

Section 7

OWbN Player's Guide to Necromancy

March, 2009

Notes:

- 1) Necromancy in this packet is intended to be the official Giovanni Necromancy for OWbN players as a whole. This is for a few reasons not the least of which are: to provide a more codified listing of Necromancy, to give Players of Necromancers a collected source of the available powers of Necromancy to better understand and track this often misunderstood, quoted and generally disliked discipline. The available Necromancy is strongly encouraged by the Coords office to be kept to that which appears in this packet as well as the revisions and translations to existing Necromancy that also appears within. This is intended to be official OWbN source for Necromancy. The rarity regulations outlined within are an enforceable genre standard within OWbN.
- 2) This packet replaces section 7 (Necromancy) of the old OWbN blood magic packet.
- 3) OWbN Rituals & Paths: **All player made paths and rituals have been removed from this packet. It will be up to the ST staff and players to monitor the use and teachings of homemade paths/rituals within their chronicle. A Storyteller Necromancy Reference Guide will be made available upon request so that the staff can use it to reference any incoming player made necromancy and decide if they will allow it within their chronicle.** All player made paths/rituals must still be registered with the Giovanni Coordinator's office so that we can add them to the ST Reference Necromancy Packet. Only the originator of the player created ritual/path may teach the power to others. A learned player made power cannot be taught by the student to others who wish to learn.
- 4) Learning Necromancy for those with Necromancy In-Clan comes about easily. It is part of the blood, and inherent to necromantic ally inclined vampires who may learn and teach any necromancy in their paradigm. Individual paths and rituals of necromancy do require some instruction. No clan currently with Necromancy as an In-Clan discipline practices Voudoun Necromancy. For those with Necromancy Out-of-Clan, every level of necromancy must be taught separately, by a Vampire with Necromancy In-Clan. They learn the style of Necromancy that their teacher knows (Voudoun, Western, etc.).
- 5) This is to be considered all available Necromancy to ALL characters that study Western Necromancy. If a player has anything listed on his sheet that does not appear in this packet **or the ST Reference Guide**, the STs should remove those Paths/Rituals and refund their XP **or check to see if that player was taught a homemade path/ritual from another player with the acceptance of that chronicles ST staff as well.** There are old characters out there with a lot of disciplines. Remember that if those paths are not listed here, they CANNOT teach those paths to anyone else as its foreign to them and not part of the normal necromantic training they would receive from their higher ups.

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Necromancy Basics

What follows is something of the basic idea behind some of the necromantic paradigms and styles as well as why they are so different from one another. This can also give players some idea of the flavor of the Necromancy they perform so as to add an element of the spice to the normal Larping experience. It's always more interesting when a player can describe what he's doing rather than what power he's using. This is a guideline of how some of the necromantic paradigms and styles differ from one and another.

Western Necromancy

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

Voudoun Necromancy

Voudoun Necromancy calls on the religions, myth, and superstitions of Caribbean culture; this is the magic of voodoo and the hougans. Voudoun Necromancy holds a unique seat as being a gift and a curse that no clan can teach. Voudoun Necromancy is taught by The Baron to the everlasting regret of its practitioners. Those who constantly bother those who practice this necromancy and by learning it the practitioner has entered into an unbreakable pact with The Baron. He can show up and take over the practitioners body whenever he pleases but almost always instead shows up outside of the practitioners body, as conversations with the possessed by the possessing are a little one sided. The Baron ridicules, bothers and puts down everything the Necromancer was sure about until they doubt every friend, every assurance, and themselves.

Pisanob Necromancy

The Pisanob family revels in their twisted and almost unholy command over death. If only they knew the depth of Pisanob practices, most Giovanni would be aghast at the brutal and perverted methods employed. It is practically unheard of for anyone not of Pisanob blood to learn their specific necromantic practices; they are steeped in South American tradition and religious practices most western Kindred care little about. The feeling is mutual, as most Pisanob in turn wouldn't debase their persons in the teaching.

