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This Genre Packet for One World by Night was written to lay a better foundation of which the Ravnos are as a clan and from where they came. This packet will go over a few general rules and guidelines to playing a Ravnos in OWbN. This will cover much of the Ravnos genre as it relates to the rules in OWbN, but for a more complete understanding of Ravnos and their history, please see the Revised Ravnos Clanbook and other supplemental books. Any content or information in this packet that contradicts past coordinator approvals may be grandfathered in after local storyteller approval and coordinator notification.

Week of Nightmares

The Week of Nightmares was a horrible, horrible event. It should strike fear, sadness, hatred and in the hearts of all Ravnos when reminded of this fateful week. When writing a background for a Ravnos, never forget to include a description of this week. Your story about this occurrence can be some of the best roleplay you have while playing your Ravnos. Please take note that in OWbN the Week of Nightmares happened in July 2001, not in July 1999. For additional information on what happened during the Week of Nightmares, see the Revised Ravnos Clanbook pages 34-37 and the Laws of the Night Storytellers Guide pages 77-79.

Secrets and teaching them to outsiders

The Ravnos have abilities and powers that are not available to others (with the exception of being taught to them by a Ravnos). Having these secrets gives them a leg up on those seeking their destruction. So why would any Ravnos teach others these secrets? The few Elders of the clan that have survived the Week of Nightmares are watching those that are teaching these secrets and are becoming more and more jealous of all non-Ravnos that are taught the Clan's special powers. The number of Ravnos has greatly diminished since the Week of Nightmares and if the clan has nothing more to offer the Kindred population as a whole, we will have our secrets used against us, and destroyed by those that seek our destruction.

The Treatment

The treatment holds less weight then it once held. Once, even the thought of the Ravnos uniting as a clan and reeking havoc on a city was enough to cause the opinions of a Prince to sway. With the depletion of numbers and the fright of being around a group of other Ravnos (thanks to the Week of Nightmares), the Treatment has become less of an option and more of an empty threat. Can the clan unite enough in these dark nights, gather strength and prove that they are still a force in Kindred society that should not be pushed around? Only time can tell...

Clan Prestige & Organization

Currently, the Ravnos are not unified or numerous enough to agree on or have a system of Prestige, and even if they were they would most likely not have one. They are in agreement on one thing however, there are some that need to be either avoided or not treated as equals within the family. These individuals are Chandalas. They are low ranking Ravnos and are to be considered Caitiff. They are not allowed to Embrace and are looked down on by all Ravnos and even hunted by others. Most Chandalas are those Ravnos that follow the Path of Paradox and have been caught violating the tenants. But some have been given this moniker by teaching clan secrets to those not of true Ravnos blood.

SECTION I : The Ravnos

A Glossary of Terms

Asuratizayya (a·*zoor*·ah·tih·*zeeye*·yah) – The legendary enemy of the Ravnos Clan. Depending on your tradition, these could be the Cathayans, the European Antedeluvians, or literal infernal demons. Their name means “demons that can be counted” in reference to their inability to reproduce.

Brahman (*brah*·min) – A Bloodline named for the mortal Brahmins of India, the name is also the term used for the ultimate Hindu god & the Hindu transcendental oversoul. They were created by The Black Mother (see above) & are considered one of the original Jati. Unlike other Ravnos they have an affinity for Auspex & a Malkavian-like capability for prophecy.

Chandalas (chan·*dal*·ah) – The Jati that are second-class citizens of the Ravnos. Unlike other Ravnos Jati you become a Chandalas as an eternal punishment for either teaching Chimerstry to an outsider or (if on the Path of Paradox) for grossly violating the Path of Paradox.

Draba – A item of power, or a term for any sort of gypsy magic.; see WoD: Gypsies for further information.

Jati (*jah*·tee) – The Ravnos Clan is organized into groups based on a member's mortal extended family. These groups are called Jati (both singular & plural). The term comes from the Hindi word for caste.

Karavalanisha Vrana (ka·rah·val·an·*ish*·ah *vra*·nah) – “*Wounds of the Night's Sword*” – Easily likened to the Iliad, this is an ancient epic poem that has been handed down within the Ravnos Clan. Traditionally, an Indian neonate would learn the Clan's origin story by reading this poem.

Kshatriya (*kshat*·ree·ya) – Named for the mortal Kshatriya of India. They were created by Chandraputra (see above) & are considered one of the original Jati. Their mortal families were almost wiped out during a mortal civil war. Their job is to lead the war against the asuratizayya.

Kumpaniya (koom·pan·*eye*·yah) – A group of Roma mortals that travel together, often concealing a Ravnos or a Ravnos coterie within them. Mortals once called them Gypsies because many of them claimed allegiance to the Alexandrites (who were based in Egypt).

Mayaparisatya (meye·ah·*pair*·iz·awt·yah) – The name for the Ravnos Clan's “Eastern” or “true” Path of Paradox.

Phuri Dae (fur·ee *day*) – A lineage of the Brahman Bloodline, their name is the Romani term for an “older woman.” They left India & traveled to Europe along with a dark age immigration of the Roma.

Samadji (sah·MAHD·jee) – Literally, “heirloom”. A powerful artifact or “draba “ passed from sire to childe among the Roma Ravnos.

Shilmulo (shil·*mool*·oh) – Any vampire (be they a Ravnos, a Kindred, or a Cainite).

Sudra (*shoo·dra*) – The formal term for a ghoul that is kept by a Ravnos. Named for the mortal Sudras of India, who were responsible for doing untrained labor (unlike the other Hindu Varnas the etymology of the word Sudra is not known).

Svadharma (*svad·har·mah*) – This term falls somewhere between your nature & your destiny. Usually this is a role you're supposed to be fulfilling. In the big picture this is the single reason that fate needs you to exist. Everyone is believed to have one.

The Week of Nightmares – A roughly one-week span of time in the year 2001. During this week the Ravnos Clan's progenitor was attacked by unknown supernatural forces using several nuclear devices. While he was being attacked the entire Clan snapped awake (even from torpor), lost control of their Chimerstry, and suffered Chimerstry-created illusions of the combat. Everyone that knew Elder-level Chimerstry or better at the time is believed to have been destroyed by their own uncontrollable illusions.

Vaisya (*vays·ee·ah*) – Named for the mortal Vaisyas of India, the name means “to live.” They are considered one of the original Jati. They are charged with protecting the Masquerade & influence over mortal society.

Rroma Families

Kalderash - The Kalderash have taken to the lands in the far east, traveling where most of their kind fear because of the Kuei-jin., specifically Japan and China. The family itself is fairly wealthy and prides itself on their amassed riches of samadji and trinkets from lands of the east. Being so far from the rest of the families has made them strange and distant to the rest of the Rroma, seldom do they attend Patshiv. **Coordinator Approval**

Lupines - The Lupine Gypsy family has close ties and dealings with the Garou and keep far from Kindred whenever possible. No Ravnos is Embraced from the Lupine Gypsy bloodline without severe repercussions. **No PC or NPC Ravnos may be from Lupine Gypsy Blood.**

Phuri Dae - The fortune-tellers and spiritualists of the Gypsies, the Phuri Dae are exceptional seers. They closely guard all the stories of the Gypsies told for many generations. These gifted tricksters replace Fortitude with Auspex as one of their starting in clan disciplines. **Coordinator Approval**

Ravnos - Most Rroma Ravnos come from this family. The Gypsy mortal family of Ravnos houses the most Kindred Gypsy Ravnos. Unlike most other Kindred, the Ravnos from the Ravnos Gypsy lineage keep track of their mortal families and stay in touch with them over their unlife. **Coordinator Approval**

Tsurara / Wuzho - This Gypsy line is a small, tight knit bunch of Vampire hunters. They embrace from all of the Gypsy families, forming their own family called Wuzho. The Wuzho are the self proclaimed protectors of the Ravnos. They are solely determined to end the existence of all Vampires. **Coordinator Approval**

Urmen - The Urmen have relationships with the faeries, or Changelings. They will chase them and follow them for years just to study their ways. Some Urmen are even said to possess the blood of the Fae. They are a small family that is currently located solely in Russia and Greece. The Urmen must learn Chimerstry as far as possible before learning any other discipline; they may not expend experience points on any other discipline until this pinnacle has been reached.

