up to a maximum of 5. The traits spent in this fashion are divided between losses in the following backgrounds: Allies, Contacts, Influence, or Retainers; or may contribute towards traits in the Enemy Flaw [LotN:R, p.111]. No more than two Traits may be spent on losses to any one Background or the Enemy Flaw. A victim may only gain one Enemy at a time from applications of this power.

#### **5 - Chasm Zakhm**

The player speaks to the target, either telling them what is about to happen to them, or otherwise insinuating their fate; then initiates a Mental Challenge against the target, retesting with Occult. On success, the caster then expends a number of Willpower Traits (to a maximum of 5), to enter into a number of Simple Tests equal to the number of Willpower spent. Each win causes the target to suffer one level of aggravated damage.

### **Ex Inferis**

*[OWbN Dur-An-Ki Packet, originally from www.Assamites.com]*

The exact origins of this path of Dur-An-Ki are obscured in the mists of time. Some say that Al-Ashrad developed it after the clan's warrior caste's curse at the hands of the Baali. Other rumors are told that this path was inceptioned by an infernalist Sorcerer who managed to break his bonds of demonic slavery.

Unless otherwise noted, the powers of Ex inferis are retested with the *Theology* ability.

#### **1 - Pervideo (Survey)**

Before you can fight the taint of the infernal, you must first find it. The first level of the Ex Inferis path enables the Sorcerer to locate infernalists in his vicinity.

*MET Conversion:* The Sorcerer makes a static Mental Challenge with a difficulty of the target's current Mental Traits; if successful, the Sorcerer may ask the target player if his or her character is "currently under the influence of any Infernal Taint" and receive a truthful answer.

If used on an individual employing Obfuscate or other such power, the Sorcerer still may throw the challenge, but will only know that an Infernalist is in the vicinity if successful.

Note: Investments which hide Infernalism (such as Mask of Innocence) will nullify this power's effectiveness.

#### **2 - Venatio (The Chase)**

Infernalists that have been spotted rarely stick around to suffer their righteous punishment. As such the Sorcerer must have a means by which to track the infernalist. The movements of infernalists that have been discovered by use of *Pervideo* can be tracked by this power.

*MET Conversion:* On the same night that the Sorcerer has successfully detected an infernalist with the

use of *Pervideo*, he may cast *Venatio*. The Sorcerer engages the target in a Mental Challenge (defender retests with Subterfuge). If successful, a trail of light indicating the infernalist's traveled path will be visible to the Sorcerer for the next scene or hour. If the target is Obfuscated or otherwise supernaturally concealed, the trail will still lead to the current location of the Infernalist.

While this power is in effect the infernalist will experience a continuous feeling of being watched.

### **3 - Adversor (Oppose)**

Upon attaining this level of the path the Sorcerer can invoke a warding sphere against infernal creatures. Infernalists and demon-possessed beings coming into contact with this ward will be expelled from it and will suffer intense pain, and even injury.

*MET Conversion:* Spend a Willpower in addition to the normal cost to activate Adversor. When the sphere is active, it extends 10 feet around the Sorcerer, and is stationary. Any Infernalist with active Investments or Infernal powers attempting to pass into the warding sphere, already inside the sphere when it is cast, or attempting to affect the area within the warded zone with Infernal powers will need to succeed in a contested Mental Challenge against the Sorcerer. If the infernalist wins, the ward is broken.

If the Sorcerer wins, the infernalist suffers three levels of lethal damage, and will be physically expelled from the warding sphere. The sphere lasts for the scene or hour unless the Sorcerer decides to end the power sooner.

### **4 - Nominatim (By Name)**

The greatest weapon of war is information. With this power the Sorcerer can discover the name of the demonic patron the infernalist is enslaved to. This name can then be used for other sorcerous powers.

*MET Conversion:* The Sorcerer must first have spotted the infernalist through the use of *Pervideo*, and must have a direct line of sight to the infernalist when invoking this power. The Sorcerer may then engage the target in a Mental Challenge (defender uses Subterfuge to retest).

If successful, the Sorcerer may spend Mental traits to discover information with the number of traits spent determining the accuracy of the information received.

- 1 Mental Trait: The Infernalist's 'Demonic' master's "Nature" will be revealed (Lust, Pride, Greed, etc)
- 2 Mental Traits: Nature, and Primary Name are revealed (this is the name by which the demon is known)
- 3 Mental Traits: Nature, Primary Name, and a vague indication of the demon's power are revealed

While the use of this power is not necessarily obvious to the Infernalist, the demonic master is more sensitive to such inquiries. At the ST's option, the master of the Infernalist being subjugated to this power may become aware that it is being looked into, especially if it feels its identity has become compromised.

This power can be used only once per lunar month on an infernalist and may only be used on an Infernalist that the Sorcerer has already identified through the use of *Pervideo*. In the rare case that an Infernalist has investments or powers from multiple demons, *Nominatim* will reveal information regarding the demon who gave the investment that was last used to identify the Infernalist when the Sorcerer last successfully used *Pervideo*.

#### **5 - Periurium (Break the Oath)**

If a Sorcerer has successfully discovered the name of the infernalist's demonic patron, the Sorcerer can temporarily sever the connection between the infernalist and its master, robbing the infernalist of its investments and demonic power.

*MET Conversion:* The Sorcerer must spend a Willpower, in addition to the normal activation cost, to invoke this potent ability, as the caster is resisting the connection between both the infernalist and its demonic master. The caster may then enter into a Mental Challenge with the infernalist (who may defend with Subterfuge).

If the caster is successful, he may further spend Willpower in order to strip the Infernalist of his investments or powers given by the identified demon, according to the chart below. The infernalist and demonic master are both immediately aware if this power is attempted, successful or not, as the tie between servant and master is too taught for such interference to go unnoticed.

- 1 Willpower – 1 round
- 2 Willpower – 1 scene
- 3 Willpower – 1 hour
- 4 Willpower – The rest of the night

### **Hunter's Wind, The**

[BM:SoT, pg.123]

All uses of this power will last scene or hour (whichever is shorter) unless otherwise noted in the individual power description.

#### **1 - Scent of Deception**

When active, the caster can mask or completely alter their scent. The Sorcerer receives +2 Bonus Traits on challenges related to avoid being tracked.

#### **2 - Skin of the Chameleon**

This power lasts for one scene or hour and works exactly like the Visceratika power, Chameleon Skin (MET: Camarilla Guide) with the stipulation that moving ends the power. If someone would like to try to spot the user of this power, they make a contested Mental Challenge. If the challenger does not have Auspex, the character employing this power gains +4 bonus traits on the challenge.