Ghiberti Necromancy

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

Quick Reference

- 1.) All Necromancy is bought for in clan costs by those with Necromancy in clan.
- 2.) Voudoun Necromancy can never be taught to those who study Western Necromancy.
- 3.) Voudoun Necromancy is different from all other Necromancy, as it is learned directly from the Baron. You can't have any other Necromancy and Voudoun.
- 4.) Voudoun Necromancy is the only type of Necromancy with such a significant difference as to be unlearnable in anyway by those with other Necromancies.

Rarity Listings

This is the master list of all Necromancy for OWbN. Here is a list of Terminology to help you find each Path/Power.

BM –	Blood Magic
BS –	Blood Sacrifice
CB:G -	Clanbook Giovanni (Revised)
LotN -	Laws of the Night
SG -	Laws of the Night Sabbat Guide
HC -	Players Guide to the High Clans
PM -	Player Made/Coord Made
LE-	Laws of Elysium

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

Necromancy Rituals

Ritual Name	Page #	Level	Rarity
Call of the Hungry Dead	LotN P.157	Basic	Common
Casting of Bones	HC P.197	Basic	Rare
Circle of Cerberus	BM	Basic	Uncommon
Eldritch Beacon	HC P.197	Basic	Rare
Eyes of Despondent Revelation	HC P. 198	Basic	Rare
Eyes of the Grave	LotN P.157	Basic	Common
Hand of Glory	CB:G P.74	Basic	Common
Howl from Beyond	HC P.198	Basic	Rare
Hungry Mold	HC P.198	Basic	Rare
Kiss of Ages	HC P.198	Basic	Rare
Knell of Doom	HC P.198	Basic	Rare
Minestradi Morte	CB:G P.74	Basic	Common
Occhio D' Uomo Morte	CB:G P.75	Basic	Common
Part the Veil	BS P.85	Basic	Common
Rape of Persephone	BM	Basic	Uncommon
Ritual of Pochtli (Pisanob)	CB:G P.44	Basic	Uncommon

Ritual of the Smoking Mirror (Pisanob)	CB:G P.71	Basic	Uncommon
Skull of Warning	HC P.199	Basic	Rare
Spirit Beacon	LotN P.157	Basic	Common
Unearth the Hidden Corpse	HC P.199	Basic	Uncommon
Bastone Diabolico	CB:G P.76	Int.	Common
Cadaver's Touch	LotN P.157	Int.	Common
Call on the Shadow's Graces	LotN P.157	Int.	Common
Divine Sign (Pisanob)	CB: G P.72	Int.	Uncommon
Drink of Lethe's Waters	BM	Int.	Uncommon
Drink of Styx's Waters	BM	Int.	Uncommon
Eyes of the Dead	BS P.85	Int.	Uncommon
Fettered Minion	HC P.199	Int.	Rare
Graveyard Mists	HC P.200	Int.	Rare
Implacable Vigor	HC P.200	Int.	Rare
Malediction of Fetid Veins	HC P.200	Int.	Rare
Mark of Despair	HC P.200	Int.	Rare
Peek Past the Shroud	HC P.201	Int.	Rare
Resurrection of Stirred Blood	HC P.201	Int.	Rare
Ritual of the Unearthed Fetter	LotN P.158	Int.	Common
Ritual of Xipe Totec (Pisanob)	CB:G P.72	Int.	Uncommon
Tempesta Scudo	CB:G P.76	Int.	Common
Veil that Bars Eternity	HC P.201	Int.	Rare
Chair of Hades	BM	Adv.	Uncommon
Chill of Oblivion	SG P.119	Adv.	Rare
Draught of Dust and Ashes	HC P.201	Adv.	Rare
Esilio	CB:G P.76	Adv.	Uncommon
Garb of Hades	BS P.85	Adv.	Uncommon
Grasp the Ghostly	LotN P.158	Adv.	Common
Judgment of Rhadamanthus	BM	Adv.	Common
Ritual of Teyolia (Pisanob)	CB:G P.73	Adv.	Uncommon
Sanctuary of Living Death	HC P.201	Adv.	Rare

