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## **Magic in the Movement**

As with all things in the Anarch Movement, there is no real standard process involved with learning magic. There exists no Anarch College of Sorcery; there is no way that such a place could ever exist. Those individuals who specialize in Anarch magic are extremely protective of their Occult knowledge and do not regularly teach it. Those members of the Movement who want to learn such things must actively seek those experts out, often at great personal risk. Once an expert has been found, the budding occultist must then convince that person that, not only is she worthy to learn from the teacher, but also that she is not a spy coming to bring ruin.

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

Listed below are the general concepts of each of the schools, how each magic works for them, how an Anarch can attempt to join one of the schools, and an explanation as to why a group may approach a prospective member.

General comments about the rules/notes are listed below.

- Anyone learning Anarch Magic **should** be an Anarch. Within the Movement, magic is rare - extremely rare. A non-Anarch character has a better chance of discovering and learning the most uncommon of combo powers before she would ever achieve even a basic comprehension of magic. Anarch Magicians are **first and foremost** devoted to the Cause and **then** to the magic. Convincing such a person to betray both should be next to impossible.
- Established Magicians are paranoid and careful, often working through false fronts and intermediaries whenever possible. Before they take on a new apprentice, they will triple check the backgrounds of that individual and subject them to overwhelming scrutiny. It is likely that a tutor will initially subject her apprentice to a magical contract, and may even extract points of blood or other sympathetic components before granting the first lesson.
- A character **must** meet all of the requirements listed prior to being able to learn any magic.
- All Paths are learned at Out of Clan Costs. As in 4, 4, 7, 7, 10 respectively.

- Each of the Schools has multiple paths available to them, and each path is Categorized in a Rarity system of 1 to 3. In the following sections, Rarities will be described. In all cases, a character has to find a teacher, which should be the most challenging factor.
- Rituals available to Anarch Magicians are listed below the descriptions of the schools along with notes their Rarity Levels.



## **The Four Schools**

Within the Movement, the Anarch magicians have divided themselves into four groups or schools: Old Skool, New Age, Punk, and Hacktivist. This section gives a basic guide to would-be members of these schools including requirements that the character must meet before joining the school, the process of learning about or joining the faction, and the paths available to members of that group.

Please note that the paths that are listed beneath each school are the only paths available to that particular school. Each group of magical practitioners is unique, and the magic that they practice reflects this.

We have placed a 1-3 Rarity system (R1, R2, R3) for all Paths and Rituals. Once a Character has been approved for Anarch Sorcery it is important that the rarity system below is adhered to.

Rarity 1 - Storyteller Discretion

Rarity 2 - Anarch Coord Approval Required

Rarity 3 - Anarch Coord and Other Appropriate Coord Required

## **The Old Skool**

Blood magic was being practiced long before the creation of the Anarch Movement. There are members of the Movement who have been taught by individuals older than the Movement itself regarding how such things are accomplished. For the Old Skoolers, magic is all about belief in some higher power. What that higher power *is* will often vary from one Skooler to another. However, Old Skoolers may pass down a system of beliefs between master and apprentice or even form small covens of like minded practitioners and their followers. For them, the magic is an extension of those beliefs. Paganism, Wicca, Shamanism, Vodunism: **all** Old Skoolers actively practice some form of religion. This religion is a constant source of guidance, direction, and instruction which molds their nightly way of life.

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

### **Requirements:**

1. An Old Skooler must have an Occult and a Theology ability of at least three (3).



2. The player must actively and visibly roleplay in one manner or another a belief system. Please note that this is not to be confused with a morality path, although the character may follow an appropriate path if the game allows. Regardless of the path, the player must maintain a *Morality* level of three (3) **at all times** for the character. If at any point the character falls below a *Morality* of three, none of her Old Skool magic will work until she repents and manages to regain her *Morality* of three (3).
3. Characters are strongly encouraged to purchase an appropriate **Merit: Code of Honor** for their religion and its precepts.