Coordinator Approval

Indian Jati

Jati is the Hindi word for caste. From the Indian Ravnos, these bloodlines were just as important as their mortal lineage. Since the Week of Nightmares however, the bloodlines have become less important, survival becoming more important on their list of things to worry about.

Brahman - The Brahmins are the keepers of the secrets of “Ways of Mayaparisatya” and have the gift of sight. They are spiritual advisors, philosophers and serve as advisors to the other castes. The Brahman work very closely with the Kshatriyas to divine the locations of their enemies. Brahman Ravnos replace Fortitude with Auspex as one of their starting in clan Disciplines and traditionally follow the Path of Paradox. **Coordinator approval**

Kshatriyas — Kshatriyas are the Indian Ravnos' traditional warriors. They are more militaristic in their nature and are the first line of defense against the asuratizayya. During the Week of Nightmares, many of the Kshatriyas fell, but they have been rebuilding their numbers in recent years. Most Indian Ravnos fall into this category. **Coordinator Approval**

Vaisyas - The Vaisyas are Embraced from the merchant class and are best suited for dealing with the mortal populace. They usually have many contacts and influence with mortal society even before their Embrace and maintain them afterward. Their typical and more troublesome role is, handling masquerade issues after the Kshatriya's “Military maneuvers “, for which they have become adept in dealing with. **Coordinator Approval**

Chandalas - Chandalas are the lowest ranking caste and it's members are forbidden to Embrace, so they don't spread their impure blood and ideals. Caitiff are considered to be Chandalas also, as well as any member of a clan outside the Ravnos who comes to India. Sometimes Ravnos caught breaking the tenets of Paradox are demoted to this caste, though eventually given opportunities to improve their standing through duties. **Coordinator Approval**

Sudras - Sudra are not actually a true jati, rather a description of those who serve, Ghouls and Mortal retainers. Ravnos never embrace from this group, if the individual was meant to be worthy of the embrace it would have happened rather than becoming a servant. Unfortunately they also tend to be a Ravnos scapegoat, getting left behind to take the blame for others deeds.

Ravnos *Antitribu*

The Ravnos of the Sabbat function much the same as their independent brethren, typically keeping to a nomadic lifestyle with few restrictions on their freedom. The majority of the Antitribu are Gaje, or foreign. Very few Rom or Indian Ravnos joined with the Sabbat during its formative years, so those ethnic groups have far less of a presence in the Sword. After the Week of Nightmares, however, a greater amount of Indian and Rom Ravnos are seeking protection and safety within the auspices of the Sabbat. These recent converts, in many cases, still keep in contact with their independent counterparts.

Ravnos Rarity

Type	Description	Rarity	Approval Needed
Ravnos Antitribu (Post-Won)	Sabbat Ravnos	Common	Storyteller Approval
Ravnos Antitribu (Pre-Won)	Sabbat Ravnos	Coordinator Approval	Coordinator Approval
Ravnos (Pre WoN)	Regular Non Sabbat Ravnos	Coordinator Approval	Ravnos Coordinator Approval
American Ravnos (Post WoN)	American embraced non family related Independent Post WoN Ravnos of 11 th Generation or higher	Council Notify	Storyteller Approval/Council Notify
Changing sects from Independent to Camarilla/Anarch/Sabbat	Any Ravnos changing/joining the Anarchs/Camarilla/Sabbat	Coordinator Approval	Ravnos Coordinator Approval
PhuriDae/Brahman/Rakt a-Sadhus	Ravnos Bloodlines	Coordinator Approval	Ravnos Coordinator Approval
Danava	Indian Ventrue	Coordinator Approval	Ravnos and Ventrue Coordinator Approval
NPC Elder Ravnos of 8th generation or older	These NPC's must be approved for the chronicle prior to use as there are very few Ravnos Elders alive after the Week of Nightmares.	Coordinator Approval	Ravnos Coordinator Approval
Learning out of clan Advanced Chimerstry by an NPC Elder	Any non-Ravnos wanting to learn Advanced Chimerstry from an NPC of 8th generation or lower	Coordinator Approval	Ravnos Coordinator Approval
Sadhu	The Minor Sabbat Faction of path of Paradox followers and Sadhanna users. Primarily Ravnos Antitribu, though not exclusively	Coordinator Approval	Ravnos Coordinator Approval
NPCs with Sadhana	NPCs possessing Sadhana	Coordinator Approval	Ravnos Coordinator Approval (Unless an NPC Daitya which remains Setite Coordinator Approval)

SECTION II : Ways of Enlightenment

The Path of Mayaparisatya (Eastern)

Followers of this path believe that all vampires are locked out of the Great Cycle, or Samsara, and this path allows them the opportunity to find enlightenment within the one single truth to this world; It's all a lie, an Illusion. Within paradox, one finds definition. Though locked out of the cycle of birth and death, vampires on this path view themselves as agents of fate and destiny, their actions a reflection of their svadharma which they must find or interpret themselves. Once they determine their purpose, it is up to them to fulfill it no matter the consequences. Practitioners who advance in this path do so themselves, since each individual has to choose their own way, but must start studying it from a suitable teacher. This path teaches Conviction and Self Control, for more information see Chaining the Beast and Laws of the Night.

Path of Mayaparisata O

Sins- Embracing needlessly or out of personal desire, and being blood bound to someone. Explanations- You have a duty to embrace only the best, Everyone has something to offer, but you only take the best and the brightest. You also cannot function to your full potential when your will is twisted around the whims of another.

Don't let it happen - our unlives depend on secrets, It's all too easy to spill those secrets if someone owns your will.

Path of Mayaparisata O O

Sins- Allowing cainite or asuratizayya affairs to precede one's svadharma, and failure to aid another's svadharma. Explanations- The Camarilla and Sabbat both have problems of their own, never let them come between you and your goals. If someone else is behaving improperly, you have to help them out, but not at the expense of your own personal honor and needs.

Path of Mayaparisata O O O

Sins- Killing a mortal for reasons other than survival, and failing to destroy another vampire who repeatedly refuses to acknowledge his swadharma. Explanations- You're a vampire, you're better than some mindless serial killer. Yeah, if it's the difference between some mortal dying and you getting caught out in a cell with a sunrise view, kill the mortal, otherwise leave others to live and breed (Unless it's their destiny to die). Other vampires that are repeated screw-ups and laugh it off with no attempt to learn from the things that they do are not only fair game, but it's your moral duty to get them gone.

Path of Mayaparisata O O O O

Sins- Killing a mortal for simple sustenance, and destroying another Ravnos. Explanations- Everyone has their destiny. We can feed without killing and you know it, so don't do it. When they die, their destiny is cut short and then you will be personally responsible for ending it. You shouldn't kill your brother or sister either. That doesn't mean that you can't box them indefinitely or ship them off to the Elders so he can inform them what they're doing wrong. Go with the rule of three on this, if you have to remind yourself on three different nights not to kill him/her then ship them off. If they come back, then maybe they can get it right with the next spin of the wheel.

Path of Mayaparisata O O O O O

Sins- Embracing outside the jati, and embracing a woman.

Explanations- If the gods wanted him to be a Ravnos, they damn well would have made him Rom, or for those of Indian decent, they'd have made him a child of India. Gaje Ravnos are a pale imitation to the Rom/Indian Ravnos and you

won't embrace anything but the best. Traditionally those that were sacrificed to the gods were males as well, who are you to argue with that kind of logic?