Necromancy Paths

Path	Page #	Family	Rarity
Sepulchre Path	LotN P. 152	All	Common
Ash Path	LotN P.153	All	Common
Bone Path	LotN P.155	All	Uncommon
Cenotaph Path	CB:G	Ghiberti Only	Uncommon
Nigrimancy	HC P.	Giovanni Only	Rare
Path of Haunting	HC P.	All	Uncommon

NOTE: Mortuus, Mortis and Vitreous Necromancy paths are available to player characters with Giovanni and Sabbat Coord approval if character passes ¾ vote through council. Any NPC's must get approval by the Giovanni Coordinator that will have any such paths before entering game play. All Rare Paths must get Coord approval before purchasing. Please make sure your ST sends us an approval request as well.

Rarity System:

We have broken down all the Rituals and Paths as to how rare each one is. Again this works somewhat like the Tremere structure on how they deal out the magic. We encourage and basically rely on all STs to monitor what your Giovanni players are buying for their character. If you are unsure of something, please refer to this packet. **For any registered homemade paths/rituals please refer to the Storyteller Necromancy Reference Guide for definition of powers and creation rules.** The Coord staff cannot be everywhere all the time. For this to work it's up to both the STs and Coord office to monitor any misunderstanding or, dare we say, cheating by the players for trying to pull a fast one over us. This packet has been designed for the Players and STs alike. If further questions come up, please contact the Necromancy Subcoord for they will have final say on what's available and what's not.

Common Rarity

Anything listed as Common is available to all Family to learn. The local Necromancer is in charge of teaching these to the local Family or obtaining the teachings from someone who possesses that specific knowledge. All Sub Families have access to these as well.

Uncommon Rarity

These magic's are considered for the more learned Necromancer. It takes the permission/teaching through or from an Arch Necromancer **and notification to the Black Magus** to obtain any of these specific Paths/Rituals. No player can just buy these magic's without permission from the other higher ranking family members/players. Doing so would be considered a Genre Breach. Some of the magic's are for specific Families. These Family members will ask and learn from one of their high ranking family members specifically unless the Arch Necromancer of the area is of the same Family. The Uncommon rarity is to add more RP in obtaining higher teachings in Necromancy.

Rare Rarity

These magic's are of an older and more powerful nature. Only the most respected of Family members can obtain these or if a special situation arises and the Family member is in dire need of a specific magic will they be considered to be taught. The player will need both the Arch Necromancer's permission and the Necromancy Subcoord's permission. STs will be notified of what the player has asked for or is being taught. Some of the Rare magic's can be unbalancing and both player and STs should decide if they want it in their game before the player spends time on trying to receive the magic's.

Again, All Rare Necromancy Needs ST Approval Before You Can Approach the nearest Arch Necromancer and Necromancy Sub Coord. It Is All Up To The STs To

Monitor And Allow Any Player Made Necromancy Into Their Chronicle.

Some rituals are available to specific Families. Only these rituals are taught to that specific Family. If taught to a different Family other than their own, that Family can learn the ritual, but cannot teach it as they only understand the basics of that ritual to be able to use it only. If it's a Rare Ritual, please go through the steps of asking the STs Permission then having them notify the Necromancy Subcoord.

Common Rituals:

Bastone Diabolico (Int)
Cadaver's Touch (Int)
Call of the Hungry Dead (Basic)
Call on the Shadows Grace (Int)
Eyes of the Grave (Basic)
Grasp the Ghostly (Adv)
Hand of Glory (Basic)
Minestradi Morte (Basic)
Occhio D' Uomo Morto (Basic)
Ritual of the Unearthed Fetter (Int)
Releasing the Curse of Knowledge (Int)
Spirit Beacon (Basic)
Tempesta Scudo (Int)

Uncommon Rituals:

Chair of Hades (Adv)	
Circle of Cerberus (Basic)	
Divine Sign (Int)	Pisanob Specific Ritual
Drink of Lethe's Waters (Int)	
Drink of Styx's Waters (Int)	
Esilio (Adv)	
Eyes of the Dead (Int)	
Garb of Hades (Adv)	
Judgment of Rhadamanthus (Basic)	
Part the Veil (Basic)	
Rape of Persephone (Basic)	
Ritual of Pochtli (Basic)	Pisanob Specific Ritual
Ritual of Teyolia (Adv)	Pisanob Specific Ritual
Ritual of the Smoking Mirror (Basic)	Pisanob Specific Ritual
Ritual of Xipe Totec (Int)	Pisanob Specific Ritual
Unearth the Hidden Corpse (Basic)	

Rare Rituals:

Casting of Bones (Basic)
Chill of Oblivion (Adv)

Eldritch Beacon (Basic)
Eyes of Despondent Revelation (Basic)
Fettered Minion (Int)
Graveyard Mists (Int)
Howl from Beyond (Basic)
Hungry Mold (Basic)
Implacable Vigor (Int)
Kiss of Ages (Basic)
Knell of Doom (Basic)
Malediction of Fetid Veins (Int)
Mark of Despair (Int)
Peek Past the Shroud (Int)
Resurrection of Stirred Blood (Int)
Sanctuary of Living Death (Adv)
Skull of Warning (Basic)
Veil that Bars Eternity (Int)
Draught of Dust and Ashes (Adv)

Path Descriptions:

Nigrimancy

(HC 193-196)

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

Basic Path of Nigrimancy

Witness of Death

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

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

Summon Soul

This power is similar to the Sepulcher level 2 power. This power requires the wraiths name or a piece of its corpse, if both are possessed the dif to summon the wraith is down one. Summon Soul cost a blood trait and requires a social challenge dif 7 or the wraith's willpower whichever is higher. If successful the wraith vanishes from its present location and appears in a vortex of shadow before the caster. The wraith is visible as with witness of death and remains for the scene. However, it is under no compulsion to answer any questions or obey commands, the vampire may employ bribery, threats or simple eloquence to obtain information or favors. Once summoned a wraith may not deliberately move out of sight of the vampire, though it can take any other actions including direct attack. A temporary willpower can dismiss the ghost early; otherwise shadows engulf the ghost once more and return it to its original location at the end of the scene.

Intermediate Path of Nigrimancy

Compel the Shade

This power requires a single blood expenditure but otherwise functions as standard Sepulcher 3 Compel.

Fetter the Dead

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

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

Ghosts placed within a reasonably intact cadaver may attempt to animate their prison for a time. This requires a point of willpower and a mental test dif 7 to speak or 9 to animate the body. Upon success the ghost may expend a number of mental traits to be animate at the appropriate level for one night per mental trait expended. Once this period ends or the ghost's term of imprisonment runs out, the corpse falls silent and still. The

statistics for bodies reanimated in this fashion are left to Sts to decide, based on the power of the ghost and how badly the corpse has decayed. By default such beings have mental traits, social traits minus 3, willpower and abilities of the inhabiting ghost. It is possible to use Fetter the Dead to place a spirit within a corpse and then compel it to rise and serve as walking dead through Compel the Shade, though bodies inhabited by ghosts cannot rise under the influence of the Cadaverous Animation or Bone Paths.

Advanced Path of Nigrimancy

Usurer's Scales

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

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

Path of Haunting

(HC 196-197)

Originally developed as an outgrowth of Nigrimancy, the Path of Haunting concerns itself less with the dead than the power the dead and death hold over the living. The Giovanni were this path's foremost practitioners, but it is more viewed as an esoteric an outdated path by modern Giovanni who don't hear the whispers of the more informed of the clan.

Basic Path of Haunting

Morbid Fascination

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

The vampire speaks to the target while his player spends one blood trait and makes a social challenge against the target. The target is affected for the rest of the night

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

Summon Wisp

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

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

Intermediate Path of Haunting

Harrowing

This power extends the terror inflicted by Morbid Fascination and suppresses it wholly in the victim's subconscious. When she next sleeps, her dreams turn to nightmarish visions of her own death.