### **Joining or learning:**

1. If the character practices a belief system that has another already established Old Skooler, then she must request approval from the Anarch Coord to begin the learning process.
2. If the character is not part of an established belief system, the player must find someone to learn from in order to become an Old Skooler. Obviously, this will require time and effort on the player's part. If a character comes into play with a system of religious beliefs, she should define those beliefs at that time. It is not unheard of for a character to convert; however, this should be handled with in-play scenes and roleplaying. Religious conversion can be a source of interesting character growth and development that should be facilitated with the assistance of a player's ST staff with input from the Anarch Coordinator's office. After her character's conversion, the player must request approval from the Anarch Coord before she can start learning.

### **Old Skool Paths:**

- Weather Control (R1)
- Green Path (R1)
- Spirit Manipulation (R1)
- Elemental Mastery (R1)
- Path of Mars (R2)
- Path of the Evil Eye (R2)
- Vodoun Necromancy \* (R3)

\* Vodoun Necromancy is listed as one of the paths available. It is however, not considered a specific path, rather it is two. Per this packet, Vodoun Necromancy consists of The Bone Path and Sepulchre Path. The approvals for this path shall be jointly between the Giovanni Coord and the Anarch Coord.

## **New Age Blood Magic**

The Age of Aquarius began in the midst of the political turmoil of the 60's and 70's. The conflict in Korea gave way to the drawn out war in Vietnam. Civil Rights activists clashed with the white establishment in America while antiapartheid proponents fought in South Africa. Cold War tensions reached elevated levels with the Cuban Missile Crisis. All the while, the Baby Boomer generation was growing up and fast losing their innocence. The Peace Movement tried desperately to bring these conflicts to an end.

Many participants of the Peace Movement actively sought out different ways to enlighten themselves. They believed in other worlds and greater possibilities, and they were not afraid to step outside the accepted norms in order to touch those things. They were looking for a fresh system of thinking, unexplored paths of understanding, or simply a new method of being.

This type of self-enlightenment is the core of New Age Blood Magic. To a New Ager, it is clear that to understand yourself is to understand the universe. Opening your spirit to the whole of creation is to access unknown, undiscovered powers and abilities that mere mortals (or even other immortals) could not dream of understanding or controlling. A New Ager could be a follower of metaphysics; she could nightly cleanse her soul with purity crystals; she may even follow belief in The Fourth Way, The Vedanta Way, or many other ideals of self-actualization.

### **Requirements:**

1. A New Ager must have an Occult ability of four (4), Meditation of three (3) and another self-actualization ability of at least three (3) (some suggested abilities include: Astrology, Psychoanalysis, Metaphysics, ST approved appropriate Lore, etc.)
2. Due to the intense and continuous introspection that the character places herself under, she must maintain a high *Conscience/Conviction*. With that, the player must retain a *Conscience/Conviction* level of three (3) at all times for the character. If at any time she falls below a *Conscience/Conviction* of three (3) , none of her New Age magic will work until she roleplays appropriately to earn her *Conscience/Conviction* back to at least three (3).

### **Joining or learning:**

Despite the fact that the Old Skoolers practice ancient religions and the New Agers follow a more modern line of thought, the close similarities between the two groups are readily apparent. Due to this, they have the same set of rules for joining a school or learning their magics.



1. If the character already has already attained a personal level of self-actualization with a known New Ager, she must request approval from the Anarch Coord to start the learning process.
2. If a character has not achieved a sense of personal enlightenment, she should roleplay the process of self-discovery. It is suggested that the character learn from someone who may secretly be a New Ager or merely just an expert in such things, i.e. seeking out a guru of a certain field (mortal or otherwise), taking courses in metaphysics, etc. Then, after the character has achieved a point of personal epiphany wherein she accepts the idea that there is **more** out there, a player must find someone to learn from in order to fully become a New Ager. That requires time and effort on the player's part. Finally, she must be approved by the Anarch Coord in order to start learning.

### **New Age Paths:**

- Path of Blood (R1)
- Lure of the Flames (R1)
- Movement of the Mind (R1)
- Green Path (R1)
- Path of Corruption (R2)
- Path of the Focused Mind (R2)
- Path of Praapti\* (R3)

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

## **Punk Sorcery**

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

Punks are trying to determine if there are new ways of thinking or being, but they often try a more direct route of discovery and mind-alteration. Because of this, each Punk performs her magic differently from every other member of her school. This process takes various shapes: psychotropic drugs, tantric rites, extreme fasting, and daylight casting are just some of the methods used by Punks.

