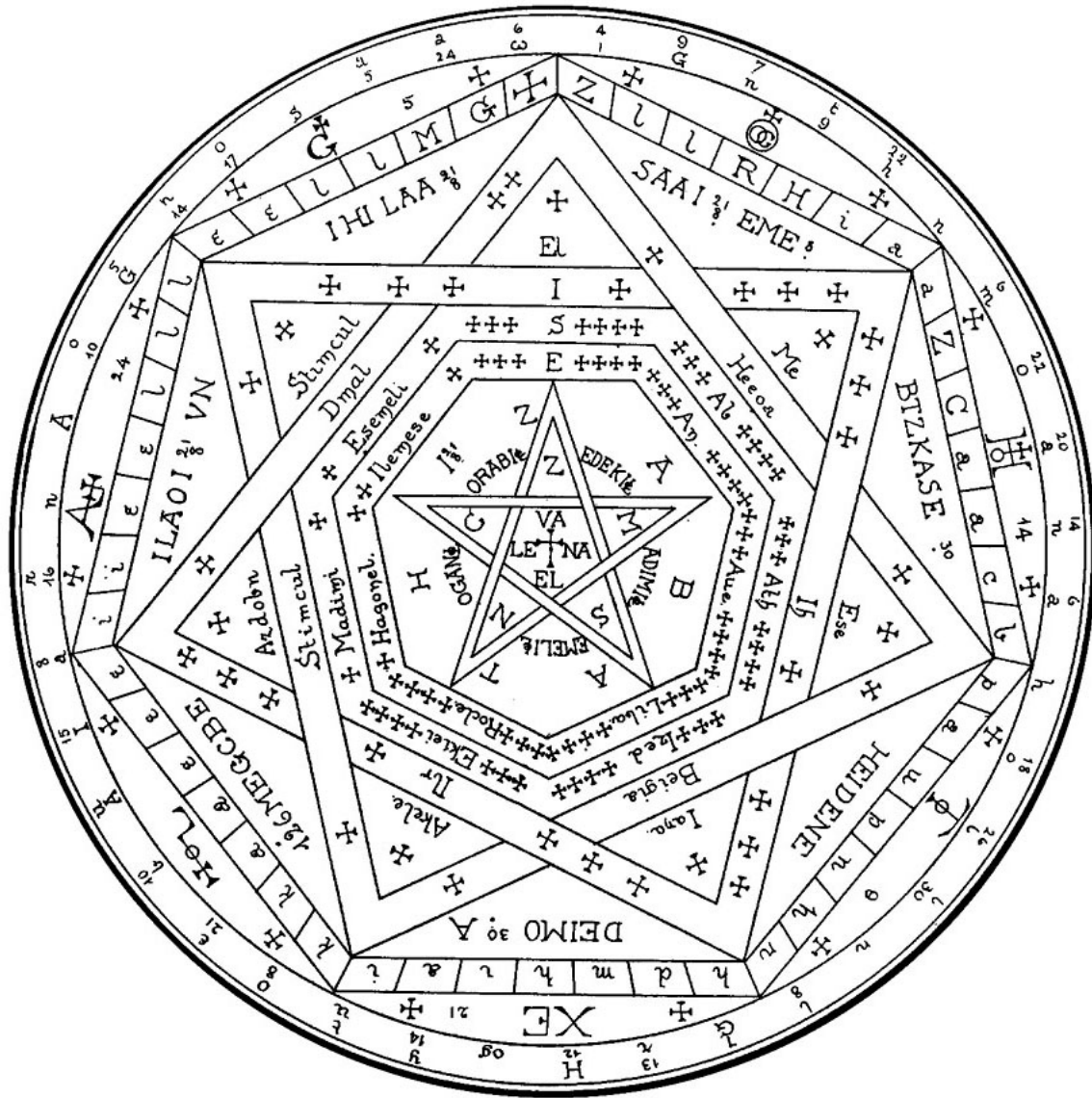


ONE WORLD BY NIGHT

TREMERE ARCANUM COMPENDIUM

2010 EDITION



Previously Known as the OWBN Guide to Blood Magic

TREMERE THAUMATURGY AND YOU: AN INTRODUCTION

"I found the box and pawed through it until
I had found a vellum scroll tied shut with a
white ribbon. I opened it and peered down
at the the handwritten calligraphy.

It started off with the word *Insomuch*, and
the syntax got more opaque from there."

- Jim Butcher, *Death Masks*

The goal of this document is not to redefine how Tremere Thaumaturgy works, but how it is regulated in and out of character, how it is taught and learned and to cover the rarity system in OWbN. We will also explore magics that are unique to the various Houses within Clan Tremere, and templates to create your own paths and rituals.

Tremere Thaumaturgy is a slightly different beast than Potence, Presence, Dominate, Auspex or any other non-Blood Magic discipline. It is a discipline that is inherent to the members of the Tremere clan, but they cannot manifest it simply by trying. For instance if you are a Brujah, you can learn more Potence without having a teacher around. You just work on being stronger In-Character, then spend the OOC experience points. Next thing you know, you are a strong player character, and have the bomb on ties. By their birthright, most Tremere can easily learn the different and various paths and rituals of Thaumaturgy, but they do require teaching.

That being said, Thaumaturgy differs greatly from the other forms of kindred magic as well. It is not by faith or spiritual enlightenment, but formula, rote memorization, and pure will. Because this combination is available to any Kindred with dedication, those outside of the clan have a slightly easier time learning Thaumaturgy than if they were pursuing other forms of blood magic.

The Pyramid will always provide a teacher as long as the clan wants you to learn whatever is it you're being taught.

Notes:

- 1) This packet is designed to be a more complete resource to reference the existing Thaumaturgy and other Blood Magic printed in the White Wolf source material and created in OWbN chronicles.
- 2) The mechanics set forth in this packet are a resource for OWbN Storytellers, not house rules.
- 3) The rarity rules previously used in this packet's forerunners do not apply to this packet. Note that rarity regulations are an enforceable genre standard within OWbN.
- 4) Any Hermetic Thaumaturgy created by White Wolf and not found in this guide is considered Rarity 4.
- 5) Any Hermetic Thaumaturgy created by OWbN and not found in this guide is considered Rarity 5.

CONTENTS:

Tremere Thaumaturgy and You: An Introduction	2
Tremere Thaumaturgy	4
Learning Thaumaturgy In-Clan	4
Earning Your Keep (or...What have you done for me lately?)	5
Learning Thaumaturgy Out-of-Clan.....	6
A Role playing Note to Learning Thaumaturgy the Out-of-Clan Way.....	6
Path and Ritual Classification.....	7
Rarities By Level.....	7
"Flavors" of Magic	10
Paths.....	12
Path Listing By Rarity.....	12
Alphabetical Path Listing	13
Path & Ritual Creation	15
Path Creation Requirements.....	15
Beyond the Mechanics.....	16
Rules of Thumb for Aspiring Magic Creators.....	16
Ex Libris OWBN: Additions, Player-Created Paths & Tabletop Path Conversions	17
Alchemy	17
Path of the Better Self	17
Binding the Abyss	18
Borealis.....	20
Faux Path.....	21
Gift of Morpheus	22
Soul of the Serpent.....	23
Spirit Manipulation.....	24
Spirit Thaumaturgy	24
Way of Warding.....	25
Elemental Mastery	26
Rituals.....	27
Ritual Listing By Rarity	27
Alphabetical Ritual Listing	36
A Tremere Ritual Companion: Tabletop Ritual Conversions and OWBN-Specific Rituals	37
New Thaumaturgy	37
Tabletop Conversions and OWBN-Specific Rituals	37
Intermediate.....	43
Advanced	47
Elder.....	52
Master.....	53
Methuselah.....	54
Ascendant	54
House-Specific Magic	55
Arcanum	55
Hashem/Virtue/Wards & Measures	55
High Saturday	56
Horned Society	56
Principia/Wards & Measures.....	60
Trismegistus.....	61
Rogue Tremere	62
Anarch Tremere.....	63
Anarch Tremere Rarities.....	63
Combination Disciplines.....	65
Combination Discipline Descriptions.....	65
Appendix: Listing of Rituals by Level	70
Credits.....	78

TREMERE THAUMATURGY



Note: As the foundation of the Tremere's Hermetic principles, the Path of Blood is the primary path for nearly all starting Tremere. Exceptions that will be considered legal by the Pyramid are those where permission to begin study on an alternative path by a Lord or higher. Other may occur where by the Pyramid is less forgiving.