The vampire makes eye contact with the victim, while spending one blood trait and making a social challenge with the target. If successful the victim feels a slight sense of unease. When she next sleeps, she suffers horrible nightmares about her own demise. Even though she cannot fully remember the content of her visions after she wakes, the

emotional trauma prevents her from regaining willpower. In addition, her twisted déjà vu and unnatural paranoia give her the Nightmares and Eerie Presence Flaws for the day and night.

Phantasms

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

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

Advanced Path of Haunting

Torment

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

The vampire focuses all his bestial anger on the target. The player spends one blood trait and makes a social challenge dif 8. If successful the victim feels a sudden chill. Any ghosts affecting the target with any powers are up a number of traits equal to the number of social traits the vampire expends after the social challenge to a max of 3. Malicious ghosts flock to the target as though drawn by the scent of blood and eagerly inflict every horror at their disposal. The trait bonus decreases by one per day until it reaches 0 at which point all specters lose interest. Multiple applications of this power do not stack to increase duration or intensity. The statistics of specters are left to the ST's cunning but the experience should terrify the character utterly and may result in a derangement or worse. If the caster fails the original test make two simple tests if all of these result in failure the caster gains the Haunted flaw attracting the most vile and hateful of ghosts.

Ritual Descriptions:

Basic

Casting of Bones

(HC* pg. 197)

By throwing dice carved from the knucklebones of executed criminals, a vampire may attempt to divine and positively influence his fate. **System:** The player rolls one

Ten-sided die to resemble the “Bones”. If the result is 6 or greater, the next challenge for the character is made at +1 Trait. If the result is 5 or less, subtract one from their Trait total for the character’s next challenge. Every time this ritual is cast in a given night, reduce the resulting number of the die by one. No matter what, a 10 always yields good luck.

Eyes of Despondent Revelation

(HC* pg. 198)

The vampire covers his eyes in a gesture of lament and chants in a soft whisper. If the ritual succeeds, the vampire withdraws his hands and opens his eyes to the spite of entropy. All things appear overlaid with the touch of decay, and aged well past their present forms ... all mortals appear gaunt and ill, while vampires assume the radiant flush of their health. The most important truth revealed by this sight, however, is that of ending fate. A mortal destined to die soon appears overlaid with black stains suggestive of her demise. A murder victim shows tarry wounds, while a plague sufferer manifests spectral sores and so forth. It is impossible to know exactly when someone fated for death will perish. Generally, the stains darken as death approaches, but a truly violent demise may yield deceptively dark stains long before the end. Ultimately, the vampire knows only that death will triumph soon, and perhaps hints as to the manner of that triumph. The information is not nearly enough to prevent that end, assuming fate can be altered at all.

The game effects of this ritual, if any, are left to Storytellers to devise. This ritual is largely a matter of increased sensory information, which the Storyteller should take into account when narrating details noticed by the vampire. The second sight granted by this ritual lasts until the vampire next sinks into slumber.

Howl from Beyond

(HC* pg. 198)

With 10 minutes and a bit of blood, hair or bone burnt in a candle, a vampire who knows this ritual may afflict the charred body part’s owner with the power to hear the cries and moans of the netherworld. The victim is assaulted with a welter of confusing voices and mournful howls, for the remainder of the scene or the next hour any mortal victim with a Willpower rating less than 4 finds the experience truly maddening, may gain a derangement selected by the Storyteller.