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

### **Requirements:**

1. A budding Punk Sorcerer must have an Occult Ability of three (3) and a specialization in at least two appropriate Abilities of three (3). Some examples could be Science (Pharmacology, Chemistry), Lore (Tantric Magic, Masochism), Naturalist (Psychotropic Plants), etc.
2. The practitioner must have seen or be introduced to another Punk Sorcerer to understand that there are extreme possibilities that she could expand her powers to. She could have heard or read of such things and then sought out a Punk Sorcerer on her own. In either case, time and effort are required on the character's part.

### **Joining or learning:**

Becoming a Punk sorcerer is at once the easiest and the hardest road of the Anarch schools. While the presumed lack of discipline and ritual may appear uncomplicated to outsiders, practiced Punks understand that the chaos which they court is far more difficult to harness. The need to be constantly new, changing, and fluidity is contrary to the very nature of the vampire, which tend to be immutable creatures of habit. An initiate must show a willingness to do more than just "buck the system" – she must understand the divine exists in turmoil. To a Punk, entropy is truly ecstasy.

1. It is easy to take LSD and see the world askew, but that does not mean that a character immediately recognizes how to successfully practice magic.
2. A Punk Sorcerer must be under some form of mind alteration or duress for her magic to work. This could be as mild as being slightly drunk or in a trance from the blaring music of a favorite club. Alternately, it could be as harsh as the character having only a few traits of vitae in her system so that she is virtually on the edge of a hunger frenzy, or being wounded to some extent by an enemy or self-inflicted harm. This is something that should be worked out with her ST or the ST adjudicating the scene at the time of casting.

Essentially, the character must be under some degree of *negative affect* for her Punk magic to work. Some examples are one or two temporary negative traits, a temporary derangement, being wounded to some degree (although this will only work if the character has no Fortitude), etc. Additionally, it is suggested that the same type of duress is not used regularly.

- a. A suggestion to an ST of a budding or existing Punk Sorcerer is that the character take the *Compulsion* or *Curiosity* flaw.

Also, becoming a Punk Sorcerer requires Anarch Coord Permission.

### **Punk Sorcery Paths:**

- Path of Blood (R1)
- Lure of Flames (R1)
- Hands of Destruction (R1)
- Path of Transmutation (R1)
- Path of Mars (R2)
- Path of the Evil Eye (R2)
- Vodoun Necromancy \* (R3)

\* Vodoun Necromancy is listed as one of the paths available. It is however, not considered a specific path, rather it is two. Per this packet, Vodoun Necromancy consists of The Bone Path and Sepulchre Path. The approvals for this path shall be made jointly between the Giovanni Coord and the Anarch Coord.

## **Hacktivist Thaumaturgy**

The most recent addition to Anarch blood magic has come from a truly unexpected source, Clan Tremere itself. A small and secret coterie of Tremere Apprentices (the self-named ‘Digital Draculas’) based out of multiple chantries across the world, defected to the L.A. Free State. No one knows exactly where they currently live in the Free State, but they are there. Amazingly, for reasons known only to the members of the coterie and leaders in Clan Tremere, they have not been hunted down for their treason. What has been rumored about the defection is that the members of the Digital Draculas could no longer stand the staunch restrictionist attitude of their elders, including an almost total unwillingness to acknowledge the advantages of embracing the modern world along with the technology therein.

### **Requirements:**

1. A future Hactivist must have an Occult of three (3), Computers of four (4), as well as another *Ability* that is related to Modernism or Technology. Some examples include Science (Telecommunications), Academics (Computer Science), or Hacking, of three (3).
2. Integral to a Hactivist's magic working is the basic concept of 'Magic is Technology and Technology is Magic,' This means that during the casting of **any Hactivism** blood magic (Path or Ritual), some sort of technology must be present/used. At a minimum the character should have on her a smartphone/tablet. If nothing of a modern technological nature is present, then the Hactivist should not be able to cast Hactivism.