Thaumaturgy is a discipline, but it is not simply a discipline of the blood like many other vampire powers. With rare exception, only members of House and Clan Tremere may learn Thaumaturgy with the same ease that other disciplines are learned. Thaumaturgy is not learned from books, scrolls, papers, tomes, text or any other media. These may all describe the process, the hand gestures, symbols and symbolism required, but they are simply unable to communicate that exacting nature of Hermetic Thaumaturgy. Quite simply, that is why it's magic. It escapes clumsy written or documented word and runs through and exists within the blood which drives it.

LEARNING THAUMATURGY IN-CLAN

Player Characters learn their first path of Thaumaturgy from their first Regent or that Regent's duly appointed Apprentice. From this point on, the Regent decides - or at least heavily influences - which Paths and Rituals the PC will learn. Make no mistake: PCs can choose which Paths and Rituals they wish to learn, however the approval process is based upon the PC's abilities to impress his/her superiors. If their contributions to House & Clan have been satisfactory and if their IC Regent is benevolent enough, however, there is little chance for the PC to be diverted from their desired course of instruction. Normal OOC learning times apply; see your ST for specifics.

Caveat Discipulus!

Some Regents restrict what they will teach their Apprentices. Some Lords restrict what they will teach or allow to be taught to their Regents and their Apprentices. Sometimes Pontifices will even restrict what can be learned by those beneath them. Many of the higher-level decisions like these will be played out in the background without interacting with the PC directly. This is a move to keep NPC theater where it belongs: out of the game as much as possible.

When a PC wants to learn a new path, a higher level of a path, or a ritual, they need to request it ICly. This means, as a PC, you'll need to communicate with the Regent you report to as an Apprentice or to the Lord if you are a Regent. Most times there is no reason to stop a PC from learning. However, IC interactions can prevent you from doing so. If your Lord or Regent feels your recent actions (such as blowing up Elysium, failing to complete an assignment, etc.) were not in the best interest of the clan, you may not learn that next level of Path of Flames. If you recently orchestrated a Praxis seizure that placed a new puppet on the throne, or otherwise achieved a recent coup for House & Clan, you may well have earned that magic you've seen the Regent wield.

The actual IC learning process should happen during downtime reports. As long as all of the correct permissions are obtained and the XP spent, there will somehow, some way, be someone to teach what you're trying to learn. For example: if you can learn Mastery of the Mortal Shell but no one locally knows it, the Clan will provide. For the most part, this is best left undefined and more OOC. Your ST can fill in the actual IC details.

Now you can risk punishment by choosing not to obtain in-character permission to learn a power, but you'll always need to make sure that you obtain out-of-character permission. As a Tremere, you can't buy Vicissitude or Abombwe just because you want to without speaking to your ST; similarly, you can't buy all the Thaumaturgy you want without speaking to your ST. This leads to rarities.

In most cases - based on local Chronicle house rules - Tremere tend to receive their primary path of Thaumaturgy at in-clan costs. Two basic, two intermediate, and one advanced ritual are also typically learned for free - one for each level of your primary path - as described in LotN. These rituals must be approved by your Storyteller and follow all rarity approval restrictions. Other paths (any path beyond their first) are usually learned at out-of-clan costs for a discipline, but this is the sole decision of the chronicle storytellers. Make sure you know your home chronicle's house rules on Thaumaturgy, as it's a rather large and expansive and often-complex resource.

Any secondary paths may be learned with the following restrictions:

- 1) You must have a Tremere teacher.
- 2) You cannot learn ANY secondary paths beyond the second basic until your primary path is advanced. If you have advanced in your primary path, you may learn up to advanced in secondary paths.

Your individual chronicle house rule mileage may vary on ritual costs, however the first basic ritual any new Tremere purchases ought to be Rite of Introduction. Many, more traditional magi, will take umbrage at an Apprentice who bumbles into their area without first performing this rite. Subsequent rituals are chosen via the approval process described above. You may not learn a ritual of a level higher than your primary path of Thaumaturgy.

PCs may not learn any ritual beyond the advanced level. Learning rituals requires that you have a teacher for each and every ritual you wish to learn, and you must acquire permission from your superior prior to learning new rituals.

EARNING YOUR KEEP (OR...WHAT HAVE YOU DONE FOR ME LATELY?)

Very seldom will approvals for new Thaumaturgy come without the learning warlock having provided something in return to the clan. Given the amazing breadth of powers available to a magus (at present, 34 Paths and well over 200 rituals), there needs to be a control from 'on high' as to who gets what and how they receive it, lest the mortar which holds the Pyramid together collapse. The rarity system that will follow explains why some things are more difficult to earn than others.

In many ways, garnering what is necessary to convince your superiors to allow you to learn the higher rarity magics is similar in mechanic to the Mentor background. If you show yourself to be a cunning and resourceful magus then the wheels might be greased a bit more for you. You'll also find that it's easier to earn more if you simply toe the party line. Being obstinate and pig-headed will often find the PC constantly in the queue, wondering why 'less-deserving' (but better-behaved) magi are getting new and interesting magics.

Most of the time, one will have to present a 'resume' of sorts in order to get the ritual or path one desires. Being in a field of study that will be complimented by the requested magic will go a long way. In these cases, work already done will often 'pay' for the privilege to earn more. In rare circumstances, a magus will be approved for magic that he has not yet 'earned', however these Tremere will find their next path or ritual is determined for them by their superior, and they will have to learn something for the Pyramid before they learn something for themselves again.

If, that is, a Tremere can ever honestly be said to learn anything solely for themselves.

LEARNING THAUMATURGY OUT-OF-CLAN

While the Hermetic method may be taught to non-Tremere, it takes a minimum of three months for those outside of the blood to learn the rudimentary lessons (First basic of the primary path).

For the 'friend' of the Pyramid, the ritual Inherited Affinity will allow the student the ability to learn Thaumaturgy from a Tremere in significantly less time, from a minimum to three months to two weeks. Only the most trusted Tremere are trusted with such a ritual and so the student must place herself at the whim of the Tremere, something which most vigilant Kindred would definitely not do.

In almost all cases, a Blood Contract is required to cement the parameters of the instruction agreement. There would have to be extenuating circumstances for such a Contract to **not** exist. The teaching of Thaumaturgy by a Tremere is an **extremely** rare thing. The teacher and the student are watched, so that the loyalty of both is assured.

At a minimum, the contract should include a clause that any Thaumaturgy the student learns will not be used against any member of House and Clan Tremere, and in almost all cases, the student must swear to the Tremere oath before any instruction has begun. These things **must** be done, as well as approved by the hierarchy of the Tremere (Coordinator NPCs), or the teacher will be accused of betraying her clan.

Learning Tremere Thaumaturgy Out of Clan is also subject to the Character Regulation Bylaws. Please see the OWBN website for the exact details.

Regardless of their method, due to restriction and scarcity, all paths and rituals are rarity 4 for those individuals learning Hermetic Thaumaturgy out of clan.

A ROLEPLAYING NOTE TO LEARNING THAUMATURGY OUT-OF-CLAN

Learning Thaumaturgy is not easy. You can't just raid a Tremere Chantry, read a book, then spend your XP. You can't just kidnap a PC and Dominate them into teaching you. ICly, you have to find a willing teacher: someone who has Thaumaturgy as one of their In-Clan Disciplines. As per Laws of the Night and because Thaumaturgy is not a Cardinal Eight Discipline, your PC will also need to drink a trait of their instructor's blood to attune your PC's system to the new power set. Once these actions occur, you can now start the IC learning part (learning the motions, the vocal components and everything else).

There's also an OOC component as well. Learning Tremere/Hermetic Thaumaturgy as an Out of Clan discipline, per the OWbN R&U Bylaws, requires Tremere Coordinator approval. Does this mean that you can never learn it? Nope. It simply means that your ST has to ask the Tremere Coordinator for approval. It also goes a long way to have a real PC offering the instruction. Having some random NPC just wanting to teach anyone out there is not only unlikely but also, from a genre standpoint, should just plain not be happening.