Hungry Mold

(HC* pg. 198)

The vampire scraps mold from a tombstone or grave and boils it in an iron kettle with vitae and raw animal fat. Two cups of mold, one vitae per cup to be prepared, and one pound of fat per cup to be prepared are necessary. For every ritual challenge, one cup of available mixture turns a sickly gray-green and thickens to a quivering gel. Any leftover ingredients must be strained away before the ritual can continue. Up to three cups can be prepared in one casting. Finally, the vampire drips a single drop of his blood into the gel to awaken it. From this point on, the mold becomes a deadly flesh-eating fungus. It greedily devours living and unliving flesh on contact, leaving patches of naked bone where a growing colony abscesses and ravages all soft tissue. Even the caster is not immune, requiring his utmost caution in handling the mold. Typically, Grave robbers

decant the mold into metal vials or other portable containers for use as weapons. Each batch of mold lasts one full month, after which it loses all magic. Anyone splashed with the mold suffers Aggravated damage equal to the total cups that made contact with the flesh. This damage continues each turn, reduced by one cup until the magic is spent. A maximum of three cups can hit a naked target at any given time and skin needs to be exposed for this to work (max can be lowered at ST discretion). Each level of damage is a separate source.

Kiss of Ages

(HC*pg. 198)

This clever adaptation of Grave's decay disposes of leftover bodies even as a vampire feeds. A vampire enchanted with Kiss of Ages may drink a mortal dry and then release its body as it crumbles to ash. This ritual serves chiefly to aid in feeding. Unfortunately, the properties of the ritual make it nearly impossible to administer the Embrace without the aid of some tool or assistant to perform exsanguinations.

The vampire mixes a handful of ashes or dust from a human corpse with a point of her own vitae and drinks the potion. If the ritual is successful the vampire's bite is imbued with entropy until the next full moon. Should he bite an intact corpse, this withering energy flows into the body and rots it to dust over three turns. Such decay mirrors the effects of Destroy the Husk. The vampire delivers this magic once per mental trait expended after the casting and may not withhold the effect to save it for a later occasion. Upon the full moon, all remaining "charges" dissipate.

Knell of Doom

(HC* pg. 198)

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

Part the Veil

(BS* pg 85)

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

Skull of Warning

(HC* pg. 199)

The vampire takes an intact human skull and cleans it thoroughly, painting its eye sockets and teeth with her own vitae. She then impales the skull on an iron spike and

places it near the entrance of her haven. If the ritual succeeds, the skull stands silent perpetual vigil. Should any being other than the caster or undead minions belonging to the caster enter the room, the skull's jaw drops and it lets out an unearthly howl of rage and pain. This sound awakens even a vampire sleeping during the day, although she must then struggle to stay awake normally. An enchanted skull continues shrieking until the intruder dies or leaves, or a number of minutes per Mental Traits the caster burned in the casting. A single skull can serve as the focus of this ritual any number of times. This ritual acts as though it has Auspex level 1 when testing against Obfuscate.

Unearth the Hidden Corpse

(HC* pg. 199)

After tying a human finger bone to a blood-soaked leather thong, a vampire who knows this ritual may speak the name of a deceased individual. If the ritual succeeds, the bone becomes as a lodestone, pointing infallibly to the spot where the greatest quantity of the target's physical remains lie. If no such place exists, such as in the case of someone who was cremated and her ashes scattered, the bone simply twirls in place aimlessly. As many Nigrimancy powers function more effectively if a vampire has part of the ghost's corpse in addition to her name, this ritual sees frequent use among the Giovanni. This ritual functions exactly as described above. Losing the challenge shatters the bone.

Intermediate

Eyes of the Dead

(BS* pg 85)

This ritual works as in Blood Sacrifice except that the duration is one night.

Fettered Minion

(HC* pg. 199)

By mingling his blood with ashes from a destroyed *Athanatos*, a vampire with this ritual may imbue a loyal ghoul with necrotic power. The ghoul must be sworn to the caster through a full blood oath for this ritual to function. **System:** The vampire creates a potion of vitae and ashes and feeds it to the ghoul. On a tie, the blood nourishes the ghoul as normal vitae but otherwise has no effect. A failed test renders the mixture highly toxic, inflicting one level of unsoakable aggravated damage per blood point of potion swallowed. A successful mental challenge vs. 12 Mental Traits transmutes the vitae into something more potent than Cainite blood. The vampire may transmute as many blood points of the potion as the number of mental traits spent into the ritual. While a ghoul retains any of the vitae tainted in this manner, she suffers the effects of the Visage of Death Flaw (Genre Packet Revised June 2008) but must spend an extra physical trait when trying to soak for damage. If the ghoul spends or loses vitae, she loses tainted points first. Should the ghoul perish with tainted vitae in her veins, her corpse immediately rises as an *Athanatos*. (**Dark Ages: Vampire** p. 312). The blood oath still binds the corpse, causing the monster to obey its creator to the best of its abilities and limited intelligence. Every evening, the corpse loses one of its tainted blood points. When

it depletes its pool, it loses all animation (though it may be subsequently reanimated) through standard Necromancy powers.