If someone is able to learn, it is your duty to show them the correct way. After all, look at how much enrichment you've gained in your life due to this. As for the Elders, the other clan's Elders are very powerful indeed. Your clan is more deserving of that power however, take it and make it work for you instead.

The Path of Paradox (Western)

The Path of Paradox is derived from the Path of Mayaparisata, but is a more selfish adaptation that the Western Ravnos twisted for their own needs and vices. Many of the Ravnos Gypsy families took this view of paradox with them as they traveled west, granting them a legitimate reason for disliking other Cainites and helping distance them more from Cainite society. Since the week of Nightmares and the return of the “true” path, very few Ravnos follow its tenants. The Western Path of Paradox, Like Mayaparisatya, teaches Conviction and Self-Control.

Paradox O

Sins- Accepting a Blood Bond, and allowing others to know too much about you.

Our unives depend on secrets. You don't want people knowing all about where you're from and what your mortal sister's kids do for a living. It's all too easy to spill those secrets if someone owns your will.

Paradox OO

Sins- Failing to attempt to erode a Cainite power structure, and failing to get items or knowledge that will increase personal power or if it can't be taken, failing to destroy it.

This one is self explanatory.

Paradox OOO

Sins- Getting caught indulging your sin, and failing to indulge the urge to sin

Both mortal and Cainite society frown upon many of the things that make up our activities however, they can't do anything about what they don't see. Similarly, if you kill them, they didn't see anything. Don't push away your sin in order to keep them from finding out, that would be to deny who you are, and any dime-store shrink will tell you that's unhealthy.

Paradox OOOO

Sins- Failing to gratify desires for knowledge, power, items, people.

Failing to attempt to undermine mortal society

Paradox OOOOO

Sins- Refusing to turn a promising candidate to Paradox, and avoiding destruction of another vampire that is not on this path.

If someone is able to learn, it is your duty to show them the correct way. After all, look at how much enrichment you've gained in your life due to this. As for the Elders, the other clan's Elders are very powerful indeed. Your clan is more deserving of that power however, take it and make it work for you instead.

Hinduism and the Path of Mayaparisata - The Path of Mayaparisata has adopted many Hindu principles over the years, but is not a reflection of Hindu culture or concepts. Many tenets and teachings may be attractive to a vampire who was a Hindu in life, but many lessons are also monstrous and wicked, intended to show the student the ultimate lie. Hindus might say that their Dharma is one of peace and compassion, while followers of Mayaparisata may urge it's followers to indulge in their inhumanity and to slay others of their kind depending on their svadharma. Kindred who practice Hinduism typically fall into three categories; Krishnati, Dakini and Brahmanists. For more information on Hinduism please refer to State of Grace.

Section III : Lore

Ravnos Lore

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*You know that the primary Ravnos Disciplines are Animalism, Chimerstry, and Fortitude. Chimerstry is unique to their Clan and is used to create illusions.

*You know that Ravnos are traditionally prone to thievery and vice, to the point where such actions have become innately compulsive and are not to be trusted.

* You know that the Ravnos do not ally themselves as a whole with any sect in Vampire society. They are wanderers, much like the Gangrel.

*You are familiar with the Karavalanisha Vrana (Wounds of the Night's Sword), an ancient Indian epic regarding the history of the Ravnos Clan.

*You know that the Clan's Antediluvian is either: A) according to Noddist traditions, a man named Dracian; B) according to Karavalanisha Vrana, a creature known as Zapathasura, who was charged by the gods with hunting down a race of demonic entities; or C) according to some folklore, a Rroma named Ravnos.

*You know that the Clan has strong ties with India and with the Rroma (Gypsies) and that several lines of Ravnos were entirely Rroma descended.

*You know that many Indian Ravnos follow the Path of Paradox, a Path of Enlightenment which espouses loyalty to one's jati, or caste, and fulfillment of *Svadharma*, or purpose.

*You know that during 2001, a disaster known as the Week of Nightmares struck the entire Clan, causing the Ravnos to frenzy and devour each other, except for a bunch of survivors. You know that many claim it was sparked by the rising of the Ravnos Antediluvian.

*You know if you shut the Ravnos out of a city, they will return in greater numbers and trash it.

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*You have heard that in Noddist mythology, Dracian was Embraced by Irad, a member of the Second Generation, when he was caught stealing from his home. After the fall of the Second City, it is said that Caine cursed him with a insatiable need to sin.

*You have heard that in the Karavalanisha Vrana, Zapathasura was a dead man wronged by great demonic beings known as the asuratizayya. You heard about the Gods granting Zapathasura immortality and power for him to pursue them to the ends of the Earth.

*You have heard that in the Story of Ravnos, Ravnos was the son of Tshurka, a wandering Rroma who took Caine (called Kaen in the legends) into his kumpaniya as an act of kindness after they had both left Cainite society. Kaen later Embraced Ravnos after Tshurka was killed by wandering Cainites, and he in turn Embraced many of his kumpaniya.

*You know that in every legend of the Ravnos progenitor, he is said to have made an eternal enemy of Ennoia, the Gangrel Antediluvian.

*You know that the Path of Paradox focuses on attaining understanding of the Maya, the grand illusion of life. It claims that all Kindred are locked eternally outside of the cycle of life and death (*Samsara*), and hence must realign their purpose in life according to their jati and *Svadharma* (their True Purpose). You know the term Shilmulo refers to adherents of this Path.

*You know that the Rroma-descended Ravnos practiced a bastardized version of the Path of Paradox, which espoused debauchery and general mayhem, and that Indian elders have, in recent nights, made attempt to revive the old Path.

*You are familiar with the basic jati (or castes) of the Indian Shilmulo.

*You know that it was the European Rroma-descended Ravnos who were hit hardest by the Week of Nightmares, possibly because they had a tendency to travel in kumpaniya.

*You are familiar with the Medieval tradition of "The Treatment", in which mobs of Ravnos gang up on a Domain that has been unkind to them and attempt to spread chaos therein.

*You have heard of legendary Ravnos such as Durga Syn, an ancient Methuselah who has an ongoing feud with the Nosferatu Baba Yaga, and whose brood was one of the only notable European groups to survive the Week of Nightmares.

*You know that honor between Ravnos and freedom are both highly valued.

*You know of the Right to Challenge when your honor is questioned.

*You probably know a handful of Ravnos related Rom words, such as: Kumpaniya, Gaje, Phralmulo, Kris, etc.

*You know that the groups the Gypsy Ravnos travel in are led by a Baro. You know the local Baro, if there is one in your area, and suspect he may be ruled by others.

* The Ravnos created in Europe tend to be from the Rom, though many of the New World Ravnos are not.

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*You have heard that in Noddist mythology, Ennoia blamed Dracian for tempting her into slaying the Second Generation, and that they have feuded ever since.

*You have heard that, in the Karavalanisha Vrana, the Gods both blessed and cursed Zapathasura. You hear that Kali, goddess of war and bloodshed, gave him a thirst for vengeance; that Indra, the god of storms and crops, gave him the gift of fertility in order to make other men to fight for him; that Hanuman, the monkey king, gave him the power to speak to animals; that Devi, the core form of femininity, gave him power over the Maya; and that Himuvaat, god of mountains, gave him the durability of stone. You know, on the other hand, that other gods refused to bless him, saying he was an unclean and polluted thing - being dead. These were Surya, the God of the Sun; Agni, the God of fire; and Brahma, the God of Creation - who left him prone to fire and sunlight, sterile and starving.

*You have heard that in the Karavalanisha Vrana, the Asuratizayya were once known as the Siddhi, beings who were charged with tending to and protecting humanity. According to the epic, they eventually trafficked with the true demons, and were cast into their fallen state as punishment. You are aware, at this point, that these myths seem to correspond with those of the Cathayans.