### **Joining or learning:**

While their existence is known by the Movement (at least anyone with an Anarch Lore of four), learning Hactivism is a completely different story. The Digital Draculas and their acolytes are a (rightfully) paranoid bunch, which is to be expected considering the circumstances by which they joined the Anarchs. Moreover, the very newness of their magic makes them a smaller group. Old Skool sorcerers can trace their roots back to the creation of the Movement and beyond; technological sorcery has been practiced for less than half a century.

1. A member of the Hactivists will approach the possible candidate, not the reverse. The player may contact the Anarch Coord and mention that she is interested in having her character joining the Hactivists. At that point, the Anarch Coord in conjunction with the Tremere Coord, will begin working with the player's ST team in order to start the process of initiating the character.
2. A binding agreement must be agreed upon between the player and the Anarch Coord outlining that the character cannot teach or reveal anything that she has learned to anyone outside of the Hactivists. A uniquely unbreakable Dominate will be placed in the character's mind preventing such knowledge from being passed on. This BA never expires and exists as long as the character exists in any form in OWbN.
  - a. To clarify, Hactivism is taught solely by NPCs which are under the full and complete control of the offices of the Anarch Coord and the Tremere Coord. The Coordinators may approve an ST staff to use such NPCs, but those NPCs remain property of the Coordinators' offices and will never belong to any one game.

### **Hactivism Thaumaturgy Paths:**

- Path of Technomancy (R1)
- Movement of the Mind (R1)
- Path of Blood (R1)
- Path of Conjuring (R1)
- Path of Spirit Manipulation\*(R2)
- Path of the Focused Mind\*(R2)

- Path of Curses\* (R2)

\* Please note that in the book, Thaumaturgical Countermagic and Path of Levinbolt are listed as paths available to the Hactivist school. In OWbN, Countermagic has been restricted to the Astor Secret Society, and Levinbolt is heavily restricted as well. This is a concept that this packet fully supports. Additionally, only six paths were listed in the book for this School. The Paths of Spirit Manipulation, Focused Mind and Curses have been added to replace the removed Paths and bring the School up to a 'standard' of seven like the other schools.

## Rituals

Below is a list of General rituals available to Anarch magicians. General Rituals which are shared among the 4 schools are Rarity 1 (ST approval). Rituals not listed here, which are also specific to one particular Wave of Anarch Sorcery, any Custom Rituals and any from the non Classic MET Books (including Wave-specific Rituals) are Rarity 2 (Anarch Coordinator approval). Rituals that are being ‘hacked’ by the Anarch Sorcerer from a different paradigm of blood Magic (Temere Hermetics, Setite Sorcery, etc...) are Rarity 3. Rarity 3 conversions require the approval of both the Anarch Coordinator and the Coordinator who oversees the targeted ritual. Additionally the conversion is a unique concept to **that one** Sorcerer. She can teach it to another Sorcerer of course, but it will again require the approval of both Coordinators.

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

Basic Rituals	Intermediate Rituals
Banish Big Brother Blood Rush Blood Walk Brand of the Paramour Burning Blade Calling the Restless Spirit Communicate with Kindred Sire Counting Coup Craft Bloodstone Defense of Sacred Haven Detect Authority Detect the Hidden Observer Deflection of Wooden Doom Donning Mask of Shadows Devil's Touch Encrypt Missive Engaging the Vessel of Transference Flatline Framing, The Illuminate the Trail of Prey Impassable Trail Impressive Visage Incantation of the Shepherd Iron Body Jinx Principle Focus of Vitae Infusion Purity of the Flesh Rebirth of Mortal Vanity The Scribe Sense the Mystical Steps of the Terrified Wake with Evening's Freshness Ward vs. Ghouls Warding Circle vs. Ghouls	Bladed Hands Bone of Lies Cleansing of the Flesh The Curse Belated Eyes of the Past Hell's Calling Incorporeal Passage Infirm Inert Major Creation (Path of Conjuring) Return the Heart Scry Shafts of Belated Quiescence Splinter Servant Ward vs. Fae Ward vs. Kindred Ward vs. Lupine Ward vs. Vitae Warding Circle vs. Lupines  <div style="text-align: center;"><b>Advanced Rituals</b></div> Severed Hand Enchant Talisman Ward vs. Demons Warding Circle vs. Demons Warding Circle vs. Fae Ward vs. Ghosts Warding Circle vs. Ghosts Warding Circle vs. Kindred Ward vs. Spirit Warding Circle vs. Spirits

## **Other Rituals**

As described in the preface, each of the four Schools does things differently. Because of this, an Old Skooler cannot sit down one night with a Punk Sorcerer and exchange ritual knowledge. Even if a general trust factor is ignored, the differences are significant. All rituals are of the Specific style of Blood Magic – rituals from other styles cannot be learned easily.