Graveyard Mists

(HC* pg. 200)

The vampire chants a paean to the dead and bites his tongue, spitting one Blood Trait upon the earth. If the ritual succeeds, wisps of luminous fog rise from the spot where the blood fell and spread through the surrounding area. Within minutes of successful casting, the unnatural mists blanket the earth and coils above in tattered streamers, filling a radius of one yard per Mental Trait spent. Each minute that passes reduces this area by one yard. Apart from its usual obscuring qualities, the fog also reveals any ghosts as translucent phantasms to all onlookers. The dead may whisper softly at a cost of one Willpower Trait per minute of conversation, though they vanish and fall silent again if they step beyond the fog.

Implacable Vigor

(HC* pg. 200)

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

Malediction of Fetid Veins

(HC* pg. 200)

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

Mark of Despair

(HC* pg. 200)

The vampire mixes equal parts of blood from a vampire and an innocent mortal (Humanity 5...this is very, very rare). The vitae need not come from the caster, nor must the innocent perish in yielding blood. For especially large projects, multiple "donors" may be needed. After gathering the blood and steeping it in herbs and unguents used to prepare bodies for burial, the Cainite anoints her forehead and eyes with the crimson salve. She then daubs droplets in a scattered ring around the periphery of the warded area.

If the ritual succeeds, everything within the circle resonates with wrathful taint of Caine's Curse and the undying hunger of the Beast. Any ghost/Wraith that approaches a barrier created with this ritual feels a sense of inherent wrongness that intensifies the closer it gets. Upon crossing the threshold, the ghost feels overwhelmed with soul-searing anguish that drains one Willpower Trait each turn until it leaves. A ghost reduced to one Willpower Trait flees in tears and cannot even attempt to enter such a ward until it completely refills its Willpower. No limit exists on the maximum area a vampire may ward with this ritual, provided he has enough salve prepared for the task. Such wards remain potent for one week or one month for a temporary Willpower Trait and this duration can be extended to a year at the cost of one permanent Willpower Trait.

Resurrection of Stirred Blood

(HC* pg. 201)

This ritual may be used in one of two ways, to aid in rising from voluntary torpor or to pull another Cainite from her own torpor. To rise from the sleep of ages, the vampire takes vitae and laboriously paints herself with glyphs. If the ritual succeeds, the vampire specifies the duration and immediately sinks into torpor. Once this time passes, the player spends one Willpower Trait and makes a Willpower Challenge against the character's Morality Trait. This challenge replaces the usual awakening test. If successful, the vampire rises to full consciousness. A lose means the vampire remains in torpor but may try again until she succeeds or runs out of Willpower. Willpower lost to failed attempts returns at the rate of one Trait each decade of rest. Pulling another Cainite from torpor requires the same painting of glyphs on the target's body. The vampire lays fingers over the eyes of the slumbering Cainite and concentrates. Her player spends one Blood Trait and Willpower Trait and makes a Willpower Challenge against the character's Morality Trait. Success means the vampire's eyes snap open and the arisen vampire must immediately check for Frenzy at a dif of 5 traits. Failure means the vampire remains torpid and the future difficulty to use the ritual increases by one (this doesn't max out).