*You have heard that in the Karavalanisha Vrana, Ennoia once, like Zapathasura, was charged with combating the Asuratizayya, but was cursed by the gods because she rejected them after learning the price of her power. As a result Gangrel are thought to be forever barred from fulfilling their proper destiny.

*You have heard that in the Story of Ravnos, Ennoia was the lover of Ravnos, and the daughter of Lilith, and that she betrayed Ravnos unto death in the hopes of being taken back into the Second City, from which she had been exiled. In the story, Kaen returned after Ravnos' destruction and cursed Ennoia for her treason. You have also heard mention of the figure of Laetshi, Ravnos' sister who was able to see into the future and predict Ennoia's treachery.

*You know that the cosmology of Path of Paradox is tied in some ways to the Discipline of Chimerstry, and that Shilmulo claim that the power is a way of altering the Maya, or the world.

*You are familiar with the five alleged childer of Zapathasura from which the major Ravnos Jati evolved. They are: The Black Mother, an old crone from which the Brahman Jati descends; Rakshasa, the great deceiver, who allegedly fled to Africa; Chandraputra, a great warrior from whom the Kshatriyas Jati descends; Ravana, who apparently made pacts with demons and later disappeared; and Ramessu, from which the Vaisya Jati descends.

*You know that the Brahman develop the Discipline of Auspex rather than Fortitude.

*You know that the Roma-descended Ravnos are also known as the Phuri Dae to the Indian Ravnos, and that they originally were said to have come from the Brahman Jati. Within the group however, they call themselves the Phralmulo and use the term Phuri Dae to refer to those who are able to use Auspex (unbeknownst to them, in the manner of the Brahman). The Phuri Dae also reportedly call their Indian brethren the Brahman.

*You are familiar with the Phuri Dae tradition of the Kris, in which Rroma-born Ravnos hold communal judgement over one another; and the tradition of Patshiv, in which Rroma-born Ravnos gather to celebrate.

*You are aware that the Ravnos have been credited with embracing such historical figures as Mata Hari (although this is disputed by the Assamites).

*You have heard of legendary Ravnos such as Bramaparush and Gayal, two great Ravnos elders credited with the foundation of the Path of Paradox and for siring several of the largest broods of the Clan in Sri Lanka and South Asia; Ivan Krenyenko, who was simultaneously hunted by the Sabbat, Camarilla, Society of Leopold and the KGB due to his exploits; and Esmerelda, a Rroma woman (or series of women) who is said to bear a the crescent shaped birthmark that forebodes Gehenna.

*You know the Krisnatori who keeps watch over your Kumpaniya and more or less where they are

The below knowledge is considered a killable offense if known by members of another Clan

O O O O (Coordinator Approval)

*You have at some point read a copy of the Karavalanisha Vrana. You are very cognizant of the fact that it refers to deities that did not come into existence until 4,000 years after it was alleged to be written, and that it is probably the work of a collection of Ravnos and not the writing of Zapathasura alone, as is claimed.

*You have heard legends of the diaspora, in which the Rakshasa, Ramessu, Ravana and the Black Mother all left Zapathasura in turn, leaving Chandraputra as his one loyal Childe. You hear that Ravana gained terrible power from demons at some point and returned to taunt Zapathasura. You know that the Black Mother eventually created the lineages known as the Alexandrites and later the Sybarites, who founded the false Path of Paradox and were both renowned as pirates and brigands. You have also heard of the Phaedymites, a small group of honor-bound Ravnos who served as couriers during the Middle Ages.

*You have heard of Bashir, and the heretical Christian Paradox cult he founded known as the Bashirites, who sought to bring about the Biblical Apocalypse in the Middle Ages.

*You hear that it is possible on the true Path of Paradox for some Gangrel to reclaim their Svadharma, and that this belief is known as "The Gangrel Heresy" among the Shilmulo.

*You have heard of the Sadhu, a scant few Ravnos Antitribu and Elder Indian Ravnos who serve as teachers for the Path of Paradox in it's uncorrupted form. You hear that they are capable of performing great acts of blood sorcery known as Sadhana and are to be respected and feared.

*You have heard of Ravnos Neve, Ravnos that appear to have been native to North America at the time when Europeans first arrived.

*You have heard of the Wuzho, fanatical Phuri Dae descended from the Rroma bloodline known as the Tsurara who vow to eradicate all the undead from the Earth.

*You have heard of some of the now mostly extinct Phuri Dae Ravnos families of Europe, including the Spanish Gitano, the English Juna and the German Sinti.

* You know of the Kris - the Ravnos court.

*You probably believe in the Kaen's Favored Son legend, as you now have heard much more about it

*You are fully knowledgeable about the Path of Paradox, and capable of teaching it with some skill.

*You are familiar with many Ravnos legends, including the Hok-Kanu Baro, the Seeds of Power and families of Vampire hunters among the Rom.

*You have heard the other two origin tales of the Ravnos and have a view on which one is correct (depending on one's Path and background- Rom likely believe the Rom-based tale, followers of Paradox likely believe the Indian origins, others likely still believe the Cainite version).

*You know at least one other Baro and more or less where they are.

*You've heard of most of the Ravnos (you may make a Static Mental Challenge against 7 Traits to recognize the name of an Elder, 9 to recognize Ancillae , and 12 to recognize Neonates or those Embraced for at least 5 years).

*There was a time very long ago when the Ravnos and some werewolves fought together to protect Rom from harm at the hands of some corrupting force.

O O O O O (Coordinator Approval)

*You know that Bashir made claims to have had personal contact with Christ and that the Bashirite movement specifically attempted to bring about the end of times by plunging the world into sufficient sin to give cause for Christ's second coming, and as such heavily contributed to the Western bastardization of the Path of Paradox.

*You have heard of the Yoryari, a small splinter group of the Sybarites who founded a number of now forgotten philosophical variants on the false Path of Paradox.

*You are aware that the arts of Chimerstry can deal lethal harm to fairies.

*You may have some idea of the identity of others with as much knowledge as you.

*You know of the Samadji and the true power of the Amria.

*You recognize the signs of the passing of a Kumpaniya and can track one. You are familiar with the general travel patterns of the major Kumpaniya.

*You understand that Phralmulo who feed on their mortal cousins absorb their power, and know of incidents in which kindred have slaughtered their Rom kin out of blood lust.

- *You know most of the Krisnatori and many of the Baros, as well as the region they are currently in.
- *You are familiar with every major decision of any Kris that has transpired.
- *You know the legends of some of the artifacts of Power and possibly the region or area they might be located.
- *You know of the actual words Kaen spoke to Ravnos (or at least the summary).
- *You know more or less where to find the Ravnos in any city.
- *You know what caused the week of nightmares, and what resulted from it.
- *All other information in the Clanbook (2nd Edition and Revised), with the key understanding that some of it is composed of half-truths, or flat-out wrong -- you simply don't know which parts.

Gypsy Lore

This represents the knowledge of Rroma history, culture, and lore. It's most useful when dealing with the Rroma and their culture, which is filled with superstition and puzzlement to outsiders, so you don't offend them while interacting. You can also get information on Samadji, powerful artifacts of the shimulo past down through the generations and which families may carry them. More information can be found in, A World of Darkness: Gypsies.

- O** You have sat through a few of grandma's stories
- O O** You know the mundane history of the Rom.
- O O O** You have heard of the Seeds of Knowledge and Daenna.
- O O O O** (Coordinator Approval) You know the true power of the Blood of Rom.
- O O O O O** (Coordinator Approval) You have heard all the tales and understand the Rom's role in history.

Section IV : The Ravnos Arts.

New Abilities:

Diversion

You have learned the art of directing the attention of others to where you wish it to be! With a social challenge you can divert your opponents attention to where you like, defender may retest with Empathy. Sample use: Trying to distract an individual just long enough so you can Obfuscate from them without an Obfuscate test (especially useful if you do not possess 'Vanish From Minds Eye').