The Tremere Clan hoards its Thaumaturgy with the with a jealousy bordering on (and occasionally crossing over to) obsession. Even established rogue Tremere should not wish to give it away willy-nilly. It's one of their few advantages; teaching Thaumaturgy can either make their value lessen on the open market or lead others to them - a particularly dangerous possibility when one is hunted by a Clan designed to operate like an expensive and elaborate Swiss clock.

The Pyramid would like everyone to believe that the combination of incentives and threats keep their secrets safe, but there are always those who think they're smarter than Big Brother. Most of these Tremere are caught long before they're able to trade any real secrets, killed by Tribunals or just disappearing, but once in a while someone really does get away with it. That time.

For those who have successfully stolen Thaumaturgical secrets, beware. That Primogen who taught you may have been your friend or toady or even lover, but each night that passes gives the Pyramid a little more time to discover your crime. Being smart will get you a long way: don't use your powers in public,

don't brag about them and, if one day you are discovered, don't be surprised when the Tremere come for you.

Now it's also true that not everyone picks their Thaumaturgy up from random street dealers. Some successfully go to the source and make legitimate deals with Clan Tremere.

And what happens if you get all of your approvals lined up in a row and yet you somehow didn't make off with a deal? Well, that's all IC fun and games, isn't it?

PATH AND RITUAL CLASSIFICATION

RARITIES BY LEVEL

Rarities in OWbN are used to describe how widely-spread and/or how tightly the Thaumaturgical path or ritual is controlled by House & Clan or, in some cases, because the sect of origin (Camarilla, Sabbat or Anarch) limits the path or ritual's availability. Power levels are not always taken into account when determining the rarity of a specific Thaumaturgical path or ritual. Some quite powerful, destructive or incredibly helpful paths are lower in rarity and thus more widely available to the average PC. Alternately, some paths and rituals are much harder to learn because they are no longer taught, have fallen out of favor or because so few are still able to teach it. Rarities serve this dual purpose to describe all of these characteristics. It isn't just one or the other all the time, it's often all of these.

Rarities for members of the Tremere Clan in OWbN operate on a scale from 1-5. If you are not a loyal member of the Pyramid (reporting to a duly assigned superior, such as a Regent or Lord) you would be learning outside the system. This would require an IC teacher and must still follow the OOC requirements.

The rarity listings are not an IC shopping list. If a player wants to learn a specific path or ritual, they need to know about it ICly. They can ask cantry-mates, their Regent, or visiting Tremere - even seeking out Houses or wildly asking on the Tremere-Pyramid listserv. Seeking out knowledge and power is a perfectly Tremere role play opportunity. PCs may be very surprised at what they can get by asking the right person, at the right time with the right question. Even if one of those is wrong, the answer may still be worth it.

ATTENTION!

Any Tremere of any rank may have any level path or ritual; they need only have the proper level of approval to be allowed to possess it. If the Tremere is not of sufficient rank to learn the path or ritual without their superior's approval, then the proper superior's approval is required for them to teach it or to learn it from anyone.

The levels of Rare and Very Rare require out-of-character approval from the Tremere Coordinator and the Sub-Coord of your region; this includes paths and rituals taken at character creation.

The in-character approval for Thaumaturgy of these rarities must come from NPCs that are solely controlled at a coordinator level. Characters may learn Rare and Very Rare Thaumaturgy without in-character approval from the proper superiors, but doing so will surely be cause for a tribunal or worse repercussions if any other Tremere ever discovers that someone knows Thaumaturgy they were not taught legally by the Pyramid.

The repercussions for someone who has taught Thaumaturgy without the proper permissions would be no less severe. If a character learns Rare or Very Rare Thaumaturgy in this manner, coordinator approval is not required, but, again, approval from the coordinator is still necessary.

Rarity does not always imply how rare (such as number of users in the Clan) a Path or Ritual is.

Rarity, as a term for use in this guide, means how restricted a Path or Ritual is by the Clan.

Note for all requests for paths and rituals of Rarity 3 or higher:

Some requests for higher-rarity powers will require slightly more thought and deliberation than others. Such cases are real-life examples of a bureaucracy at work, so enjoy the moment of Life imitating Genre! In all cases, though, please remember that, while the sub-coordinator may approve the request, the ST may still deny the request. The Coordinator and sub-coordinators cannot approve what an ST has denied. All rarities of 3 and higher must be logged with the Tremere Coordinator's office or they are not considered to be valid. Storytellers and Players are encouraged to keep logs of the approval in case of improper registration.

If, at any point, you feel as an ST that a subcoordinator is wrongly denying a request for IC or OOC reason, the ST may bring the matter to the Tremere Coordinator for final resolution. Also, any concerns an ST has with a subcoordinator approval of an R3 power, it can be brought to the Tremere Coordinator. Players are also able to bring their concerns regarding approval or denial to either the sub-coordinator or the Tremere Coordinator.

Rarity 1 (R1)

These are the most common and easily accessible paths and rituals. Most PCs who want to learn these powers just need their Regent's permission in-character and their ST's permission out-of-character. These powers are known widely throughout the entire clan and by almost everyone. Characters having a R1 power barely get a second look. Some are quite powerful, again illustrating that rarity is not a power meter. It's a sign of how easy it is to find, get and use. A Regent doesn't need his or her own permission to learn this, nor do they need their Lord's.

Rarity 2 (R2)

Paths and rituals of this rarity are second most common and accessible. These powers do require a second look from the approving Regent. It is not a license to hold back teaching the learner, but it might require an additional bit of service to the Clan or the Regent to learn it. They may not be the most common powers in the world, but most still know something about it, or know someone who has it. This also requires ST permission. A Regent doesn't need his or her own permission to learn this, nor do they need their Lord's.

Rarity 3 (R3)

This level is essentially the middle ground in terms of path/ritual rarity. Some powers here are older and only known to those who have either been around long enough, or proven to their Elders in the Clan that they are worthy of knowing it. Others here, if used recklessly, can cause problems for the Clan and the wielder. From an in-character standpoint, these powers are overseen by the Lords within the Pyramid. They determine if the Regent or the Apprentice is worthy of learning the requested Rarity 3 power. A Regent requesting a Rarity 3 power must ask their Lord for approval. An Apprentice who learns of and asks for an R3 power starts the request process with their Regent, who in turn determines whether or not they will ask the Lord. So take note, ambitious Apprentices: if an Apprentice has a habit of causing problems, annoying the Regent or otherwise being a problem, their request may never make it past the Regent!

From an out-of-character standpoint, the player must bring the request to their ST and their respective subcoordinator at minimum. They may contact the ST and sub-coordinator at the same time or they can have their ST do it for them - whichever is more convenient for all parties involved - but they should never contact the sub-coordinator without consent of their Storytellers. The subcoordinator and ST will then discuss the matter. Once the sub-coordinator has a decision, he or she should let the ST know the answer, and also provide a reasonable explanation for the decision. The sub-coordinator may also bring the Tremere Coordinator into the matter for input, or the ST may also go directly to the Tremere Coordinator with the request. Again, these options are based upon what is most convenient for all parties and upon the needs of the particular request.

Rarity 4 (R4)

Thaumaturgy at this level is some of the hardest to obtain. Many of these powers are held only by Lords or above or very worthy Regents. Apprentices may learn these but it is highly unusual. Powers that originated from the Sabbat or the Anarch movements are also typically found here. Some have only recently been reclaimed by Vienna from the Antitribu or from modern day Anarchs. Because of this, these powers are closely guarded to ensure that they do not spread to eager young Tremere looking to escape and add it to the Rebellion. Other powers are simply old and have fallen out of favor with most of the clan, practiced by few who then hoard their power like greedy, old misers.

In-character, your PC must learn of the power through IC interaction to know of its existence. "White Wolf Lore" is not an acceptable IC source. The Clan Elders aren't going to tell you of everything they know or can do without reason. As an Apprentice, you need to request it through your Regent. The request is then passed to the Lord and above for consideration.

Out-of-character, the player must first bring the request to their ST. The ST must then send the request to the Tremere Coordinator and, if done by email, CC the appropriate subcoordinator. The final approval of any and all R4 Thaumaturgy is done by the Tremere Coordinator. STs cannot approve R4 Thaumaturgy for a player to purchase without Tremere Coordinator approval as well.