Veil That Bars Eternity

(HC* pg. 201)

By chanting and soaking a fine burial shroud in her own vitae, a Cainite may enchant the cloth with a measure of her own immortality. This cloth can then be placed over a corpse to suspend decomposition. Rumors persist of powerful Giovanni with huge underground caverns filled to bursting with human corpses, all carefully preserved against a time when the Grave robber will need to retreat from the world for hundreds of years. The player spends 3 Blood Traits in addition to making the Ritual Challenge. If the ritual succeeds, the shroud retains a faint red hue long after the blood dries up and flakes away. Placed over a corpse, the shroud suspends all decay. The body remains indefinitely frozen in time as surely as a vampire. Once the shroud is removed, time affects the cadaver normally and the shroud loses its magic. This ritual is often used to keep a well-stocked larder of food and fresh material for experimentation.

Advanced

Draught of Dust and Ashes

(HC* pg. 201)

Removing all clothing, the vampire kneels in a place hallowed for the dead. Such a place may be an elaborate mausoleum or an unearthened pauper's grave, but the location must have been intentionally built or excavated to house human remains and then used for that purpose. The vampire meditates for an hour, attuning herself to the realm of the dead as she draws on its unhallowed power. If the ritual succeeds, the vampire's player makes 1 to 5 Courage tests (difficulty 4). Each win yields one Trait of Willpower that may take the character above her normal maximum. These Willpower Traits may also be used in place of blood to power Disciplines with such requirements, but the Willpower may not replace blood for any other task. Any Willpower gained from this ritual in excess of the vampire's normal rating fades at sunrise. Once this ritual drains the negative energies of a tomb (Storyteller determines how much negative energies are in the area), that location yields no Willpower for a number of nights equal to the points taken from it. After this recovery duration passes, the vampire may return for more power. A given location typically holds between one and five traits similar to a caern or node.

Garb of Hades

(BS* pg 85)

This ritual works as in Blood Sacrifice but lasts one night, if at any point it is discontinued it may not be cast on the same body again.

Sanctuary of Living Death

(HC* pg. 201)

Rather than animating individual corpses, Giovanni who know this ritual may enchant an area so that the dead may move and serve on command. Unfortunately, as the enchantment rests in the place rather than the cadavers, the walking dead cannot leave its boundaries without reverting to true lifelessness. To cast this ritual, the caster gathers the teeth of dead murderers and sows them like seeds at the border of the sanctuary. The total area defined by this "fence" can be any size, though each tooth may be no more than one foot from those adjoining it. Once this process is complete, the vampire retraces his steps, dripping his own blood to "water" the planted teeth. Each Blood Trait covers a strip five yards long, so a vampire might need to feed several times before completing the circuit. After the border is set, the vampire stands at the center and recites the litany that awakens the power of the sown teeth. A corpse that steps beyond the sanctuary loses animation and another rises within the borders to take its place. This also occurs in the event that a risen corpse is destroyed. The sanctuary will continue raising corpses to keep the maximum number available until it runs out of corpses or raises a cumulative total equal to the number of teeth sown. The maximum number at a given time and the number of original walking dead equals the number of mental traits the caster burned before the casting. Only after the last tooth loses enchantment may the entire lot be reset with blood and a new casting. All bodies animated by the land have the statistics of Shambling Hordes/Raise the Corpse to Service (see pg. 156 of Laws of the Night Revised or pg. 178 of Faith and Fire), but may attack to the best of their feeble abilities. Their chief strength lies in numbers and their ability to quickly replace those numbers. If the ritual fails the corpses, raised by the land, single out the caster for destruction.

Credits

Besides the number of players that submitted ideas and material for use in this packet. The people that are responsible for what you may or may not have read, meaning: dozens of revisions, organization, rarity systems, balancing, writing, fixing/modifying far, far too many rituals and paths and searching through every possible white-wolf source at least five times for every last spot of Necromancy are:

Michael Gilson
Katie Goldrich
Daniel Perlow
Adam Carbone
Daniel L. Gill Jr.
Steven Jacobs
Scott Magness
Michael Yesenofski
Tavis Charles

I hope I have covered everyone. As always this is one of those things that are always being worked on. Let everyone enjoy the fact that it's finally here.

-Gregg McCleary

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