Escapology The fine art of escaping! In any situation where you are tied up, manacled, chained or handcuffed, Escapology will be able to assist! Difficulty of test should be equivalent to the type of binding used, storytellers discretion. Escapology may not be used in any situation where the Ravnos is being grappled.

Legerdemain Clanbook: Ravnos (1st Edition)

Legerdemain is the art of using misdirection to fool and trick your opponent. Legerdemain requires a mental versus physical challenge retest with Legerdemain, defender may retest with Awareness. The Ravnos uses his cunning and crafty ways of deceit to fool a victim when having to touch him or and clothing/equipment they are carrying/wearing. Sample uses: Trying to steal something from someone; like a passport in their coat pocket, or a wallet in their back pants pocket. Planting contraband on an unsuspecting victim.

Sleight of Hand Clanbook: Ravnos (1st Edition)

Sleight of Hand is the art of using nimble fingers and dexterity to trick others. Sleight of Hand requires a physical versus mental challenge retest with Sleight of Hand, defender may retest with Awareness. Sample uses: Basic street magic; making coins dance on your fingers, flipping things through your hands unseen, picking up objects from tables right under someone's nose without them noticing.

New Merits and Flaws:

Family/Jati Allegiance (2 point Merit) Clanbook: Ravnos (1st Edition)

You have earned the trust of one of the mortal Gypsy families or Indian Jati. This group knows you well and respects you. When dealing with any member of that family or caste, you are up 2 traits in any social challenge. They will assist you whenever possible, and unless you do something to lose this respect and trust they have for you they will always be nearby. The easiest way to loose their trust is to steal from them (this includes feeding from any of them).

Note: You may not take a Family Allegiance with the Lupine or Tsurara / Wuzho Roma.

Phralmulo (1 point Merit) Clanbook: Ravnos (1st Edition)

Phralmulo represents your Gypsy family prior to Embrace. With Phralmulo, you are from mortal Gypsy blood (your sire does not necessarily need to have Phralmulo for you to purchase this Merit as it only represents your mortal bloodline). Ravnos with this Merit do not need to choose a 'signature crime' as they show a general lack of respect for all laws of the Gaje. Note: Phralmulo may only be taken at character creation.

Truth of Rom (3 point Merit) Clanbook: Ravnos (1st Edition)

You either have a knack for hiding the truth or are truly a very sincere person. Either way lies are believable coming forth from your mouth. You are granted a free retest whenever someone uses an ability or supernatural power against you that would cause them to determine if you are telling the truth..

Note: this Merit has no effect on a Bone of Lies; any other magical items are at the Storytellers' discretion.

Honeyed Tongue (2 point Merit)

Lies pass thru your lips as if it were the absolute truth. People tend to believe your lies no matter how insane or made-up they may sound. This merit gives you a two trait bonus when subterfuge is the retest and receive a free retest once per night on any such challenge.

Clear Sighted (5 point Merit) Clanbook: Ravnos (1st Edition)

Illusions do not fool you. This vision may be a supernatural gift, an inborn insight or practiced skill. Vampiric Obfuscation, Chimerstry and other Disciplines or gifts that deceive most observers won't work as well as they should with you. You have an additional three traits when trying to pierce through any Chimerical Illusions or Obfuscation and receive a free retest on such attempts. Any other powers are at the discretion of a Storyteller.

Charmed Samadji (2 - 6 point Merit or Flaw) **Coordinator Approval.** Clanbook: Ravnos (1st Edition)

Your family or sire has gifted you with a item of power. You are expected to carry this powerful draba until you sire your own progeny, then pass the gift on to her. Power levels of samadji vary greatly ; a item may give bonus traits on certain actions, or provide the user the benefit's of some basic or intermediate power's. A samadji is activated by spending a blood trait and a Willpower trait with a static Willpower test vs. 7 traits, the effect's last for an hour or a scene, whichever comes first. You should work with a Storyteller to determine the power and the final value of the object, after gaining Coord approval.

Note: Only Ravnos may activate this item, as it is attuned to the blood. The flaw version of this, if taken, is a cursed item that is extremely hard to get rid of and is considered to always be active. It may subtract traits or retests on certain actions, or hinder the user's powers they already possess, at storyteller discretion.

Family Enmity (2 point Flaw) Clanbook: Ravnos (1st Edition)

This Flaw is run in the same manner as the Flaw Clan Enmity except the storyteller must choose one of the Gypsy families or Indian Jati of Ravnos. Just because they are a smaller group does not mean they are less deadly.

Wuhzo Enemy (3 point Flaw) Clanbook: Ravnos (1st Edition)

You have drawn the attention of one of the Wuhzo. The enemy is quite dangerous, as he wishes nothing more that to send you to your end. He works to thwart your plans wherever possible— destroying family ties or angering other vampires against you— waiting for a night when you are no longer able to defend yourself against him.

Marhime (3 point Flaw) Clanbook: Ravnos (1st Edition)

Something happened in your past that grievously upset or infuriated one of the Gypsy families. They will not actively seek you out to cause you discomfort, but should you get wind of them coming into town, it may be best for you to leave until they have passed through. Any Ravnos with Gypsy Lore (appropriate level determined by Storyteller) can tell that you have this Flaw and should act accordingly depending on the family you have enraged.

Weapons of the Ravnos : The Talith

The Talith is a large heavy scarf worn around the shoulders. In the hem of the scarf are woven hundreds of small metal or glass shards and is traditionally used to entangle or disarm their opponents. The Talith is wielded by using many spinning dancing techniques. You must have had appropriate training to properly use the Talith. Without the training, the weapon is considered Clumsy x2, and only has one bonus trait. You must have performance x3 with a specialization in Talith to be considered properly trained in the use of this weapon.

Bonus Traits: +2

Negative Traits: Clumsy

Conceal: NA, Can be disguised as a scarf

Damage: 2 Health Levels

Rate: 3 (using elder levels of speed will ruin the Talith)

Availability: Must be Custom Made by an individual with Craft: Talith to be balanced and sewn appropriately. Additional rules regarding crafting are left at Storyteller discretion.

:The Katara

The katara is a type of punch dagger from India, traditionally used in pairs, it ranges from one to three feet in length , and is designed so the blade sits over the users knuckles as an extension of the hand. The hilt secures it in place horizontally so the grip sits inside the wielders hand, protecting it and ensuring that disarming would prove very difficult. The triangle blade is a common characteristic in it's many variants, and allows it to puncture even the toughest hides and armors, making it all the more deadly. Typically wielded by one of the Kshatria caste, they are sometimes worn by other Indian castes as a symbol of power or wealth.

Bonus Traits: +2

Negative Traits: Short

Conceal: Jacket

Damage: 2 Health Levels

Special: Armor Piercing

New Derangements:

Dissociative Perceptions Syndrome Clanbook: Ravnos (Revised)

At first the vampire suffers as if from the Dementation power, The Haunting. If the vampire continues to overuse Chimerstry then she starts to experience full sensory hallucinations. These hallucinations can happen at any time, especially moments of great stress. They can range from seeing a friend as an enemy (or vice versa) to seeing a busy street as completely empty. The hallucinations start at relatively low scale and build up over time until they become potentially threatening to the vampires existence. If the vampire realizes she's experiencing hallucinations, the player can spend a temporary willpower trait to negate the hallucination for one scene. Storytellers should be advised that this derangement should not be used as a punishment for a Ravnos overusing Chimerstry unless it is severely warranted

Illusion Addiction Clanbook: Ravnos (1st Edition)

Having the ability to create any image or sensation you want with a mere thought has it's price to those of weak will. Often time wielders become lost in their own illusions, succumbing to their own dark desires all the while becoming more obsessed with the fantasy world they live in. When this derangement is active, the ravnos will sit hours on end subjecting themselves to illusions of all manor, sometimes trapping themselves in these fantasy worlds of pleasure.