STs can, however, deny or delay, the player's ability to purchase the Tremere Coordinator approved R4 Thaumaturgy, just like with subcoordinator approved R3 Thaumaturgy.

Sub-coordinators cannot approve R4 Thaumaturgy, but they should be the first ones contacted. The subcoordinator may make recommendations or comments on the request and frequently will do so before bringing it to the Coordinator for final approval.

Note: Any ritual or path found in a White Wolf sourcebook that is described as Tremere or Hermetic Thaumaturgy but not covered in this packet is to be considered Rarity Four (R4) for purposes of approval!

Rarity 5 (R5)

The few paths and rituals that constitute rarity five are those which have been created exclusively by OWBN PCs or NPCs. Learning these not only requires the approval of one's STs, but also the Tremere Coordinator AND the permission of the magus who created it. Since these paths and rituals are created by other players - and unless they are being taught due to orders from on high - the instructor may extract whatever payment they wish (within the confines of the Pyramid, of course). To even have heard of these rarest of magics, one will have had to have caught wind of it in-character: not an easy task given that many Tremere who have the wherewithal to create their own magic tend to jealously horde it.

The table below has been included for easy reference:

1 - Common: All Tremere.

2 - Uncommon: Regent or with Regent's permission.

3 - Rare: Lord or with Lord's permission.

4 - Very Rare: Sabbat paths, rituals or anything that PCs should NOT be allowed to have at all without permission from the appropriate Coordinator controlled NPC. Getting these would require you breaking into the chantry in Vienna, slipping in the Sabbat HQ in Mexico City, or getting it from the person who made it. Only a Pontifex, Councilor, or Tremere himself have the authority to approve instruction in these paths/rituals. This also includes most magics that are unique to certain Houses within House and Clan

Tremere. Any magic that is specifically described as Tremere or Hermetic Thaumaturgy but not covered in this packet also falls under this rarity level.

5 - Unique: Created by a Player Character or NPC within OWbN. These can only be acquired from the PC who created the magic or through someone who acquired the ritual/path through legitimate means from the one who created it. Approval for teaching or learning Unique Thaumaturgy must still come from a Pontifex or higher.

"FLAVORS" OF MAGIC

In addition to the general collection of Thaumaturgical paths and rituals, some paths and rituals stem from subsets of the larger field of Tremere Hermetic Thaumaturgy. These subsets, or "flavors," are generally divided into the categories below:

Sabbat Thaumaturgy: Sabbat Thaumaturgy: Paths or rituals marked as Sabbat are those which were created by the Tremere Antitribu. They taught some of this knowledge to other members of the Sabbat while they were alive, but the Tremere Antitribu are all dead now. For this reason, nobody in the Sabbat is capable of teaching what they know to others, except under extremely rare circumstances (OWbN by-laws state that only Tremere can teach Hermetic Thaumaturgy).

Mind's Eye Journal #1 lists the rituals that the Camarilla managed to reclaim from the Tremere Antitribu. All other Sabbat Thaumaturgy is either lost to the Tremere or archived and locked away by the upper echelons of the Pyramid. Thus, it is **all** classified as being Very Rare (Rarity 4).

OWbN precedes the destruction of the Tremere Antitribu. Therefore, like the vampires they imitate, players with older PCs have managed to get their hands on Sabbat Thaumaturgy and have passed it around. For the sake of genre maintenance, although it is recognized that many PCs currently possess Sabbat Thaumaturgy, Pontifex or Councilor permission is still required for anyone to teach or learn these closely-guarded secrets.

Anarch Thaumaturgy: Very few Tremere are counted among the ranks of the Anarchs. These Tremere lost their access to the libraries and instruction of the rest of their clan, and had to develop some of their own rituals in order to survive. The rituals listed in the MET Anarch Guide are available to Anarchs. Some Pyramid loyal Tremere operate in chantries within Anarch territories, but they are not true Anarchs (rogues operating outside of Pyramid control).

These Pyramid loyal Tremere have managed to gather some knowledge of the rituals designed by their Anarch and rogue clanmates before destroying them, but the knowledge gained is kept locked away by the upper echelons of the Tremere. For this reason, Anarch rituals are classified as Rare (Rarity 3) for Camarilla Tremere.

Dark Thaumaturgy: All Thaumaturgical paths and rituals relating to the manipulation of Infernal entities are classified as Dark Thaumaturgy, a paradigm separate and incompatible with standard Thaumaturgy. These magics are highly regulated and controlled by House & Clan, and are to be considered Very Rare (Rarity 4) for the purposes of this packet. The only way a magus may legally learn such magics is by joining House Horned Society, and even then the magus must receive approval from the proper superiors before attempting to learn them. All other attempts to learn Dark Thaumaturgy are considered illegal by both

House & Clan and the Camarilla itself, and all PCs who learn Dark Thaumaturgy illegally can expect to be hunted and killed as Infernalists.

It should be understood that the rarities for all Dark Thaumaturgy apply only when the individual has used the Horned Society Ritual: Empowerment. All other learning of Dark Thaumaturgy, even if the practitioner is Tremere, goes through the Demon Coordinator and is subject to the current Infernalist packet.

In addition, despite learning their Dark Thaumaturgy through specialized rituals, those members of Horned Society are still Diabolists. While the point of view that would determine whether or not they are as bad as your standard thralls is purely subjective, House and Clan takes the stance that their agenda is certainly better than that of a demon's.

Some rituals and paths, such as Hands of Destruction, were once paths of Dark Thaumaturgy that the Tremere replicated using Hermetic principles. These paths and rituals, while producing the same outcomes as their Infernal predecessors, are not Infernal nor do they register on any scale as such.

Don't Cross the Streams!

Non-Tremere clans who possess their own type of Thaumaturgy/Blood Magic may not possess or convert rituals or paths listed in this section unless their clan already has those rituals or Paths available to their paradigm. For instance, Setite Sorcery and Tremere Thaumaturgy are so different in application that a Setite sorcerer could never learn Pavis of the Foul Presence without learning Hermetic Tremere Thaumaturgy first.

PATHS

Notes: All paths listed here have their most recent text reference in the chart below. Any Paths not listed in a MET book are listed in the section directly following the alphabetical listing. All MET Dark Thaumaturgy Paths are Rarity 4 and may be referenced in the current Infernalist Packet.



PATH LISTING BY RARITY

1 - Common:

Blood
Conjuring
The Green Path
The Lure of Flames
Movement of the Mind
Weather Control

2 - Uncommon:

Alchemy
Elemental Mastery
The Hearth Path
Neptune's Might
Oneiromancy
Spirit Manipulation
Transmutation

3 - Rare:

BioThaumaturgy
Corruption
Curses
The Faux Path
The Focused Mind
Hands of Destruction
Mastery of the Mortal Shell
Shadow Crafting
Technomancy
Vine of Dionysus

4 - Very Rare:

Gift of Morpheus (S)
Blood's Curse
Father's Vengeance (S)
Mars (S)
Mercury (**House Trismegistus only**)
Spirit Thaumaturgy
Soul of the Serpent
Thaumaturgical Countermagic (**Astors only**)
Way of the Levinbolt
Way of Warding

5 - Unique:

Better Self
Binding the Abyss
Borealis

* (S) = Sabbat paths

The following paths are **Dead Paths**, and cannot be learned by **anyone** at this time.
No conversions are given for them for this reason:

- **Way of the Worlds Blood** (Original Source: Libellus Sanguinus II: Keepers of the Word)
- **Way of the Shadow World** (Original Source: Libellus Sanguinus II: Keepers of the Word)
- **Way of Passage** (Original Source: Dark Ages Compendium)
- **Prey on the Soul's Fear** (Original Source: Dark Ages Compendium)