#### **3 - Unassuming Pose**

The sorcerer may use this power to go unnoticed by those perusing them by fading into a crowd. Once activated, the Sorcerer cannot be detected as long as he remains within a crowd and does not

look entirely out of place. (e.g. Dressed like a bum at a board meeting, or a clown at the local biker bar). Just like Obfuscate, Unseen Presence, they will be completely ignored by all those around them, including the crowd they faded into. Exactly how many individuals constitute a crowd is up to Storyteller discretion.

An individual using Auspex to search the crowd is allowed a Mental challenge in a similar manner in which Obfuscate vs. Auspex challenges work (for the challenge, the Sorcerer substitutes his levels in Hunter's Wind for levels of Obfuscate for the purposes of comparing ties).

#### **4 - Whiff of Kalif**

The Sorcerer using this power affects those around him, intoxicating them with pleasant hallucinations and blissful feelings of uncaring ignorance. When the Assamite activates this power, he makes a mass Mental challenge against everyone paying attention to him. If the sorcerer succeeds, each individual gains the Negative Trait: Oblivious and becomes blissfully unaware of their surroundings for 15 minutes, or the remainder of the scene (which ever comes first). If an obvious threat becomes present any physical challenge made against the subject, or a noticeable combat ensues, this power ends immediately.

#### **5 - Ghost Body**

This power costs three blood traits instead of the usual one. Once active, for the next scene or hour, the caster becomes completely intangible, inaudible, and invisible (so they cannot be seen, heard, or touched while this power is employed, even through use of Auspex) None of the caster's Disciplines or Sorcery Paths may be active or activated while employing Ghost Body, and there are rumors that strange things are sometimes seen while in this form.

An individual employing Ghost Body may see and enter combat with other individuals employing the same power, and although combat between individual employing Ghost Body is physical, no disciplines may be activated or used.

### **Music of Spheres**

*[BS: tTC, pg.46]*

This Path requires the character possess the Performance ability at a minimum of 3 in either singing or some form of instrument. Any and all who hear the music sense it's occult properties unless the Ashipu has taken steps to conceal it under the guise of "normal" music. To do so, the Ashipu must first play for the intended target(s) for a minimum of one minute before employing any level. When any level of Music of the Spheres is employed this way, the listeners are allowed a Static Mental challenge (with a difficulty of the caster's permanent Mental Traits) to recognize the mystical occult nature of what has been included in the music.

This power affects a number of targets corresponding to the Social Traits spend on the chart below:

- 1 Social Trait: One Person
- 2 Social Traits: Two People
- 3 Social Traits: Six People
- 4 Social Traits: Twenty People
- 5 Social Traits: Everyone in the Vampire's immediate vicinity (such as an auditorium or mob)

*\*If more targets are in range to hear the music than the number of Social Traits expended, Music of the Spheres affects the targets with the lowest amount of Willpower Traits first.*

If two players use Music of the Spheres against the same target, then the victim is affected by the user who expended more Social Traits. In the case of a tie, the winner is the Ashipu who used the power first. These powers cease to function once the performance has stopped (this includes cease of line of sight or sound). The caster's retest for Music of the Spheres powers is Performance, while the target's retest is Awareness.

A Character may not possess both this power and the discipline Melpominee.

#### **1 - Song of Mercury**

Engage any one individual who is currently employing any level of Music of the Spheres in a Social Challenge, retesting with Performance. On a success, the power that the victim is currently using immediately ends.

#### **2 - Song of Venus**

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. All those who you succeed against now feel the effects of Presence 3: Entrancement toward the subject of your song (who you must clearly indicate by your actions if they are present, or by your words or other methods if they are not). When a victim has spent a number of Willpower Traits equal to the Social Traits expended by the caster, the power stops affecting that individual. This power continues as long as the caster continues to sing or play (up to one hour), or until the scene ends.

#### **3 - Song of Mars**

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. All those who you succeed against are now overcome with the exact opposite feelings of those provided by Presence 3: Entrancement toward the subject or organization of your song (who you must clearly indicate by your actions if they are present, or by your words or other methods if they are not). Instead of being favorably disposed towards the target or group, the victims now despise the target or group, and feel nothing but anger or aggression towards the target or group. A victim under the effects of the Song of Mars may spend a Willpower Trait in order to ignore these feelings for the round. The effects of this power last for the scene.

If the caster spends another Willpower Trait during activation, when any of the affected victims encounter the target (which may happen immediately if he or she is present), the character(s) must make a Static Self-Control or Instinct Challenge with a difficulty of 4 Traits (difficulty 3 for Mortals), or fly into a Frenzy of rage which is directed at the target. This Virtue test may not be ignored by the expenditure of a willpower trait.

#### **4 - Song of Jupiter**

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. As long as the song plays, the listeners are immune to all Presence powers, though powers which were already in use prior are not affected. Any other mind control powers (such as Dominate, other Music of the Spheres powers, etc.), still work but those affected receive a 2 Trait Bonus on all such challenges. Additionally, all listeners also receive a 1 Trait bonus Self Control or Instinct challenges to against Frenzy. The benefits of this power

last one scene.

### **5 - Song of Saturn**

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. If successful, those affected (whether vampire, mortal, or other) must make a Static Courage test with a difficulty of 4 Traits. Those who fail immediately Rotschreck. Mortals who fail must flee in terror. This Virtue test may not be ignored by the expenditure of a willpower trait.

## **Path of Blood Nectar**

*[BS: tTC, pg. 62]*

As specified in the Ravnos Genre Packet (pg.18), all levels function as published save that activation requires a Mental Challenge (difficulty seven, plus the level of the path being used).

## **Path of Duat**

*[BS: tTC, pg.26]*

For the MET Conversion, see the OWbN Setite Sorcery Packet.

Each power of this path calls for a Mental Challenge against the victim, for which the Sorcerer's retest is Theology (though the victim may retest with Occult). Attempts to invoke the Path of Duat without use of the required talisman to catch the target's attention in a hypnotic fashion put the caster down two Traits. All uses of this Path require line of sight to maintain, and total concentration is required; no other actions may be taken while casting or maintaining the effects, and losing line of sight with the target will break the power.

Unlike Followers of Set, who are required to use Blood from a Blasphemy shrine to power the Path of Duat, Ashipu are limited to a total number of uses of powers of the Path of Duat equal their Theology rating each night.