.Section V : Ravnos Disciplines.

Horrid Reality & other Advanced-level Chimerstry power

According to OWBN bylaws these powers can only be learned from a tutor that is at least 8th Generation with Elder level Chimerstry or better. After the Week of Nightmares there were very few Ravnos Elders left in the world, & most of those that are left only survived because they didn't develop their Chimerstry to a level that was able to destroy them. The others survived by being distant enough from their brethren when the Ravnos Antediluvian's death cry forced them to seek out each other, in a crazed frenzy bent on their own destruction. Although it has been nearly a decade since that week, the clan hasn't had enough time to rebuild itself enough. Because of this, all PC's learning Horrid Reality Out of Clan, need Ravnos Coord approval before any such power is learned.

If NPC & 9th Gen. or Weaker (Unable to Teach Advanced Chimerstry): Ravnos NPCs of the Generations 9th or higher are still available to Storytellers at their discretion without any limitations.

If an NPC & 8th Gen. or Stronger (Able to Teach *Horrid Reality* with Coordinator Approval): Ravnos NPCs of 8th Generation & stronger are restricted since the Week of Nightmares and are Coordinator approval. Remember that these NPCs are restricted from teaching Chimerstry powers & from embracing childer.

If your Clan does not have Chimerstry as a standard in-clan Discipline: Learning any Combination Discipline that requires Chimerstry must be approved by the Ravnos Coordinator before any power is learned. For the purposes of population control this restriction also applies to any PC that has access to Chimerstry through the Merit *Additional Discipline* but is from any non-Ravnos group.

Disbelief

This is a tough one - just because a vampire knows that a Ravnos can create illusions is not sufficient reason for a vampire to disbelieve everything a Ravnos does. If the Ravnos draws a coin from her purse, it very well could be a real coin. Belief is not like a water faucet; Characters can't simply turn it on or off at will. In that sense, the simple activation of Auspex isn't reason enough to allow someone to disbelieve every illusion in the room; the player must have a good reason to be sceptical and then declare a specific attempt to pierce the target illusion. Auspex helps to defeat Chimerstry in that it gives the user bonus traits against the Chimerstry. It does not give entitlement to a free 'disbelief' retest. Either way, the fact that someone has a good reason to disbelieve a Ravnos' Chimerstry-created images does not mean those images will vanish. The false nature of such images is obvious to any who can penetrate the illusion, it will remain until confronted by someone with enough presence of mind (e.g. passing her hand through the illusion) or until its nature is otherwise evident by the lack of interaction of the illusion with the environment (e.g. a permanent illusion that keeps dry under a downpour, or crossed by a car, etc.). ST's should question players on their motivations when trying to establish disbelief.

Suggested rules for Chimerstry

As a guideline for chronicle use, the following suggestions are available as **optional rules** at **storyteller discretion**.

- Chimerstry and cameras - As noted in the revised clanbook, Chimerstry **does** affect modern machinery such as cameras, motion detectors and other sensory devices, but will not trigger spring loaded traps or trip lines.
- Permanency - As stated in the name and description of the power Permanency, all illusions you imbue are permanent until you choose to end them or someone successfully disbelieves it.
- As a guideline a Ravnos can never have more permanent illusions active than his total number of permanent willpower.
- Effects made with Horrid Reality cannot be made Permanent.
- Vampires will react to illusions as they will react to the actual thing. Blood may cause hunger, fire or sunlight may cause Rötschreck, suffering your first damage of the evening may cause Frenzy, etc.
- Chimerstry may add but not subtract. Chimerstry may add a wall or shadow for the character to hide in or behind, but cannot make the character obfuscate.

Ravnos Combination Discipline

To reflect the disaster that befell clan Ravnos and it's diminished numbers, all Combination Disciplines which are clan Ravnos Specific are considered Coordinator Approval for the purpose of teaching and learning for Non-Ravnos PC's.

Beast's Vigor

Player's Guide to the Low Clans, Page 159

Required: Intermediate Animalism (Quell the Beast), Intermediate Fortitude (Resilience),

Cost: 10 XP

System: This power is an Intermediate outgrowth of Fortitude and is employed in the same way as the typical Intermediate Fortitude powers. The test made for this power is made after all other Intermediate Fortitude powers have been used to resist the damage, so if those powers negate the damage entirely there is nothing left to transfer.

The character spends a Blood Trait(which is spent reflexively, and may be spent in excess of your generational limit), and engages in an extended Static Physical Challenge (difficulty 8), with Survival as his retest. Each success transfers one level of any damage to any of their ghoul animal Retainers within the Ravnos's line of site. The extended challenge ends when the Ravnos loses a challenge, or all damage has been transferred. Should the Retainer survive, healing causes scarring and whitening of fur.

Scourge the Thrall

Player's Guide to the Low Clans, Page 159

Required: Intermediate Animalism (Subsume the Spirit), Intermediate Fortitude (Resistance), **Ravnos Clan .**

Coordinator Approval

Cost: 14 XP

System: This power functions exactly like Beast's Vigor, except that the recipient of the transferred damage may be a human ghoul. This power may not be used in conjunction with Beast's Vigor to gain extra "soak" actions on the same damage source.

Craft Ephemera

Player's Guide to the Low Clans, Page 159 - 160

Required: Advanced Chimerstry, Intermediate Fortitude (Resistance), **Ravnos Clan . Coordinator Approval**

Cost: 15 XP

System: This Combination Discipline functions in all ways as described in text, however the following conversions to the MET system are required. The Challenge to activate this power is a Static Willpower Challenge against a difficulty of eight Traits then expending a number of Mental trait's equal to the size and complexity of the object on the chart below. The created object follows the limitations in the original text, but Storytellers should restrict attempts to create complicated modern devices in the same way they restrict making the same devices when players use the *Path of Conjuring* in their game. If successfully created, the object is for all intents & purposes real, & cannot be seen through or disbelieved unless a character with Elder Auspex has won a disbelief test and then spends a willpower. The object vanishes at sunrise, but remains otherwise real until then. All items created through this power have standard statistics for a normal item of their type. To create especially beautiful, or well-crafted (ie crafts x5) items through the use of this power, the user must possess the appropriate crafts ability at the appropriate level. Object's created with this power can be no larger than the person conjuring them.

1. Simple object, no moving parts (a knife, shield or chair,)
2. Complex object, no moving parts (a whip, talith or Chandelier,)
3. Complex object, moving parts (a gun, chainsaw or vault door,)

Heart's Desire

Revised Ravnos Clanbook, Page 68

Required: Intermediate Auspex (Telepathy), Basic Chimerstry (Fata Morgana) **Ravnos Clan .**

Cost: 10 XP

System: Use as written in the Clanbook: Ravnos (Revised), retests are made with Empathy.

Mask of Cathay

Revised Ravnos Clanbook, Page 68 - 69

Required: Intermediate Animalism (Quell the Beast), Intermediate Chimerstry (Apparition), **Ravnos Clan .**

Cost: 7 XP

System: This Combination Discipline functions as described in the original text, but Storytellers are reminded that, just as described in the power's description, no matter how powerful & no matter what their origin, this power is effective at thwarting all attempts to discern if the character isn't a Cathayan.