ALPHABETICAL PATH LISTING

Path Name	Rarity	MET Rules Reference
Alchemy	2	MET: StG, p. 47
Better Self	5	OWbN Arcane Compendium
Binding the Abyss	5	OWbN Arcane Compendium
BioThaumaturgy	3	MET: StG, p. 48
Blood	1	LotN: R, p. 177
Blood's Curse	4	MET: StG, p. 56
Borealis	5	OWbN Arcane Compendium
Conjuring	1	LotN: R, p. 182
Corruption	3	MET: CG, p. 83
Curses	3	MET: StG, p. 58
Elemental Mastery	2	MET: CG, p. 76
Father's Vengeance	4	MET: SG, p. 127
Faux Path	3	BM: SoT, p. 84
The Focused Mind	3	MET: StG, p. 50
Gift of Morpheus	4	LotN p. 74
The Green Path	1	MET: CG, p. 78
Hands of Destruction	3	LotN: R, p. 183
The Hearth Path	2	MET: StG, p. 51
The Lure of Flames	1	LotN: R, p. 178
Mars	4	MET: SG, p. 125
Mastery of the Mortal Shell	3	MET: StG, p. 53
Mercury	4	OWBN Arcane Compendium
Movement of the Mind	1	LotN: R, p. 180
Neptune's Might	2	MET: CG, p. 81
Oneiromancy	2	MET: StG, p. 54
Shadowcrafting	3	Tremere CB, Rev., p. 51
Soul of the Serpent	4	Cairo by Night, p. 88
Spirit Manipulation	2	MET: CG, p. 89

Path Name	Rarity	MET Rules Reference
Spirit Thaumaturgy	4	LoE, p. 74
Technomancy	3	MET: CG, p. 86
Thaumaturgical Countermagic	4	MET: CG, p. 92
Transmutation	2	MET: StG, p. 60
Vines of Dionysus	3	MET: StG, p. 61
Way of Levinbolt	4	Tremere CB, Rev., p. 51
Way of Warding	4	Dark Ages Companion
Weather Control	1	MET: CG, p. 93

PATH & RITUAL CREATION

This system overrides that which is presented in MET Storytellers Guide (Paths: pp. 44-46 & Rituals: pp. 63-64).

Requirements to create rituals:

Basic:	Occult x2, must know seven basic rituals
Intermediate:	Occult x4, must know seven intermediate rituals
Advanced:	Occult x5, must know seven advanced rituals

Creating a ritual takes two months multiplied by the level of the ritual:

Basic:	2
Intermediate:	4
Advanced:	6

PATH CREATION REQUIREMENTS

In order to create a fully functional path the foundation principles must be known first, requiring a total of ten paths to be fully mastered between the magi attempting the undertaking. In addition, each Magus participating must have learned at least two full paths to advanced and have the Occult Ability at x5.

While it is possible that a single Tremere who is gifted with an abnormal amount of Thaumaturgical knowledge to create a path on their own, those who work together find themselves making quicker project. For each full path of Thaumaturgy after ten, Tremere who work in a group may subtract one month off of the two year creation time, to a minimum of one year. This does not include any learning times to purchase finished product.

Should a member of the group withdraw from the creation, there are likely to be delays if not a complete halt. If the project still meets with the minimum requirements, then the extra months that the contributor removed from the complete date are added back on. If the withdrawal of a member actually brings the known paths of Thaumaturgy below ten, then the project is halted until the minimum requirements are once again met. The project still retains the work put in by the members, but will have to find more members to complete the work.

Example:

Several young Apprentices wish to make the Path of Housekeeping, which will help them to keep the chantry clean with minimal effort, allowing them more time to study.

Sally has 3 advanced paths of Thaumaturgy, Billy has 4 advanced paths of Thaumaturgy, Anne has 2 advanced paths of Thaumaturgy, Paul has 3 advanced paths of Thaumaturgy, for a total of 12 paths of Thaumaturgy between them. They have 2 paths over the requirement of 10, and therefore can complete their path in 1 year and 10 months.

If Jack, who has 3 advanced paths, was to join them, the time would be shortened to 1 year and 7 months. If at any point, Jack was to leave the group, the time to complete would return to 1 year and 10 months.

If Paul was to leave the original group after 6 months (Sally, Billy, and Anne), they would only have 9 paths of Thaumaturgy between them, and their work would halt until they could find someone who met the minimum requirements to join them. Once they met the requirements again, they would still have 6 months of work completed and would continue on from that point. So if Jill were to join with her two advanced paths of Thaumaturgy, they would have 11 paths of Thaumaturgy with 6 months of work completed, and would have to complete one year and 5 months of work.

BEYOND THE MECHANICS

Creating a ritual or path is not meant to be for every Tremere Player Character that comes into play. It is meant for advanced play after long term character progression. Apprentices not in House Principia should rarely be the creators of such magics, having need to still learn much of the basics. Regents are given more latitude and not required to ask permission of their Lord, but even they must consider the cost of their time versus the benefits new creations will provide to the clan.

Role play should be as much of this process as possible. While we realize that it is impractical to play through the entire time required to make a path, effort on the storytellers as well as the players should be made to let this process come alive and not simply waiting it out. We suggest downtimes and mini scenes that take place during midweek in game for these sorts of creativity.

While not required, players who wish for their magics to be added into the official packet should actively discuss ideas with the Tremere Coord staff from the point of conception. Coming in 'cold' with a full write-up without working through your ideas with STs and the Coords Office may lead to player disillusionment when their work is dissected. The Coord's Office also has years of experience writing and revising homegrown paths and rituals, so please do take advantage of their expertise. They'll be happy to help new creators through the process!

Once finished, regardless of previously inclusion, you may submit it to the Tremere Coordinator. Though no player (or storyteller) is required to do so, if it is not submitted to the Tremere Coordinator for approval, it may not be accepted into OWbN as a whole. Rituals and paths that are submitted and accepted will be released in further supplants comprised solely of player made material.

RULES OF THUMB FOR ASPIRING MAGIC CREATORS

Keep in mind that, in creation of new magic, we're all gamers here. We've played a LOT of games other than Vampire, and nothing is more discouraging for staff than looking at a 'new' spell idea and realizing that their mage from Greyhawk back in middle school possessed the exact same spell(s). If it exists as an idea from another game and the Tremere staff can: a) see that at first glance and b) find little to no justification to allow such a genre crossover into the OWBN World of Darkness, it's likely that the attempt will not be considered for inclusion within any Council-approved Tremere Thaumaturgy packet. This isn't to say that you can't base your ideas off other genres, movies, or your muse of choice, but you should make an idea meld into our genre and make it your own.

EX LIBRIS OWBN:

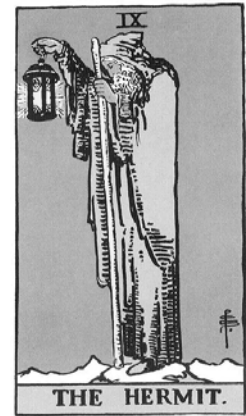
ADDITIONS, PLAYER-CREATED PATHS & TABLETOP PATH CONVERSIONS

ALCHEMY

This path must be used in a controlled, laboratory setting. The amount of Mass/Volume that the caster can affect is based on the amount of additional mental traits that the caster expends when the path is activated. Nothing larger than a Car can be affected.

Mentals Mass/Volume (examples):

- 2 - A Coin
- 4 - A Brick
- 6 - A Table
- 8 - A Safe
- 10 - A Car



PATH OF THE BETTER SELF

This path was created as an attempt to bring out a more social aspect of Thaumaturgy. It was developed by Lord of the Fourth Circle C.L.U Vasa, House Hephaestus, as an aid in business settings and political dealings. The aim of the path is to give an advantage to the caster in these settings by manipulating the mind and body of the target to mimic certain afflictions at the most inopportune time.

No levels of this path are stackable with another level of this path.

Basic

Gentle Words

Gentle Words is designed to make the caster appear more charismatic than he or she really is. It was designed to aid in business dealing with superior adversaries. Upon using this power, the caster spends one Blood trait and engages in a test versus 7 mental traits. On a success, the caster gains any combination of 2 (two) of the following Charisma related traits: Charismatic, Charming, Dignified, Eloquent, Expressive or Genial. These may be used primarily in social challenges dealing with arguments, politics, other conversational pieces where getting your point across above all others is key. It lasts for the rest of the scene or one hour, whichever comes first.

Bad Form

Bad Form is designed to embarrass your adversary in a business meeting. Most executives have learned from their very beginnings of their business meeting education that showing up intoxicated in any form is a very bad thing. The caster must initiate a mental v. mental challenge against his/her target and spend a Blood trait. If the caster wins against a mortal, the target suffers from the effects of an all night binge drinking fest, giving them the negative traits oblivious and clumsy. Kindred are affected as if they drank from an intoxicated mortal, giving the same negative traits as mentioned above, but the caster must expend a temporary willpower trait in addition.