## **Whispers of the Heavens**

*[Libellus Sanguinis:3, pg.68]*

The primary focus of Whispers of the Heavens is to prophesize the future. The sorcerer is 2 Traits down in any use of this power in overcast weather, and loses all ties with this power in a storm. This power may not be used if the sorcerer cannot see the sky at all. This discipline should not be a license to Meta-game. BE VAGUE.

### **1 - Map the Skies**

The Sorcerer may divine his location with a mere glance at the stars. Perform a Static Mental challenge against a difficulty of 4. If successful, the caster may then spend Mental traits to be aware of their location:

- 1 – Aware of location within 100 miles
- 2 – Aware of location within 1 mile
- 3 – Aware of location within 10 yards

### **2 - Read the Heaven's Plans**



The Sorcerer must stand in the place on which he would like to use this power, or be touching a person on whom he would like to use this power. The player then performs a Static Mental challenge against a difficulty assigned by the Storyteller (for a place), or the target's current number of Mentals (for a person).

If successful the caster receives premonitions of events that will occur within the near future involving that person or place according to the number of Mental Traits spent:

- 1 – Month
- 2 – Season (the next 3 Months)
- 3 – Year

This power is mainly up to Storyteller interpretation. The sorcerer may see the city ablaze and battle in the streets as a premonition of a major Sabbat offensive, or a vision of a serpent coiled around the Brujah Primogen as a sign that he will be making a deal with the Followers of Set sometime soon.

### **3 - Call Down the Hunter's Moon**

This power allows the sorcerer to predict the best time to perform a given task. The Sorcerer performs a Static Mental challenge versus a difficulty of 8. If successful, the beneficiary is considered one Trait up in any action directly related to the performance of said task (aside from combat challenges).

For example, Mohamed wishes to kill a prince. He consults the sorcerer who casts this power on him. He tells Mohamed that Friday June 14th will be the best night to make his attack, as the prince will be traveling to a faraway land, and will be away from guards and the safety of his castle. Mohamed takes his advice and uses said night to attack. While sneaking past a guard he is one trait up in the stealth challenge. When picking the lock on the door to the prince's chamber he is one trait up on the security test. However, once he enters combat Mohamed's own skills will have to suffice.

At narrators discretion this power may give a more tangible effect such as giving the time to sneak into the Giovanni mansion when he (the ST) knows the Giovanni player will be visiting another chronicle, or the tempest will be strong and the wraith will be unable to defend it, etc... Storytellers are strongly cautioned regarding this power to strongly consider the benefits it will confer as it can easily lead to, or be viewed as, favoritism.

### **4 - Trace the Soul's Favor**

In order to use this power the sorcerer must know the date of mortal birth, date of embrace, or the birth name of the subject. They then enter a Static Mental challenge with his target. With success, the Storyteller may grant one piece of the following information: Nature, Demeanor, Path (and approximate rating), notable skills or disciplines, or approximate Willpower.

Divination is not a science; therefore numbers should not be given when presenting the information gleaned by this power. Some suggestions on how to present the information to the player are as follows:

- "You sense a great force of will." – High Willpower
- "You see a mighty sword." – High Melee Ability

- “You see chaos all around him.” – Nature: Eye of the Storm
- “You see a mask of a king.” – Demeanor: Autocrat

If the Sorcerer fails the Static Mental challenge, the target will instantly know that someone is watching him, and if he ever sees the Sorcerer, he will know that the Sorcerer has spied on him before.

### 5 - Ripples on the Sea of Stars

A Sorcerer can perceive any scene involving a location that he is familiar with, or person that he has successfully used another level of Whispers of the Heavens on that is occurring beneath the same stars that they can see (roughly, an area the size of the same city).

The Sorcerer must perform a Static Mental challenge (difficulty 10 for a location, or the current amount of Mental Traits for an individual) to perceive the scene, for one round. If successful the difficulty drops by 1 for each subsequent turn, until it reaches four. Any failure resets the difficulty back to whatever it was at the start.

While using this power, the Sorcerer is considered 2 traits down on any challenge which requires him to interact with his physical surroundings. The Sorcerer may use no other powers in conjunction with this discipline to effect the scene in question unless those powers specifically allow it of their own accord (such as Presence: Summons). Unless ended earlier, this power ends at sunrise.

If the target is using Auspex while this power targets them, they will feel the faint sense that they are being watched from above.

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## RARITIES: RITUALS

All of the Rituals 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 Rituals not printed in a Revised MET book are listed in the section directly following the charts. Some Assamite NPCs might possess Rituals not listed in this packet, but any character (PC or NPC) who wishes to learn a Dur-An-Ki Ritual not listed in this packet (including Custom Rituals) requires *Assamite Coordinator Approval*.

In the Rarity charts below, items noted with an (A) are Assamite-only. This means the Ritual may ONLY be learned by an Assamite character. Items noted with an (aa) may only be cast on other Assamites. Items noted with an (B) are Black Hand rituals given over to the Loyalist faction after the defection of numerous elders from the Sabbat subsect, and require both Assamite and Sabbat Coordinator approvals to learn.

### Rarity 1 - Storyteller Approval

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Bind the Heavens	Bind the Heavens	Basic	BS: tTC, p.48
Blood Rush	Feast of Air	Basic	MET: SG, p.130