Mind of the Wilds

Libellus Sanguinis 4, Page 33

Required: Intermediate Auspex (Telepathy), Basic Animalism (Feral Whispers), **Ravnos Clan**

Cost: 7 XP

System: This Combination Discipline permits a vampire to reach out with their consciousness, sweeping an area to quickly scout local conditions. The information gained from this act is general, not specific

Storytellers are reminded that, the character cannot determine if the beings in the scanned area are supernatural, only that they are there and if they are dangerous or not. This power is most useful for finding out what kind of animals could be called using *Beckoning*, for avoiding enemies while in the wilderness, or for finding a place the character can hide from the sun while they sleep. The Challenge to successfully use this power is a Static Mental Challenge against a difficulty of eight Traits. The Ability *Animal Ken* may be used to retest the Challenge. If used successfully, the character learns about an area about an acre in size. To learn more they must spend Mental Traits as shown on the following chart:

1. The character scans an area about four acres in size (about the size of a suburban school).
2. The character scans an area about sixteen acres in size (about the size of a city block in a major city).
3. The character scans an entire mountain pass, an entire small forest, or an entire neighborhood.

Nightmare Curse

Libellus Sanguinis 4, Page 33 - 34

Required: Intermediate Auspex (Telepathy), Advanced Chimerstry, **Ravnos Clan Coordinator Approval**

Cost: 10 XP

System: This Combination Discipline functions in all ways as described in the original text, however the following conversions to the MET system are required. Attempting to activate this power costs a temporary Willpower. The character using this power must attempt a static mental test versus the traits of the intended victim. The character using this power – but not the target – may retest using the Ability *Intimidation*. If the victim cannot see the character using this power, but the character using this power has a personal possession, this power may be used up to a mile away by spending a second temporary Willpower.

When successfully used on the victim they see the apparitions described in the descriptive text. Additionally, they must bid an additional trait in every challenge, and are considered to have the Flaws *Haunted & Nightmares* (if your chronicle uses rules for testing to see if these Flaws are active consider those tests to have failed automatically) The

apparitions (and the associated Flaws) remain for a duration based on the amount of blood spent by the activating character. If none is spent the duration is only until sunrise. If any blood is spent, the apparition persists through a number of sunrises equal to the the number of Blood Traits spent. The activating character can spend multiple turns in continuous concentration to spend large amounts of vitae, but once a turn goes by without any expenditure the duration is set.

Sympathetic Agony

Revised Ravnos Clanbook, Page 67

Required: Basic Chimerstry (*Fata Morgana*), Intermediate Fortitude (*Resistance*), **Ravnos Clan**.

Cost: 10 XP

This Combination Discipline functions in all ways as described in the original text. It should be noted that this power gives phantom wound penalty's upon its target based off the amount of actual damage the user receives. This phantom damage is always placed after the real damage suffered by the target and Endurance does not block the pain inflicted by this power. Activating Sympathetic Agony is a reflexive action.

Section VI : Ravnos Rakta Sadhus and Sadhana Guidelines.

Introduction

Although there is no associated game mechanic, some sources state that these Ravnos (when they lived in India) were more likely to practice a style of Indian Thaumaturgy called *Sadhana*. They do not have access to this Discipline inherently – neither as a Favored Discipline nor in the way that the unrelated Samedi Bloodline have access to Necromancy – but in India they once learned these magics. When the Ravnos traveled to Europe this style of blood magic died out in the Western portion of the Clan. As modern members of the Clan move out of India there are new opportunities to learn this magic, but a character has to learn Sadhana from someone who already knows its ways.

The additional requirement for Ravnos who practice Sadhana is following the Path of Mayaparisatya (Path of Paradox) as well as possessing the merit (Code of Honor : Hinduism, Buddhism, or Jainism) to reflect their beliefs.

Sadhana is found in several places not covered in the current Setite Sorcery packet. Though the majority of this packet takes from that packet, it changes a few minor things to better reflect the difference between Daitya Setites and other practitioners of Sadhana. As only the Daitya Setites use the Sadhana section of the Setite Sorcery packet, this packet was necessary to bridge the gap.

Sadhana

Sadhana is detailed in Chapter Three of *Blood Sacrifice: The Thaumaturgy Companion*. In order to teach, learn, or use Sadhana, practitioners must possess the Merit *Code of Honor: Hinduism, Buddhism, or Jainism* to reflect the faith in those religions.

Teaching Sadhana requires the teacher to have Three Advanced paths of Sadhana, the ability *Occult x5*, and the ability *Lore: Sadhana x3*.

Like Hermetic Thaumaturgy, Sadhana paths call for a Mental Challenge (unless otherwise noted) and rituals function the same. Unlike Hermetic magi, a sadhus must learn the *Meditation* ability to practice her sorcery. A Sorcerer cannot employ path magic at higher level than her *Meditation* ability rating, though they may perform rituals at a higher

level. They still know their primary path to the level that has been purchased; they simply lack the spiritual force or focus to use it. When the player raises their character's *Meditation* Trait, they can use the path to a higher level. At Storyteller's discretion, a sadhu's player can retest Sadhana with *Meditation* instead of Occult—but at the cost of the power taking as much time as a ritual of the same level. Meditation it is not quick.

**In exclusion to Danava, and Daitya, all others are considered *Rogue* learning all Sadhana paths and rituals at Coordinator Approval.*

The Sadhu

Sadhu is the traditional Indian name for those who practice Sadhana. Traditionally, the primary clans in India who practice this magic are Daitya Setites, Brahman Ravnos, and Ventrue from the Danava line in India. These core groups of Vampires do not commonly leave India, and their brand of blood magic is hardly known outside the subcontinent. Western vampires are far more likely to run into Sadhu inside India than anywhere else. This is often a dangerous proposition, as large amounts of the subcontinent are under Independent Ravnos rule, when they aren't actually controlled by the Cathayans. As such all Non-Daitya Sadhana practitioners require *Ravnos Coordinator Approval*. For more in depth information on the blood magic of India, please consult *Blood Sacrifice: The Thaumaturgy Companion*.

The Sadhu are also a small group of Ravnos Antitribu who seek out other Ravnos in the Sabbat as well as high ranking priests of the sect in order to spread the teachings of The Eastern Path of Paradox. Not only do these Ravnos Antitribu spread their teachings and recruit priests of the sect in hopes of gaining more influence, they also practice the art of Sadhana. For more information please consult *Chaining the Beast*. To join the Sadhu of the Sabbat also requires *Ravnos Coordinator Approval*. For a PC to join the Sadhu (either in the Sabbat or otherwise) they must be on the Eastern Path of Paradox, and have the appropriate Code of Honor (Hinduism, Buddhism, or Jainism).

Paths

Rarity System

Rarity 1: Storyteller Approval

Rarity 2: Storyteller Approval (Storyteller discretion advised)

Rarity 3: Ravnos Sadhana Subcoordinator Approval

Rarity 4: Ravnos Coordinator Approval

Rarity 5: Custom Paths and Rituals; Ravnos Coordinator Approval

Primary Path: Path of Blood (Path of Kali)

Path Name	Rarity	Location
Alchemy (Rasayana)	1	LotN Storyteller's Guide
Path of Blood (Path of Kali)	1	LotN Revised
Path of Blood Nectar	4	Blood Sacrifice
Path of Conjuring (Brahma-Vidya)	2	LotN Revised
Path of Duat (Path of Yama)	3	Blood Sacrifice
Elemental Mastery (Yaksha-Vidya)	2	MET Camarilla Guide
Focused Mind (Echoes of Nirvana)	2	LotN Storyteller's Guide
Hands of Destruction (Hands of Mahakala)	2	LotN Revised
Path of Karma	4	Blood Sacrifice
Movement of the Mind (Rishi's Hand)	1	LotN Revised
Oneiromancy (Lakshmi's Wishes)	2	LotN Storyteller's Guide
Path of Praabti	4	Blood Sacrifice
Snake Inside (Temptation of Mara)	2	Blood Magic
Spirit Manipulation (Asura-Raja)	2	MET Camarilla Guide
Lure of Flames (Breath of Agni)	2	LotN Storyteller's Guide

These are the only paths available to Sadhus

The Path of Blood Nectar

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* pg. 62. All levels function as published save that activation requires a Mental Challenge (difficulty five + level of the path being used).