Intermediate

Babbling Brook

target can no longer maintain a solid train of thought for the duration of the scene or one hour. The target may start a sentence or conversation, but it quickly loses its focus and winds up a meandering spoken diatribe on everything but the original focused point.

This does not mean the target can't remember what they wanted to say, but that they cannot finish it vocally.

The caster spends a Blood and engages the target in a mental test. On a win, the target gains the negative traits Forgetful and Ignorant for the rest of the night. In order to affect Kindred, the caster must also expend a temporary willpower trait. The effects of this path should be role-played out accordingly.

Incompetence

This power was developed to show one's true power over another. With this, the target becomes little more than a simpleton. Even the most mundane tasks (such as walking, talking or writing) become near impossible.

The caster spends a temporary Willpower and a Blood trait and engages the target in a Willpower challenge. If successful, any time the target wishes to take any actions, the target must first win a static challenge against his own traits of the appropriate category, which he may retest with appropriate retests. I.e. If the target has 8 physical traits and 6 social traits and wishes to walk or run, the target must first win a physical challenge against 8 traits and may retest with Athletics; similarly, he would have to win a social challenge against 6 traits in order to talk. This power last the rest of the night.

Advanced

Bring forth the Inner Child

Bring forth the Inner Child is the most devastating power of this Path. With it, the caster transforms part of the very core of his or her target, bringing out the inner child in him or her to the forefront. It changes the target's Nature to *Child*.

The caster must have a trait of the target's blood. The caster must expend a permanent Willpower trait and a Blood trait and then engage the target in mental challenge. If the caster is successful in the challenge, the caster then makes an extended challenge with the target, using the psychology ability as a retest. This determines the duration of the effect:

Number of Successes/Duration:

- 1 - Rest of the Evening
- 2 - One Day
- 3 - One Week
- 4 - One Month
- 5 - One Year
- 6 - Permanent

BINDING THE ABYSS

Although the Tremere have long been enemies of the Tzimsce, a chantry of 17th century Portuguese Tremere once turned their talents to specialized means of combating the treacherous Lasombra of neighboring Spain. This resulted in the creation of the Path of Shadowcrafting. In the modern nights, however, Tzimisce-Lasombra ties in the Sabbat have brought the Lords of Shadow to the attention of the Tremere again.

With the Camarilla's recent up-turn in their war with the Sabbat, the Tremere have needed a means to blunt the Sabbat's edge, so the Path of Shadowcrafting was unearthed. It was, however, archaic and hardly suitable for the trails of modern nights.

The path of Binding the Abyss, a remodeled Path of Shadowcrafting, was made to accomplish what Shadowcrafting could not. Those who remade the Path focused upon the workings of the Abyss, researching the true masters of the shadows, the Lasombra themselves.

Masters of Binding the Abyss have learned to dominate the soulless creatures of the shadows, but not in the same fashion as the Lasombra. Where as Binding the Abyss controls those that dwell within the Abyss, and thus making the Abyssal creatures briefly bow to their twisted whims, the Lasombra have a much more rooted dominance of the Abyss's powers, which are the pure stuff of darkness, channeled through their blood. As these two Clans draw their power from near the same sources, the Binding the Abyss has

become eerily similar to Obtenebration's effects and practices. To begin learning Binding the Abyss, the Tremere must have at least three levels of Abyss Lore. However, all retests are made with the Occult Ability.

Basic

Tenebrious Breath

The first rule of Abyss: darkness devours all light. Eventually, every light gutters and fades into the darkness. A neophyte thaumaturge can exert this property of Abyss, bringing devouring darkness to lights nearby.

Spend one Blood Trait and you can snuff out a light source or multiple light sources that you can see, equaling up to a bonfire. The lights would be snuffed out for the rest of the scene, at which point the light will ebb back in a most unsettling manner.

Hand of Night

This wholly unnerving power allows a thaumaturge to take command of a distant shadow. Through his understanding of the ways of the Abyss, he is able to link his thoughts to the shadows and summon an almost tangible quality to the darkness he controls. If the shadow belongs to a person, it follows the thaumaturge's mental commands. Inhuman shadows contort as much as possible, stretching, elongating and moving in a semblance of the caster's thoughts. A shadow controlled in this fashion cannot actually do harm, but this unnerving shadow can tangle its semi-physical form about its source. Those who have felt this shadow's fleeting touch have said that it was completely unwholesome and felt as cold as ice.

You need only to indicate a distant shadow and spend a Blood Trait to invoke this power of 'Thaumaturgy.' Once you've invoked the power you can completely control the actions of a shadow that you can see for so long as you concentrate on it. You should either indicate its movements to the subject viewing it, or inform a Narrator who can relay the shadow's unusual actions.

If you decide to affect a person with this power, their shadow inflicts the Negative Trait Clumsy due to the semi-tangible elements of the shadow and distracting nature of its power.

Intermediate

Enveloping Darkness

How would shadow appear if it hovered in the air? A discoloration? A dimness in the atmosphere? A hole in space? A commanding Tremere can peel back reality and spill forth the shadows of the Abyss and bend them into a floating globe that whips about the caster. This airborne shadow conceals the caster and creates a roiling sphere of confusion. The unnatural display manifests as an ephemeral globe that encompasses the caster at about an arm's length, though it contracts and expands rapidly while the shadows flit about its surface.

Indicate "Enveloping Darkness" by crossing your arms at neck level, palms out with your fingers spread. Any onlooker can note the obviously unusual sight. This globe of darkness extends a full three feet about the caster and those who would come into the darkness are affected with the Negative Physical Trait of Clumsy while engulfed in the unnatural shade. Mortals with fewer than five Physical traits may be strangled to death, as they lose one Physical Trait per turn, and then lose Health Level per Turn.

Inside the globe of shadow, all light sources other than fire are extinguished and sound is muffled. All victims of the globe (except yourself) suffer the penalties of total darkness: They lose two Traits in resolution of challenges and are forced to make a single retest on any successful challenge because of the darkness. Even those with Heightened Senses and Eyes of the Beast are affected: each removes one penalty Trait from the effects of the globe (forced retest is not removed).

You gain one bonus Trait to resolution in all challenges of stealth and when defending against any physical attack. And your Globe, once created, lasts for the entire scene or hour, or until you dispel the darkness to the Abyssal region from which it came.

Sacrament of the Void

Shadows seem to devour the landscape hungrily as night falls. Where any shadow lays, the power of night remains --- through that sympathetic power the Tremere can invoke the strength of night in any place. Mortals who have observed this bizarre power have left the experience "touched," talking of shadows impossible in the current light and non-Euclidean geometry casting horrid shades. Even the sun's touch is dulled by these shades.

By casting 'Sacrament of the Void' you can cause an area of shadow to expand beyond what would be its natural length. The preexisting shadow is considered to extend an additional yard in each direction. So long as you remain within this shadow (this may include the caster's own shadow), the area counts as being under the influence of night. Due to the strengthening ties to the Abyss, the caster can actually lessen the sun's searing light, in effect lessening the damage of sunlight by one Health Level. If the caster were to stand in direct sunlight with this power in effect, he would take two Health Levels of damage rather than three. This lasts for the rest of the scene or an hour.

Advanced

Abyssal Exorcism

Mastery of this path allows a Tremere to imbue his shades with a cannibalistic hunger. At this level of expertise, the caster can loose a shade filled with terrible hunger for its own kind. This mastery of the Abyss gives the Tremere a chance to counter the Obtenebration Discipline. When the Tremere summons forth this creature, malevolent darkness consumes all the shadows in the area, only to consume itself at the apex of the feast. The Shadow Fiend leaves the places it passes tinged with a harrowing frost.

When you cast this power you have a chance to have your shade consume 'Obtenebration.' By spending three Blood Traits, you make a Mental Challenge against the target in question, and if you win the 'Obtenebration' power fails completely and is consumed by the Shadow Fiend consequently, all natural shadow is consumed as well, temporarily resulting in a surreal, frozen locus. If you lose, you take a level of lethal damage as the Shade feasts upon the darkness within you. In either case the Shade quickly passes once its meal has been consumed back into its void.

BOREALIS

This Path was created in the Night... Falls (NVA) chronicle by Vincent King.