Burning Blade	Fuel the Blades Fury	Basic	TT: CG, p.110
Communicate w/ Kindred Sire	Speak w/ Sire	Basic	MET: LotN:R, p.185
Defense of the Sacred Haven	Curtain of Will	Basic	MET: LotN:R, p.185
Deflection of the Wooden Doom	Turn the Impaling Shaft	Basic	MET: LotN:R, p.185
Dowse the Earth's Blood (A)	Dowse the Earth's Blood	Basic	DA: PGtLC, p.180
Exorcise Fever	Exorcise Fever	Basic	BS: tTC, p.47
Eyes of the Nighthawk	Eagles Eye's	Basic	MET: SG, p.130
Encrypt Missive	Loyal Eyes	Basic	MET: StG, p.65
Eye of the Translator (A)	Eye of the Translator	Basic	DA: LS3, p.70
Impassable Trail	Impassable Trail	Basic	BM: SoT, p.93
Incantation of the Shepherd	Shepherd's Silent Vigil	Basic	TT: CG, p.110
Principal Focus of Vitae Infusion	Draught of the Pebble	Basic	MET: LotN:R, p.186
Purity of Flesh	Purity of Flesh	Basic	TT: CG, p.110
Rebirth of Mortal Vanity	Don the Lions Mane	Basic	MET: StG, p.67
Recure the Homeland	Blessing of the Mountain	Basic	MET: SG, p.131
Sanguinary Assistant	Servant of Blood	Basic	TT: CG, p.111
Scribe, the	Scribe, the	Basic	MET: StG, p.68
Wake with Evening's Freshness	Black Sunrise	Basic	MET: LotN:R, p.186
Ward vs. Ghouls	Ward vs. Ghouls	Basic	MET: LotN:R, p.186
Approach the Veil (A)	Approach the Veil	Intermediate	BM: SoT, p.125
Awaken Kalif (A)	Awaken Kalif	Intermediate	OWBN MoH&E
Bull of Heaven	Bull of Heaven	Intermediate	BS: tTC, p.48
Incorporeal Passage	Incorporeal Passage	Intermediate	MET: LotN:R, p.186
Kafir's Bane (A)	Kafir's Bane	Intermediate	Sins of the Blood, p.102
Kudurru	Kudurru	Intermediate	BS: tTC, p.49
Light of Vengeance (A)	Light of Vengeance	Intermediate	MET: LoE, p.86
Messenger of the Winds (A)	Messenger of the Winds	Intermediate	DA: LS3, p.71
Splinter Servant	Wooden Scarab	Intermediate	TT: CG, p.113
Touch of Nightshade	Haqim's Disfavor	Intermediate	MET: StG, p.72
Ward vs. Kindred	Ward vs. Kindred	Intermediate	TT: CG, p.113
Warding Circle vs. Kindred	Warding Circle vs. Kindred	Intermediate	TT: CG, p.111
Ward vs. Lupines	Ward vs. Lupines	Intermediate	TT: CG, p.113
Warding Circle vs. Lupines	Warding Circle vs. Lupines	Intermediate	TT: CG, p.111

Words of Undoing (A)(aa)	Words of Undoing	Intermediate	OWBN MoH&E
Enchant Talisman	Craft Foci	Advanced	TT: CG, p.113
Severed Hand	Tithe to Law	Advanced	MET: StG, p.73
Ward vs. Demons	Ward vs. Demons	Advanced	TT: CG, p.114
Warding Circle vs. Demons	Warding Circle vs. Demons	Advanced	TT: CG, p.111
Ward vs. Ghosts	Ward vs. Ghosts	Advanced	TT: CG, p.114
Warding Circle vs. Ghosts	Warding Circle vs. Ghosts	Advanced	TT: CG, p.111
Ward vs. Spirits	Ward vs. Spirits	Advanced	TT: CG, p.114
Warding Circle vs. Spirits	Warding Circle vs. Spirits	Advanced	TT: CG, p.110

## Rarity 2 - Storyteller & Sub-Coordinator Approval

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Blood Call (A) (aa) n	Blood Call	Basic	MET: LoE, p.86
Blood of Peace (A)	Blood of Peace	Basic	MET: LoE, p.86
Blood Walk	Sins of the Father	Basic	MET: LoE, p.80
Craft Bloodstone	Follow the Lie	Basic	MET: StG, p.65
Donning the Mask of Shadows	Blanket of Night	Basic	MET: LoE, p.80
Earth's Blood Cry	Earth's Blood Cry	Basic	BS: tTC, p.48
Engaging Vessel of Transference	Falsely Sealed Vessel	Basic	MET: LotN, p.102
Gift of Mithra's Bull (A)	Gift of Mithra's Bull	Basic	BM: SoT, p.125
Glossolalic Fervor (A)	Glossolalic Fervor	Basic	DA: PGtLC, p.180
Illuminate Trail of the Prey	Covenant of Enkidu	Basic	MET: SG, p.130
Machine Blitz	Compel Machine Spirit	Basic	MET: SG, p.131
Pebble from the Mountain (A) (aa)	Pebble from the Mountain	Basic	BM: SoT, p.125
Sense the Mystical	Sense the Mystical	Basic	MET: StG, p.68
Steps of the Terrified	Run to Judgment	Basic	MET: LoE, p.89
Touch the Earth (A) (aa)	Touch the Earth	Basic	BM: SoT, p.124
Warding Baptism	Warding Baptism	Basic	BS: tTC, p.47
Astral Portent	Astral Portent	Intermediate	BS: tTC, p.47
Bone of Lies	Stain of Guilt	Intermediate	MET: LotN:R, p.186
Coerce the Profane (A)	Coerce the Profane	Intermediate	DA: PGtLC, p.183
Directing Ahriman's Lance (A)	Directing Ahriman's Lance	Intermediate	BM: SoT, p.125
Infirm Inert	Traitorous Blood	Intermediate	MET: StG, p.70
Mark the Blood Oath (A)	Mark the Blood Oath	Intermediate	DA: PGtLC, p.181
Mirror of Second Sight	Reflection of Truth	Intermediate	MET: SG, p.133
Rite of Marduk Triumphant (A) (aa)	Rite of Marduk Triumphant	Intermediate	BM: SoT, p.125
Shaft of the Belated Quiescence	Inevitable Judgment	Intermediate	TT: CG, p.112
Expel the Dark Humors (A)	Expel the Dark Humors	Advanced	DA: PGtLC, p.183
Healing Blood (A)	Healing Blood	Advanced	MET: LoE, p.87
Ward vs. Fae	Ward vs. Fae	Advanced	MET: StG, p.73
Warding Circle vs. Fae	Warding Circle vs. Fae	Advanced	TT: CG, p.114

### Rarity 3 - Storyteller & Coordinator Approval

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Blood's Cry for Vengeance (A) (aa) n	Blood's Cry for Vengeance	Basic	DA: LS3, p.71 & GtLC, p.180
Corporal Reservoir (B)(AT, L)	Corporal Reservoir	Basic	Caine's Chosen, p.78
Horoscope	Horoscope	Basic	BS: tTC, p.47
Kiss of the Asp (A) (AT,L)(B)	Kiss of the Asp	Basic	Caine's Chosen, p.79
Truth in Ink (AT,L)(B)	Truth in Ink	Basic	Caine's Chosen, p.77
Blood of the Chameleon (A)(PC)	Blood of the Chameleon	Intermediate	OWBN MoH&E
Fingers Form the Hand (A) (L)	Fingers Form the Hand	Intermediate	DA: PGtLC, p.182
Haven's Passage (PC)	Haven's Passage	Intermediate	OWBN MoH&E
Portrait of Passion	Portrait of Passion	Intermediate	BS: tTC, p.48
Sire Impotent, the (A)	Sire Impotent, the	Intermediate	Sins of the Blood, p.102
Tamimah (A) (L, AT)	Tamimah	Intermediate	BS: tTC, p.49
Accessing the Truth (A) (aa)	Accessing the Truth	Advanced	OWBN MoH&E
Apsu Portal	Apsu Portal	Advanced	BS: tTC, p.50
Lilith's Vengeance	Lilith's Vengeance	Advanced	BS: tTC, p.50
Rite of Marduk Slain and Risen (A) (aa)	Rite of Marduk Slain and Risen	Advanced	BM: SoT, p.125
Seeing with the Skies Eyes (A)	Seeing with the Skies Eyes	Advanced	BM: SoT, p.126