The Path of Karma

The original publication of this path is in *Blood Sacrifice: The Thaumaturgy Companion* pg. 63. All levels function as published save as detailed below.

•*Threads of the Past*

System: This power requires a Static Mental Challenge against the target.

••*Weave of the Future*

System: This power requires a Static Mental Challenge against Traits.

•••*Certain Fate*

System: This power requires a Static Mental Challenge against the target.

••••*Past Lives*

System: This power requires a Static Mental Challenge against the target to use on others, or a Static Mental Challenge against eight Traits to use on one's self. Using the power on himself allows the *sadhus* to gain one Ability Trait of her choice (no single Ability may be raised above three) for one scene. The types of Abilities obtainable through this power are limited to those that would reasonably have been available to the character during a prior lifetime.

•••••*Master of Samsara*

System: All uses of this power require a Mental Challenge against the target, and the expenditure of a *permanent* Willpower Trait upon the successful Challenge. **OWbN Bylaws and R&U standards must still be followed when using this power.**

The Path of Praabti

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.

Path of Duat

Please consult the Setite Sorcery packet for the MET conversion, with the exception of the Blasphemy Shrine, which is not required in Sadhana.

Snake Inside

Please consult the Setite Sorcery packet for the MET conversion.

Rituals

Unless otherwise noted, Sadhana rituals require a Static Mental Challenge retested with Occult, against five Traits for Basic, seven Traits for Intermediate, and nine Traits for Advanced rituals.

Ritual Name	Rarity	Level	Location
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Animaa	1	Basic	Blood Sacrifice
Armor of Diamond Serenity	1	Basic	Blood Sacrifice
Ash of Agni's Curse	1	Basic	Blood Sacrifice
Aurava	1	Intermediate	Blood Sacrifice
Bladed Hands	2	Intermediate	Elysium
Blood Walk	1	Basic	Elysium
Clinging of the Insect	3	Intermediate	MET Sabbat
Craft Bloodstone	2	Basic	Met ST Guide
Deflection of the Wooden Doom	1	Basic	LotN Revised
Defense of the Sacred Haven	1	Basic	LotN Revised
Destiny's Call	1	Intermediate	Blood Sacrifice
Eye of Mahakala	4	Methuselah	Blood Sacrifice
Eyes of the Past	2	Intermediate	Elysium
Firewalker	4	Intermediate	MET Sabbat
Flesh of the Fiery Touch	3	Intermediate	Elysium
Garimaa	1	Basic	Blood Sacrifice
Impassable Trail	1	Basic	MET ST Guide
Impressive Visage	2	Basic	MET ST Guide
Incorporeal Passage	2	Intermediate	LotN Revised
Jinx	3	Basic	MET ST Guide
Leper's Curse	1	Intermediate	Blood Sacrifice
Lion Heart	4	Advanced	Elysium
Loom of Vishnu	1	Elder	Blood Sacrifice
Milk of Puutanaa	1	Intermediate	Blood Sacrifice
Purity of Flesh	2	Basic	Camarilla Guide*
Rakta-Maya Rituals	1	Basic	Blood Sacrifice

Scry	4	Intermediate	Met ST Guide
Severed Hand	2	Advanced	MET ST Guide
Steps of the Terrified	3	Basic	Elysium
The Open Passage	1	Basic	LotN Revised
Transcendentally Satisfying Body Filling	1	Advanced	Blood Sacrifice
Ward (and Warding Circle) Versus Kindred	1	Intermediate	Camarilla Guide*
Ward (and Warding Circle) Versus Demons	1	Advanced	Camarilla Guide*
Ward (and Warding Circle) Versus Ghosts	1	Advanced	Camarilla Guide*
Ward (and Warding Circle) Versus Ghouls	1	Basic	Camarilla Guide*
Ward (and Warding Circle) Versus Spirit	1	Advanced	Camarilla Guide*
Warded Womb	1	Intermediate	Blood Sacrifice
Water Walking	1	Basic	Blood Sacrifice

*Use MET conversion from current Tremere Thaumaturgy Packet

Any published ritual not on the above chart requires Ravnos Sadhanna Coordinator approval. Any and all Unique/Player created rituals, listed or not listed, are Rarity 5.

Basic Ritual

Animaa

System: This ritual requires no conversion to MET, please use it as published with the chart below for the magnification based on Mental Traits spent when invoking the ritual.

Traits Spent	Magnification
1 Mental Trait	10x
2 Mental Traits	30x
3 Mental Traits	50x

Armor of Diamond Serenity

System: If the ritual succeeds the magician becomes immune to Frenzy and Rotshreck for the rest of the night. The character is also up two traits on Willpower challenges. On the other hand, the magician cannot expend vitae to gain Physical Traits while this ritual remains in effect.

Ash of Agni's Curse

System: The caster spends a number of Mental Traits. For each trait spent, they gain one use of the Ash, and may spend no more than 5 Mental Traits per casting.

Craft Bloodstone

System: This ritual has the additional requirement of a blood sacrifice at its casting for sadhus.

Deflection of the Wooden Doom

System: This ritual has the additional requirement that the wood fragment used have been passed through a sacrifice's heart prior to use for sahus.

Garimaa

System: If the ritual succeeds an effective 17 Physical Traits resists any force that attempts to move the magician against his will. The caster does not actually gain these Traits, and may not actively utilize them.

Rakta-Maya Rituals

System: Unlike other Sadhana rituals, these illusions call for a Static Social Challenge against the difficulty of an audience member's traits (Storytellers should select an average audience member at random).

Water Walking

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

Intermediate Ritual

Aurava

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

Destiny's Call

System: This ritual requires no conversion to MET, please use as published.

Incorporeal Passage

System: This ritual requires a bloodied blade, rather than a mirror fragment for sadhus.

Leper's Curse

System: This ritual requires no conversion to MET, please use as published.

Milk of Puutanaa

System: This ritual requires no conversion to MET, please use as published.

Warded Womb

System: This ritual requires no conversion to MET, please use as published.

Advanced Rituals

Lion Heart

System: This ritual has the additional requirement of the sacrifice of a lion for sadhus.

Transcending Satisfying Body-Filling

System: This ritual requires no conversion to MET, please use as published.

Master Rituals

Loom of Vishnu

System: This ritual requires no conversion to MET, please use as published.

Methuselah Rituals

Eye of Mahakala

System: Invoking this power against another character requires a Mental Challenge against a difficulty of the target's total number of Background Traits.

Section VII : References and Credits

FAQ

Q. Does this packet change any R&U?

A. No, non Daitya practitioners of Sadhana were already Ravnos Coordinator Approval. This packet just expands upon the difference between other users of Sadhana in the World of Darkness.

Q. Why not just use the Setite Sorcery Packet?

A. The Setite Sorcery packet only covers the Daitya, and no other users of Sadhana (Which the Daitya Setites are only one of). As all other Sadhana users fall to the Ravnos coordinator, this packet was necessary to expand upon that.

Q. Can anyone learn Sadhana?

A. Anyone with the right concept and story. This blood magic is about spiritual enlightenment and religion, not combat powers to PvP. A PC wishing to have Sadhana needs to fit the genre. That is why all non Daitya Sadhana practitioners are *Ravnos Coordinator Approval*.

Q. Does the Vinculum call for a path challenge on Paradox?

A. This is entirely up to the ST running the scene, and based on the conditions of the ritae. If you are doing it as a highly spiritual endeavor, I would say no. If you are doing it to ensure loyalty, you are slaving yourself and then it would be a path sin. Again, this is entirely up to the ST at the time.

For more information on One World by Night please visit www.owbn.org

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Credits

Ravnos Teams fro 2009-2014

References

Libellus Sanguinis 4 ; Thieves in the Night.

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