Basic

Ran's Touch

By concentrating, the thaumaturge can freeze a small area, rendering simple devices useless. To activate this power the target must be touched and single blood trait must be spent, then the caster engages in a Mental vs. Physical challenge. An additional Blood Trait must be spent for a currently moving target. This cannot be employed on a living or undead target.

Grasp of Magni

A slightly larger area of space can now be frozen and the thaumaturge no longer needs to touch the target. By spending a Mental Trait the caster may create a small (up to a cubic foot) block of ice. If targeting a person or something that a person is grasping, the caster must engage in a Mental vs. Physical Challenge. The Ice can halt movement of a person or machine, and will last until melted or broken (static Physical vs. 6 traits).

Intermediate

Forseti's Silence

With this level of control the thaumaturge can create a wall of Ice. The wall is three cubic feet of ice for each Mental Trait spent to cast it, has as many Enduring Physical Traits as Mental Trait spent to cast it,

and has health levels equal to half of the Mental Traits spent to cast it, rounded down. The wall must be summoned in unoccupied space within 50 feet of the caster.

Hel's Kiss

The thaumaturge can literally freeze the blood of his chosen target. By spending a Willpower and winning a Mental vs. Physical challenge against the target, up to 3 Traits of Blood are frozen in the target's veins. A Mental Trait must be spent for each Blood Trait frozen. For mortals this would cause a lethal wound for each blood frozen, and render that blood permanently useless fluid. For Kindred this would make the blood unusable for 5 Minutes or the end of a scene. In both cases the target would be down one Physical trait for each blood trait frozen.

Advanced

Tomb of Buri

This power can completely incase a single target in a Tomb of Ice. The Thaumaturge must concentrate for a full turn, expend a Willpower Trait and initiate a Mental vs. Physical Challenge against the target. The Tomb has as many Enduring Physical Traits as Mental Trait spent to cast it, and has health levels equal to half of the Mental Traits spent to cast it, rounded down. If a Mortal is trapped in the Block of Ice he or she will take one Lethal wound each round until broken free. The victim of this power may attempt to break out, destroying the health levels of the ice, by initiating a physical challenge from within it.

FAUX PATH

As with nearly all Thaumaturgy, the Faux Path requires the expenditure of one blood trait and an entire turn of casting in addition to any other requirements specified in the power description. The symbol for use of the Faux path is crossed fingers, where appropriate.

Basic

Hello, Goodbye

The player makes a Static Mental challenge vs. six traits to invoke this power. The next sentence the thaumaturge utters will be perceived as a lie for the duration of the evening. At dawn, the affected characters may once again exercise their own judgment regarding the veracity of the statement.

Disciplinary Identification

The thaumaturge may identify a discipline he witnesses being used. In the case of disciplines such as Dominate or Dementation, an Awareness challenge may be required to notice that a discipline is in effect. Powers belonging to other Supernatural creatures, with the exception of Hedge Magic, register as "Unquantified." The effects of Hedge Magic, True Faith, Dark Thaumaturgy, and all other Sorceries, will always register as "Thaumaturgy" at this level of mastery. The thaumaturge throws a Static Mental challenge vs. six traits to invoke this power. The thaumaturge must know at least cursory information about the discipline's powers. Note that this power may never be used in combat.

Intermediate

Thaumaturgical Identification

The third level of The Faux Path allows the thaumaturge to identify the specific paths of Thaumaturgy and other path-based disciplines, provided he is at least familiar with the effects of the path under scrutiny and has first used Disciplinary Identification to identify the Discipline. Any use of this power without first successfully using Disciplinary Identification will result in an incorrect result. The thaumaturge makes a Static Mental challenge vs. eight traits to invoke this power.

Ritual Madness

By making a Static Mental challenge vs. eight traits, the thaumaturge can place the physical, somatic effects or extrapolations of the effects of any ritual he is familiar with on an object or person, but the 'ritual' will have no actual effect. In the case of faux wards (Ward vs. Fools) or similar effects, a courage check may be needed to touch the affected item. Such items will get any sensory-based traits incurred by the actual ritual. These effects last until the next sunset.

Advanced

Disciplinary Affectation

The thaumaturge can duplicate the outward appearance of any Discipline or Path power up to the Advanced level, provided he is familiar with the power in question. The thaumaturge may mimic any and all outward effects of a Discipline with a Static mental challenge vs. ten traits, the expenditure of a Willpower trait, and by meeting the costs associated with the mimicked power as well. The burden of proof is with the Caster.

Powers such as Obfuscate and Chimerstry will appear to have been used, but not successfully, against the viewer, i.e., the observer will believe that the discipline was used, but that it failed to deceive her. Bonus traits and negative traits conferred by the powers mimicked are not actually conferred, nor are the actual benefits of the power generated.

GIFT OF MORPHEUS

This path allows you to control others' sleep and dreams.

Basic

Cause Sleep

By winning a Mental Challenge with the victim, you can cause him to fall asleep. The victim will not fall over and snore on the floor, but he will, over a period of five minutes, gradually drift into a sleep from which loud noise or physical contact can wake him. While the ritual is intended primarily for use against mortals, you can spend a Willpower Trait to affect a vampire (you must still win a Mental Challenge).

Mass Slumber

By spending a Willpower Trait, you can cause a group of mortals to fall asleep. To resist, mortals must spend a Willpower Trait and test against you in a Mental Challenge. If there are ghouls or Garou present in the "mortal" crowd, you must engage in individual Mental Challenges with each non-mortal. This ritual is best invoked in presence of a Storyteller.

Intermediate

Enchanted Slumber

This ritual allows you to cause a person or creature to fall into a sleep from which she cannot be wakened until a specific event occurs (like a kiss from Prince Charming).

This event should be achievable, though not necessarily easy. The target will rouse if she takes any sort of damage, although she will be down two Traits in all areas for the remainder of the scene. To invoke this sleep, you must spend a Willpower Trait and initiate a Mental Challenge.

This is best used on a Narrator character. If used on a player character, you should remember that if the conditions are unachievable in-game, they could cause the player to be effectively cut out of the game for at the least the duration of the evening.

Storytellers may choose not to allow you to set impossible conditions such as, "She may not awaken until her body is physically transported to the planet Mars."

Dreamscape

This allows the caster to enter the dreams of a sleeping target. The caster may not use any powers or harm the target in any way, nor does this power grant any control over the dream itself. The Target is not aware of the presence of the caster in her dream. You must possess a personal item of the target or have line of sight and engage in a Static Mental challenge with a difficulty equal to the total permanent (not temporary) willpower of the target.

Advanced

Dream Mastery

You may enter the mind of a specific sleeper and induce nightmares or use Disciplines such as Presence, Dominate or Auspex if you possess them. You effectively gain control over the sleeper's dreams and can do as you wish. Any Discipline used on the sleeper must incorporate the usual number of challenges and other Blood and Willpower expenditures. This requires you to win a Mental Challenge and spend one Mental Trait. The sleeper may take normal action in her dream.

SOUL OF THE SERPENT

This path was created by a member of the secret society known as "The Eye of the Serpent." The levels of this path are not "stackable" with Serpentinis, and quite frequently function as a lesser (or variant) version of the powers of that Discipline.

Basic

Serpentine Sense

The most basic level allows the lector-priest to access the considerable olfactory prowess of the serpent, granting acute sensitivity to all smells for the duration of the scene. The possible effects are varied, from allowing the lector-priest to identify poisons and poisoned foods by smell, to effectively letting her "see" in the dark.

Functionally this power works like Tongue of the Asp for darkness penalties, and otherwise grants the user a 1 Trait bonus when comparing ties to smell something. Smells not normally detectable via non-supernaturally heightened senses become apparent to the user. Note that use of this power causes the ophidian character's hearing to suffer commensurately, imposing a 2 trait difficulty on all related challenges until the Serpentine Sense is no longer employed.

Scaleskin

When this application of the path is invoked, the user's outer layers of skin become smooth and scaly like those of an anaconda or other river snake, allowing for greater flexibility on land as well as considerable freedom of movement through water. The character gains the Physical Trait Dexterous, and she gains the ability to pass through any opening large enough for her head. In addition, swimming in this form is exceptionally efficient, allowing the user to travel through water at normal land speed. While use of this power is obvious (to say the least) it does allow for some nick-of-time escapes from handcuffs and other difficult situations.