### Disallowed for PCs and NPCs

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Touch of Allah	Touch of Allah	Basic	DA: VoN, p.164
Mask of Allah	Mask of Allah	Intermediate	DA: VoN, p.164
Ward Against Djinn	Ward Against Djinn	Advanced	DA: VoN, p.165
Allah's Blessing	Allah's Blessing	Elder	DA: VoN, p.165
Evade Curse	Evade Curse	Elder	CB:Assamite (Non-Revised), p.28
From Marduk's Throat (A) (aa)	From Marduk's Throat	Elder	BM: SoT, p.126 & Sins of the Blood, p.102
Jacob's Kiss (A) (L)	Jacob's Kiss	Elder	BS: tTC, p.50
Dampen the Keening	Dampen the Keening	Master	DA: VoN, p.

Turn Back the Skies (A) (aa)	Turn Back the Skies	Master	BS: tTC, p.50
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### ***Legend: Ritual Sources***

BM: SoT - Blood Magic: Secrets of Thaumaturgy  
BS: tTC - Blood Sacrifice: the Thaumaturgy Companion  
CB: Assamite (Revised) - Clanbook: Assamite (Revised)  
DA: LS3 - Dark Ages: Libellus Sanguinus 3 (Wolves at the Door)  
DA: PGttLC - Player's Guide to the Low Clans  
DA: RoH - Dark Ages: Road of Heaven  
DA: VoN - Dark Ages: Veil of Night  
MET: LotN:R - Mind's Eye Theater: Laws of the Night: Revised  
MET: LoE - Mind's Eye Theater: Laws of Elysium  
MET: SG - Mind's Eye Theater: Sabbat Guide  
MET: StG - Mind's Eye Theater: Storytellers Guide  
TT: CG - Table-top Camarilla Guide  
OWbN: MoH&E - OWbN Dur-An-Ki: Masters of Heaven & Earth

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## **MET CONVERSIONS: RITUALS**

The rituals listed below have been converted from their original White Wolf table-top source books, or created specifically for MET play in One World by Night.

### **Accessing the Truth** [Advanced] [OWbN Dur-An-Ki Packet]

This ritual is required in order for a sorcerer to gain access to the contents contained with in the Schismatic Assamite's CD archive. Any attempts to access the information contained in these archives without first performing this ritual will result in an immediate, if not deadly encounter with Nar-Sheptha, the enigmatic entity that willingly serves as a guardian for this portable Great Library. This ritual is only taught to Ashipu who have attained the rank of Full Master (Rank: 5).

Ashipu of this rank have shown extreme dedication towards achieving greater understanding of the universe, and as a result, a healthy respect for the perils that many have faced in hopes of gaining greater knowledge to share with the rest of the caste – they understand fully the importance of this great library to their fellow Schismatic brothers and sisters.

Nar-Sheptha is WW NPC that is spiritually networked and bound to any and all copies of the Schismatic Assamite's Great Library, and as such under direct control of the Assamite Coordinator – in short accessing the data (eg. instruction on paths, rituals, lores, et cetera) will require Assamite Coordinator contact. In character this guardian/library is a disquieting blend of high technology and ancient sorcery with adaptation of privacy rituals to ensure that any attempts to copy the data fails: A straight data copy crashes hard drives and burns out processors, while more indirect attempts like taking notes from the monitor meet with other equally expensive mechanical failure. No other means of accessing the data contained with in these libraries beyond use of this ritual is known. If any non-Assamite hand touches the disks or attempts to access their contents, something described as a vaguely humanoid whirlwind of blood droplets manifests. (See WW NPC – Nar-Sheptha: Assamite Clanbook, revised, pg. 72, 99-100)

*\*This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting. This ritual may be included in your game only with Storyteller and Assamite Coordinator permission.*

**Approach the Veil (A)** [BM: SoT, pg. 125]

This ritual takes 8 hours to cast. After casting, the Sorcerer will automatically succeed on his or her next challenge for Sorcery or Rituals. If the sorcerer does not take advantage of the ritual's benefits before he loses/uses his next blood point, it is wasted (also note that one Blood Trait is expended on waking). This benefit does not apply to challenges against other players, only static difficulties such as ritual challenges and Whispers of the Heavens.

**Apsu Portal** [BS: tTC, pg. 50]

This power requires no MET conversion, use as printed.

**Astral Portent** [BS: tTC, pg. 47]

The number of pieces of information you receive from this ritual is equal to the total number of Mental Traits that the caster expends before they perform the ritual test (to a maximum of 3). This ritual only works on a willing target or targets.

This ritual is variable-level, with a Basic, Intermediate, and an Advanced version being available for purchase. The Basic version works on one individual per casting, the Intermediate version works for a small group, such as a Coterie or small business, and the Advanced version works for large groups like the Kindred residents of an entire city or a large business. The caster must use the proper level version for the size of the group that he or she is attempting divination for.

**Awaken Kalif** [Intermediate] [OWbN Dur-An-Ki Packet]

Kalif derives from leaves and resins of a plant grown through sorcerous means; its consciousness-altering properties make its mundane cousin, the cannabis plant, seem tame by comparison. Through the use of this ritual the sorcerer mystically infuses the roots of the cannabis plant by saturating the soil at the base plant in their own vitae. This costs the sorcerer one Trait of Blood per plant they seek to imbue. The sorcerer then calls upon the goddess Ashnan to honor the covenants between her and the Assamites, by requesting her to awaken the kalif. The sorcerer must win a Static Mental challenge against a difficulty of 6 in order to successfully perform this ritual. Note: See the Methods of Trance section of this packet for description of the effects of kalif upon an individual.

*\*This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting. This ritual may be included in your game only with Storyteller and Assamite Coordinator permission.*

**Bind the Heavens** [BS: tTC, pg. 48]

The number of months that this ritual prevents rain from falling on the land of the victim is equal to the total number of Mental Traits that the caster expends before they perform the ritual test (to a maximum of 3). If the caster does not place the necessary ritual component into a well owned by the victim first, they are considered 2 Traits down on the ritual challenge.