However, there are a few ways that a ritual can be learned.

1. Magicians from the same School can exchange or teach each other. This should be considered a standard learning process, just as if a Tremere were teaching a fellow Tremere, or a Koldun is teaching another Koldun. School Specific Rituals are considered Common to the school.
2. Magicians from different Schools can also exchange or teach other Anarch Sorcerers their rituals, but it takes longer (explained below) and it Increases the Rarity to R2.
3. Magicians can learn from non-Anarch Blood Magicians, but it takes the same amount of time as learning from the member of a different School. However, magic wielders are notoriously private with their knowledge and this does not take into account the sizable risk posed to the teacher and most probably the student. Specific Rituals, that appear in solely one paradigm (Rite of Introduction, Milk of Set, as examples) cannot be converted to Anarch Blood Magic Rituals without the approval of the Controlling Coordinator and the Anarch Coord (Rarity 3). Then once learned by an Anarch Sorcerer the ritual does not become part of ‘official’ Anarch Sorcery, the ritual is still ‘owned’ by the original Paradigm and approval from that Controlling Coordinator’s office would still have to be sought if the student is then attempting to teach the ritual on.

Here is a suggested scenario for the exchange of rituals between two different Schools of magic:

Roxy, a young Punk arcanist has come across Leif, an Old Skooler with a vast wealth of ritual knowledge. Through various interactions and time spent together, the two strike up a friendship and slowly begin to trust each other. One night in the middle of combat, she sees Leif throw a few red beads in his mouth and look immediately refreshed. Upon asking him about the beads, he begrudgingly tells her that they are Principle Focus beads, which he has constructed through a ritual. He agrees to show her how the ritual is performed and the two meet together so that he can teach her.



Leif learned that to perform the ritual Principle Focus of Vitae Infusion, he has to allow a smooth white stone to sit in a silver basin filled with three points of his vitae for three nights. However, silver basins and sitting around for three nights is rather ridiculous in Roxy's view of magic. It takes her a whole month, but eventually she finds that she can replicate the Beads using a chip of granite sitting in a coffee can filled with three points of blood while she plays death metal in the room where the rock is soaking. She has now learned the ritual Principle Focus of Vitae Infusion and should be approved to purchase it.

We highly recommend that the teaching of rituals between individuals of opposing schools should be a source of roleplay and character growth. The role play and reasoning behind such exchanges will be scrutinized heavily by those involved in the approval process.

## **Process**

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

1. The Anarch must first witness the ritual being cast, see the end result or item created, and, through a Static Occult or appropriate Lore-based Mental test against twice the level of the ritual, acknowledge that she understands that it is a Blood magic ritual.
2. She must then repeatedly watch the ritual being cast from beginning to end at least once a week for four weeks.
3. She must then recreate the ritual in her School of Anarch Sorcery. This should take a decent amount of time and one month per level of ritual is a good place to start.
  - a. At least once a month the player must succeed in a Static Mental test against twice the level of ritual (retesting with occult). If she fails, that month is a loss and she must try again the following month.

## **Paths**

All paths Listed have MET rules published except The Evil Eye and Praapti, which we've copied directly from the Dur-An-Ki OWBN Sorcery Packet and the Ravnos Genre Packet, respectively, to keep rules consistent.

### **The Evil Eye**

All uses of this power require line of sight. Multiple applications of one level do not stack against the same target, although 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*, only the Storyteller determines the exact nature of the loss.

Characters that are learned 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 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.

## The Path of Praapti

The original Publication of this path is in Blood Sacrifice: The Thaumaturgy Companion page 64. As it requires no MET conversion save that it uses Mental Challenges as detailed for Sadhana, please use it as published. The difficulty of the Mental Challenge matches the distance travelled, with the difficulty increasing as higher levels are necessary (5 traits for the Basic levels, 7 traits for the Intermediate, and 9 traits for the Advanced). Teleportation to a destination the magician has never seen or been to before is problematic; If attempting, a simple test is made upon successful casting. A win indicates the character ended up where intended, a tie indicates a small variation but close to target, and a loss indicates a catastrophic failure to be determined by the ST.