**Blood's Call** [MET: Laws of Elysium, p.86]



See the additional note in Blood's Cry for Vengeance

**Blood's Cry for Vengeance** [Libellus Sanguinis: 3, pg.71]

This power requires no MET conversion, use as printed.

*\*it is recommend that anyone who casts Blood's Call or Blood's Cry for Vengeance on another PC or NPC contact the Coordinator's office and be placed on the "master list" for all parties involved in the ritual. This way the Coordinator can assist STs in distributing the appropriate information if/when one of the circle dies.*

**Bull of Heaven** [BS: tTC, pg. 48]

This power requires no MET conversion, use as printed.

**Burning Blade** [TT: CG, pg. 110]

For the MET Conversion, see the OWbN Tremere Arcane Compendium (pg.38)

**Coerce the Profane** [PGtLC, pg. 183]

In order to cast this ritual, the caster, and 2 other Ashipu who know the ritual are required. Working together over the course of 4 hours, the Ashipu draw a holy symbol out of the soil from the target location, each spend 1 Blood Trait, and each must succeed in a standard Ritual challenge.

Once successful, each Ashipu may then spend up to 5 Mental Traits each in order to set the number of nights that this ritual lasts. When active, the ritual's effect will extend from the spot where the soil was collected, out for 100 yards per Mental Trait spent.

The effects of the aura of profanity radiated by a Demonic Agent are up to Storyteller discretion, and Storytellers are encouraged to read the source material [PGtLC, pg. 183] for ideas on how to integrate uses of this ritual into their chronicle.

**Directing Ahriman's Lance** [BM: SoT, pg. 125]

This ritual requires 2 hours to cast, and either an accurate image of the target or a personal possession of theirs. After cutting the item from the Ashipu's belly (which will cause a minimum of 1 lethal), the individual in possession of the image or object is 2 traits up on all non-combat challenges that would bring you closer to killing the target (ST discretion).

**Dowse the Earth's Blood** [PGtLC, pg.180]

If cast successfully, this ritual allows the Sorcerer to locate sources of water, and to possibly tell the existence and source of impurities according to the number of Mental Traits spent at casting time:

- 1 Mental - General Direction and Distance to Water
- 2 Mentals - Knowledge of any Impurities
- 3 Mentals - Source of all Impurities

**Earth's Blood Cry** [BS: tTC, pg. 48]

This power requires no MET conversion, use as printed.

**Enchant Talisman** [TT: CG, pg. 113]

For the MET Conversion, see the OWbN Tremere Arcane Compendium (pg.48)

**Eye of the Translator** [Libellus Sanguinis: 3, pg. 70] [PGtLC, pg. 179-180]

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

**Exorcise Fever** [BS: tTC, pg. 47]

This ritual may only cure diseases which include the symptom of having a fever. After successfully casting this ritual, the Ashipu performs a Static Mental challenge versus a difficulty set by the Storyteller. For example, while the Storyteller may set the difficulty of the common cold at 4, or the flu at 7; more aggressive diseases such as tuberculosis, yellow fever, or cholera may receive a much higher difficulty. Depending on the stage of the disease, this ritual may need to be applied multiple times.

**Expel the Dark Humors** [PGtLC, pg. 183]

This hour long exorcism ritual must be cast in the presence of the target. Once the ritual is successfully cast, the caster enters a contested Mental challenge with the Demon. If this challenge is successful, the target of the ritual immediately suffers 10 lethal damage (which may be reduced with Fortitude, if possible), minus one level per Mental Trait spent at casting time as the Demon is ejected from the host. A full week of preparation will give the user a +2 trait bonus on comparison of ties on this Mental challenge. If the caster fails the Mental challenge, the demon will be aware of the potential threat that the Sorcerer poses.

Once ejected, the Demon suffers one unsoakable aggravated damage per Mental Trait spent and is barred from escaping from the mortal world for a number of hours equal to the Mental Traits spent; the demon is aware of this.

If the caster fails the ritual challenge (not the Mental challenge) the Demon may initiate a Mental Challenge against the Sorcerer (retest Occult). If the Demon wins the challenge, it immediately kills the target, forcing its way out into the world.

**Fingers Form the Hand** [PGtLC, pg. 182]

This ritual takes 6 hours to cast, and can affect a maximum number of ghouls (human or animal) equal to the number of Mental Traits spent at the time of casting (max 5). Any attempt to influence the minds of the ghouls instead target the caster (who wins all ties on the challenges); all other benefits of this ritual are as written and need no conversion.

Should the ritual activation test fail, each ghoul who drinks the converted vitae takes 1 aggravated damage for each blood they drink, and will be 2 traits down on all physical challenges not related to soaking damage until they get 8 hours of uninterrupted rest.

**Gift, the (NPC Only)** [MET Journal #1, p. 45]

This power requires no MET conversion, use as printed.

**Gift of Mithra's Bull** [BM: SoT, pg. 125]

This power requires no MET conversion, use as printed.

**Glossolalic Fervor** [PGtLLC, pg. 180]

With this ritual, the caster creates a potent poison with a trait of his blood, which he must force the target to drink. After this, the Sorcerer enters a Mental challenge with the target. With success, the Sorcerer may interpret what the target says as the spirits force the target to shout seemingly random strings of syllables which are actually knowledge that the target knows about the past or present. When the ritual ends, the target suffers 7 bashing damage, minus the Sorcerer's ranks in their Primary path of Sorcery.

This ritual works best on Mortals. Ghouls gain a +1 Trait bonus on the Mental Challenge, and Kindred targets gain a +3 bonus on the Mental Challenge. Each subsequent time a Sorcerer casts this ritual in a month, they suffer a -2 (cumulative) negative on every Mental Challenge they make.

**Horoscope** [BS: tTC, pg. 47]

This ritual requires that the caster make a Mental Challenge versus the target. Each use of this ritual requires a sympathetic link and grants one piece of information about the target.

**Impassable Trail** [BM: SoT, pg. 93]

By enacting this ritual and carrying the necessary components on his or her person, once before the end of the night, the Ashipu may pass through even the densest woods without a trace. The only clue which could be used to pick up the caster's trail is a faint odor. Those searching for the Ashipu by scent may perform a Mental challenge versus the Physical Traits of the caster to detect the scent.

**Incantation of the Shepherd** [TT: CG, pg. 110]

For the MET Conversion, see the OWbN Tremere Arcane Compendium (pg.40)

**Kafir's Bane** [Sins of the Blood, pg. 102]

An Assamite who has successfully cast this ritual will be able to "ride the wave" of frenzy just as if they had the Virtue of Instinct (as opposed to Self Control) for the first combat that incites his or her frenzy. Instead of testing for frenzy as normal, the Assamite is considered to have automatically succeeded on the challenge. This ritual expires at sunrise if it is not used before then.