## **Anarch Curses**

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

These Curses are bought as Rituals with Anarch Coord Approval, but do not require Anarch sorcery to possess.

Every Curse requires the caster to have Line of Sight and the victim be able to hear the Curse. Use of Telepathy or other such tactics to communicate are allowed, the key factor is the victim must be informed they are being cursed (unless otherwise noted in the Curse). These Curses require permission from the Anarch Coordinator to learn and do not require that the Character already have any other form of Blood Magic to do so. The printed curses can be found starting on pg. 78 of the Anarch Cookbook. Each Curse can be cast as normal or as a Death Curse. Death Curses are explained below.

### **Death Wrath (Intermediate Curse)**

The caster channels his hatred at a target in the form of his loosed Beast. If successful, the target's self-control plummets, making her more susceptible to frenzies.

System: Spend a willpower and one to five Mental traits. Each Mental Trait spent forces the target to make a series of Static Mental Challenges versus the casters current Mental Traits. Each test that the victim fails indicates one level of self-control that the victim temporarily loses (to a minimum of one). You must declare all Mental Traits that you expend at once; once you have successfully activated this power, you cannot invoke it again on the same subject until the curse is revoked. This curse lasts for a single night.

If used successfully on a vampire on a path of Instinct rather than Self-Control, the targeted vampire immediately falls into frenzy.

Cost: 4XP

### **Mark of the Beast (Advanced Curse)**

This is an ancient ritual, one of the oldest magical rituals known to Blood Magic, lost to all but one ancient vampire who now identifies with the Anarch Movement, and will teach only to the most devout of Anarchs. This curse affects the visage of the target, similar to the combination

discipline 'Aspect of the Beast', but with a more permanent effect. It causes the target to gain the same flaw as the Nosferatu--because of this, Nosferatu are immune to this ritual.

System: The caster invokes his will (spends a willpower trait) against the targets Social traits. If successful, the target gains three Repugnant social traits, with no attendant freebie experience points. The curse can only be lifted in two manners. One is the by the willing revocation of the caster (must be done by the caster's free will--not via Domination or other power of the Blood or gross intimidation). The other is if the target earns the merit True Love from another. Should the victim manage to convince truly and honestly another to fall in love with them, the curse abates. The only other way this curse is suspended is with the passing of a year and a day. The effects of this curse cannot be 'stacked' on a single individual.

Cost: 6 XP

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

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

System: Whoever invokes this curse makes a mental challenge against his or her target, and similar to Death Wrath, expends a minimum of two, to a maximum of five Mental Traits. The caster tests against the initial target for each Mental spent. If any one of the tests is successful, then the curse sets in on the initial target. The remaining Mentals not spent on the first target lays down a 'lesser' curse against the childer of the target, until all the spent Mentals are used up. The result of this curse is the initial target receives the flaw: Curse (5pts), the particulars of which are up to the target's Storyteller. Each affected target afterwards garners a progressively lesser curse (4pt, 3pt. etc.). The target(s) do NOT get freebie experience points for this. This Curse lasts a Year and a Day.

### **Death Curses**

Each of these Curses carry a more 'potent' version, the "Death Curse". This is generally done when there is no other option, when the Anarch has been pinned down, and their unlife is forfeit anyway. If the curse is invoked as a death curse, the caster can pour his life force into it, "spitting out his last breath," in hatred of the target. For this, the Anarch spends multiple **permanent** Willpower points to fuel the spell; each point allows the curser to 'win on ties' with each test thrown for the Curse. He can spend as much Willpower as he wishes, but it must be done in one turn. Should the Anarch somehow survive this ordeal, they may buy the Willpower points back as usual.

**OWBN Specific Curses-** In an effort to flesh out the line of Curses as an actual basic to advanced progression, several custom Curses have been created not only by the Coord team, but by Players as well, that the Anarch Coord has approved. As such, all custom Anarch Curses must be approved by the Anarch Coord.