**Kiss of the Asp** [Caine's Chosen, pg. 79]

This power requires no MET conversion, use as printed.

**Kudurru** [BS: tTC, pg. 49]

This power costs one Permanent Willpower Trait to enact, and Storytellers are cautioned to limit the maximum size of the area to 3 blocks, or less. Otherwise, this power requires no MET conversion.

**Lilith's Vengeance** [BS: tTC, pg. 50]

This ritual requires the caster to have a sympathetic link. The caster must spend a Willpower and engage in the normal ritual activation challenge. After consuming (and destroying) five separate holy relics, and taking an unsoakable level of Aggravated damage in the process, the caster must then engage in a Rotschreck test with a

difficulty of 5. If the caster is successful, he or she may then engage the victim in a Mental Challenge.

If the Ashipu wins, the caster may then name a discipline which he or she believes the target to possess. If the target does not possess this discipline, the ritual has no effect. If the victim does possess the discipline, he or she will lose their highest level in that discipline for a period of one month. A victim may not be targeted by this power more than once. The same caster, or other casters, must wait for the ritual to end before enacting it again.

**Mark the Blood Oath** [PGtLC, pg. 181]

This ritual requires a sympathetic link. When cast, the Sorcerer may discover some personal information about the target, the first of which is always the Cainite's Sire (if he or she has not been destroyed). The caster may also divine, if the Cainite is under any level of blood bond, who the bond is with one bond at a time

**Messenger of the Wind** [Libellus Sanguinis: 3, pg. 71] [PGtLC, pg. 182]

In order to cast this ritual, the Sorcerer requires a sheet of clean linen, an eagle feather pen, a white silk cord, and enough of the recipient's blood to write their name on the cord with. The message cannot be enchanted in anyway. If successfully cast, the message will be carried by the wind and delivered into the recipient's possession at exactly noon of her next day of slumber. If this ritual fails, the message is still carried off, but is delivered to some random recipient who is connected to the recipient in some way.

**Pebble from the Mountain** [BM: SoT, pg. 125]

This ritual requires an hour and a half to perform, a stone from Mount Alamut (specifically the Eagle's nest), and one blood trait from both the caster and the recipient - both of which must be present during the initial casting.

Once successfully cast, the blood is absorbed into the stone, and remains there until the pebble is destroyed, or the caster (who has possession of the pebble) ends the ritual. While the blood is in the stone, the blood pool for both contributing parties is reduced by one in a manner similar to the Basic Ritual: Inscribe.

When the recipient places the stone in his or her mouth and repeats the incantation, a mystical link (similar to that of Touch the Earth) is created between caster and recipient. The user of the Pebble may speak to the Sorcerer and may hear his responses, regardless of distance (though only the user of the Pebble may initiate this contact).

While linked, the Sorcerer may activate any Sorcery power or cast any ritual on the user of the Pebble which he otherwise could only use on himself. The actual activation of each power still requires all appropriate expenditures on the part of the Sorcerer. For example, the Sorcerer may use Hunter's Wind: Skin of the Chameleon, to aid another Assamite in infiltrating a haven, however, they would not be allowed to grant Lure of Flames: Flame Bolt, as the power does not affect the Assamite recipient.

An Assamite Sorcerer may only have a number of Pebbles equal to half their permanent Willpower total (rounded-down) in game-play at any one time. Storytellers are advised, but not required, to only allow use of this ritual when both caster and recipient of the ritual are signed into the same game.

*\*Alamut (the Eagle's Nest), is Coordinator controlled territory. If a player is seeking to gain a pebble, they must have appropriate means to do so.*

**Portrait of Passion** [BS: tTC, pg. 48]

This power requires the caster to have at least Crafts: Painting at level 3 or more. The Ashipu must have a sympathetic link in the form of a drop of blood (for a Vampiric victim) or a bit of saliva (for a Mortal). For one month per Mental Trait the caster expended after successfully crafting the painting and activating the ritual, the victim will be under the described effect when he or she sees the painting - they must spend all their time searching for the individual portrayed in the painting. A Willpower Trait may be spent by the victim to belay the search for one night, but the Storyteller is advised to only allow this if the character has an appropriate reason..

**Purity of Flesh** [TT: CG, pg. 110]

This ritual functions as printed with no MET conversion being necessary.

**Rite of Marduk's Slain and Risen** [BM: SoT, pg. 125]

The Sorcerer casts this ritual on another Assamite who specifies a target prey that he or she wishes to diablerize. This ritual may only be cast if at least 3 other individuals who know the ritual are present, each of which deal a bashing to the caster in accordance with the description.

If the prey is successfully diablerized within one month following the casting; the sire, brood mates, childer, and all those blood bound to the victim of diablerie all immediately loose one blood and three temporary Willpower. The diablerist gains all of this (up to his or her max) with the excess going to the Sorcerer (with all excess being lost). For the next month, for every 10 minutes that each of these individuals is in the presence of either the Sorcerer or the diablerist, they will lose a temporary Willpower and suffer flashbacks of the victim's demise.

**Rite of Marduk Triumphant** [BM: SoT, pg. 125]

Only Assamites of weaker generation than the caster may participate in this ritual. For each participant, the Sorcerer imposes a -1 trait penalty on any action taken by an Assamite (no greater than half the sorcerer's total Mental Traits rounded down). This penalty comes in the form of trait reductions for ties and overbids and is only applicable for any action which threatens the life or position of the Sorcerer (Storyteller's Discretion). This ritual takes one hour to cast plus 20 minutes for each additional participant – these effects last 1 month.

**Sanguine Assistant** [TT: CG, pg. 111]

For the MET Conversion, see the OWbN Tremere Arcane Compendium (pg.38)

**Seeing with the Skies Eyes** [BM: SoT, pg. 126]

In addition to the requirements described in the ritual (an accurate image of the target or an object once owned by them), the Sorcerer must also have a sympathetic link from the target. Once this ritual is successfully cast, the Sorcerer will learn the target's precise, current location, no matter where, on Earth, the target is.

**Shaft of the Belated Quiescence** [TT: CG, pg. 112]

For the MET Conversion, see the OWbN Tremere Arcane Compendium (pg.45-46)

**Sire Impotent, the** [Sins of the Blood, pg. 102]

This ritual may only be used against a Kindred who is a descendant of the Sorcerer, or against a Kindred whose fang or tongue is in the possession of the Sorcerer. In addition to the normal ritual challenge, the Sorcerer makes a Mental challenge against their intended target. If the sorcerer succeeds in the challenge, the subject is unable to sire childer for one year and a night, or until the Final Death of the Sorcerer, whichever comes first. Any potential childer drained of blood will simply die if the Kindred attempts to Embrace them. Whether the ritual succeeds or

fails, the fang or tongue is destroyed in the process.

**Splinter Servant** [TT: CG, pg. 113]

For the MET Conversion, see the OWbN Tremere Arcane Compendium (pg.46)

**Tamimah** [BS: tTC, pg. 49]

The caster must diablerize the victim as part of this ritual. When the diablerie is complete, the caster gains all of the negative effects of diablerie, but no benefits. If the ritual challenge is successful, the Ashipu creates a talisman with one non-Thaumaturgical discipline level (which must not be above first Intermediate) that the caster names, which he or she believed the victim to have possessed. If the caster names a power that the victim did not possess, the ritual fails.

An Ashipu may only have one Tamimah talisman at a time, and the talisman's power ceases to function after an amount of time equal to one month per Permanent Willpower Trait the caster has, at the time of casting. A Talisman may be used or given to someone else, who may use the discipline just as if they had it themselves. The talisman will only work for one character per scene.

Once an individual creates or utilizes a Timimah, he or she gains the Clan Flaw of whatever Clan was diablerized to create the Talisman for the duration of that Tamimah's existence (except the Tremere, who gain a third eye). The caster retains all of the negative effects of diablerie for as long as the Tamimah exists, as does anyone who utilizes the Timimah.

**Touch the Earth** [BM: SoT, pg. 124]

The caster ritualistically cuts the throat of an animal in accordance with the ritual description. For the rest of the night, or until the caster ends the ritual, the caster may speak to the target and may hear his responses, regardless of distance (though only the Sorcerer may initiate this contact). Also, the Sorcerer may activate any Sorcery power or cast any ritual on the target which he otherwise could only use on himself. The caster must still spend appropriately and activate each power or ritual as normal, but the target gains the benefits, once active. One final benefit of this ritual is that the Sorcerer may send to the recipient any object that is of a small enough size to fit in the palm of his hand.

This ritual may only be used on Assamites of higher-generation than the caster, and the Sorcerer and recipient must be present for the initial casting of the ritual. As such, it is suggested, though not required, that Storytellers only allow use of this ritual when both caster and recipient of the ritual are signed into the same game.

**Turn Back the Skies (NPC Only)** [BS: tTC, pg. 50]

The Ashipu may not alter history, just observe it. Otherwise use as printed.

**Warding Baptism** [BS: tTC, pg. 47]

This power requires no MET conversion, use as printed.

**Warding vs. X Creature** [TT: CG, pg. 114]

For the MET Conversion, see the OWbN Tremere Arcane Compendium (pg. 47)

**Warding Circle vs. X Creature** [TT: CG, pg. 111]

The Sorcerer requires 3 Blood Traits worth of material from a creature of the same type as the Ward (Vampiric Vitae, Lupine Blood, Sea Salt for Spirits, Ground Marble from a tombstone for Ghosts, Holy Water for Demons, Cold-Iron Filings for Fae, etc). The ward starts at a base of a 10' radius (20' diameter), and the caster may spend 1 Mental Trait and 1 Blood Trait to increase the radius by an additional 10'. Wards may also be laid inside of each other, but must be at least 20' smaller in diameter than the one they are inside of, regardless of the type of Ward.

Any creature as the same type as the Ward who approaches the circle will feel the power of the circle and, in order to cross, must win a Static test against the Mental Traits of the caster, bidding her current number of Willpower traits (no traits are risked by either side). If she fails she takes 3 lethal damage, and is denied entry. If she wins the challenge she may cross, but still takes the three lethal damage. Attempts to leave the circle are not blocked.

For additional MET Conversion details, see the OWbN Tremere Arcane Compendium (pg.47)

#### **Words of Undoing** [Intermediate] [OWbN Dur-An-Ki Packet]

This ritual allows the Assamite to commit suicide if necessary to avoid capture (and to prevent closet teachers for Sorcery, Quietus, and Assamite lore 5). System: The sorcerer may cast this ritual upon himself or another. He does so by soaking the recipient's weapon in a mixture of their own blood, the venom of a scorpion, and ashes of nightshade. The sorcerer then uses the weapon to trace the symbol of death over the recipient's heart. Once cast the recipient of this ritual may at any time immediately destroy himself, this is not considered diablerie and he does not become a wraith. So long as the recipient of the ritual is conscious and willing, (no coercion of any kind) he may activate this effect. Once cast this ritual is active until used.

*\*This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting. This ritual may be included in your game only with Storyteller and Assamite Coordinator permission.*

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## **COMBINATION DISCIPLINES**

#### **Mystic Sight** (DA: PGtLC, p.163) [Auspex 2, Dur-An-Ki Sorcery 2] Cost: 3xp

This power functions exactly like Thaumaturgical Sight from Clanbook: Tremere (Revised), pg.47. Those with Dur-An-Ki may purchase this version.

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## SOURCES

The following sources were used to compile this document:

- BM: SoT - Blood Magic: Secrets of Thaumaturgy [WW2106]
- BS: tTC - Blood Sacrifice: the Thaumaturgy Companion [WW2423]
- Caine's Chosen: The Black Hand [WW2428]
- CB: Assamite (Revised) - Clanbook: Assamite (Revised) [WW2359]
- CB: Tremere (Revised) - Clanbook: Tremere (Revised) [WW2357]
- DA: LS3 - Dark Ages: Libellus Sanguinus 3 (Wolves at the Door) [WW2823]
- DA: PGtLC - Player's Guide to the Low Clans [WW20006]
- DA: RoH - Dark Ages: Road of Heaven [WW20032]
- DA: VoN - Dark Ages: Veil of Night [WW2832]
- MET: CG - Mind's Eye Theater: Camarilla Guide [WW5017]
- MET: LotN:R - Mind's Eye Theater: Laws of the Night: Revised [WW5013]
- MET: LotN - Mind's Eye Theater: Laws of the Night [WW5005]
- MET: LoE - Mind's Eye Theater: Laws of Elysium [WW5012]
- MET: SG - Mind's Eye Theater: Sabbat Guide [WW5018]
- MET: StG - Mind's Eye Theater: Storytellers Guide [WW5021]
- Sins of the Blood [WW2421]
- TT: CG - Table-top Camarilla Guide [?]

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