Intermediate

Venom Curse

The lector-priest can transform her own vitae into a deadly poison capable of blinding the eyes of nearby opponents, like that of a spitting cobra. The character coughs a point of vitae into her mouth, where it transforms mystically into a deadly blood-venom. The vampire then spits the venom at any one opponent within range (equal to three feet per Strength related trait + level of Potence (i.e. Basic, Intermediate, Advanced)). The player engages the target in a physical challenge (bidding two traits due to the difficulty to hit the eyes).

If the attack succeeds, the target must immediately make a static Physical Challenge (bidding a Stamina related Trait) to soak the toxin. If the Stamina Challenge fails the victim remains blind until the venom has run its course. The blindness lasts for a scene or an hour. Supernatural targets can conceivably shorten this time. Vampires may spend three blood points to eliminate the problem. Lupines will regenerate the blindness in short order, reducing the duration to 1 minute. The blood-venom is extremely toxic to mortals, however, who are blinded for life unless they receive immediate medical attention (within the hour). Thankfully, this supernatural venom is quite thin, and its potency cannot be maintained outside of the lector-priest's body.

Touch of Typhon

The lector-priest can now metamorphose her entire forearm and hand into a deadly asp, complete with a writhing, venomous snakehead. Effective range is only five feet, but the bite of the serpent “arm” is deadly, doing an additional level of aggravated damage to anyone struck in combat. Mortals bitten thus must immediately succeed in a Static Physical challenge (vs. 7 traits, bidding a Stamina-related Trait) or die within (total number of Stamina related traits possessed + 5) minutes from the snakehead’s virulent toxin.

If a mortal is killed in this way, the venom begins to seep out of the corpse’s wound shortly thereafter, carrying the unfortunate mortal’s essence along with it. The blood-venom pools nearby, slowly coagulating to form a small supernatural asp under the control of the lector-priest. From then on that mortal’s soul knows no peace until such time as its new “boy” is killed, thus freeing the tortured spirit within.

Advanced

Form of the Hydra

This powerful incantation – the ultimate plateau of achievement for one studying this path – allows the lector-priest to transform instantly into a writhing mass of vipers, her body erupting in a spectacular shower of black, red, green, and gold.

The player must spend two blood points to effect the change, which takes three turns to complete. During this time, the character may take no other action, and no transition of any kind is apparent in her form. At the end of the turn, her body simply bursts into a number of vipers equal to the maximum number of blood points the character can hold. (For example, an 8th generation Setite using this power would explode into 15 separate snakes.) Alternatively, the player may opt to transform instantaneously, but she does so at a cost of five blood points rather than two. Individuals assuming the Form of the Hydra are nearly impossible to destroy.

Every last viper must first be located, as the lector-priest may reform later if even a single serpent remains. This transformation lasts until the Warlock wills herself to assume normal form once again, which takes another three turns.

SPIRIT MANIPULATION

It should be noted that with rare exception, only Wyrms and Weaver spirits are likely to make deals with Kindred, especially those ones who are inhumane. Those spirits of the Wyld and Gaian will almost certainly need to be forced into the fetish no matter what sort of deal is offered to them.

Spirits that are bartered with may, ST discretion, choose not to attack you if the fetish breaks. Spirits that are forced into binding will always attack you; either upon being freed or coming back with a plan, depending on the spirit and grace of the ST.

For game balance, it is recommended that fetishes created through the use of Entrap Ephemera do not exceed the equivalent power level of a second intermediate discipline.

SPIRIT THAUMATURGY

Failures in Spirit Thaumaturgy are not recommended; the spirit of a botched summoning may turn out to be a Specter or may decide to follow the vampire around for a while to harass the vampire or worse.

Basic

Evil Eye

You can summon a wraith to harass a victim for a duration of time determined by a number of Mental Traits expended into the challenge. You must defeat the victim in a mental Challenge. If you are successful, the victim must bid two extra Traits in any challenges for 10 minutes. You may extend the duration of harassment at the cost of one Mental Trait per five minutes.

Spirit Eyes

You may attempt to see and communicate with wraiths in the area. A successful Mental Challenge versus the wraith is required before you are able to see or communicate with it. You may communicate with the ghost for five minutes for every Mental Trait you expend.

Intermediate

Spirit Slave

This power allows you to master a summoned wraith. To use this power, you must win a Mental Challenge against the wraith. If you win the test, the wraith is bound to remain and answer any questions you like, or perform any one task you require. If unwilling, the wraith might opt to perform the task poorly. An additional use of this power can force a recently dead wraith into permanently haunting the present location. This effect requires a successful Mental Challenge against the target. However, this effect can (at the Storyteller's discretion) eventually wear off.

Journey

This power is similar to the Auspex power of Psychic Projection, but your spirit remains within the physical realm. Your body remains in one place while the spirit travels around. You can be trapped inside fetishes when in this state, and can potentially be controlled by any spirit power.

Mental Disciplines that do not require touch are available for use while in this state, with the exception of Necromancy or any other Spirit Thaumaturgy. Any power requiring physical contact or manipulates the physical body is unavailable. Your spirit is visible to those around you unless Obfuscate is being used. To activate this power requires the expenditure of one Willpower Trait. While in this form, your spirit is immune to physical harm but is affected by sunlight and wards as normal.

Advanced

Fetishes

You can cause spirits to inhabit objects, or fetishes, which you may then carry around with you. Once the spirit is imprisoned, the fetish will allow you access to one and only one power that the spirit possesses. The power that becomes available is determined by the Storyteller. A successful Mental Challenge against the victim is all that is required to bind the spirit to the fetish. The spirit is trapped in the fetish until the fetish is broken. Before you may access any power of the fetish, you must permanently expend a Mental Trait to attune the item to yourself.

For game balance, it is recommended that fetishes created through the use of Fetishes do not exceed the power level of an advanced discipline.

WAY OF WARDING

General Notes: Each level of this path requires the magus to paint a glyph on an object with their own blood (spending a blood trait), and succeed in a simple test. Contact with fire or sunlight will destroy all wards created by this path.

Basic

Bar the Common Passage

This will reinforce the physical stature of any object. After activated (see above) the affected object doubles its traits to resist breaking/battering. This may allow it to overbid in challenges against it if applicable. Traits of items affected are subject to the storyteller's discretion. Any object affected by this power will receive a free retest against any use of Thaumaturgy to destroy it or alter its state (Path of Flames, Alchemy, etc).

Glyph of Scrying

The magus can see the area around the ward as if she was there. This can be placed on portable objects to act as remote sensors. Sensory amplification (heightened senses, spirit eyes, Eyes of the Beast) can be

used through the ward. While looking through this glyph, the magus has no awareness of her current physical surroundings save for if damage is dealt to her (must be damage, a touch will not be noticed).

Intermediate

Runes of Power

This protective ward will do lethal damage equal to the number of mental traits the magus permanently expends at the time of use. The ward cannot be moved more than its normal range of motion (a door can swing on its hinges, but a sword would lose the effect as soon as it was picked up) after this rune is inscribed on it.

Furthermore, any sentient creature will feel the power emanating from the rune, and will not be able to willingly touch it unless they expend a willpower trait (cannot be dominated into touching it).

Glyph of Enlightenment

The caster may create glyphs that can both act as glyph of scrying, and allow for 2-way communication. Thaumaturgical effects that you can meet the restrictions on can be used through this conduit (Generally, no touch. Theft of Vitae will steal the blood and find the most direct route to you if there is one). All restrictions of the second basic of this path still apply.

Advanced

Secure the Sacred Domain

This powerful incantation allows the magus to protect an entire building. She draws a glyph at the exact center of the building (requiring the expenditure of a willpower trait and a static mental test vs. 10 traits). If successful, all windows, portals, and doors shut and become magically sealed (Cannot be opened but can be destroyed. Current breaches in the original structure are covered with a magical wall of force that cannot be destroyed, but can be circumvented (by knocking down a different wall). Multiple uses of this power will not have any effect other than sealing new breaches in walls.

ELEMENTAL MASTERY

General Notes: This path functions as written. However, as an optional rule and at ST discretion only, an advanced summoner may be able to summon an elemental, using the Advanced level, as described in Laws of the Wild, p. 251.

To exert control would require a Static Mental Challenge as described in the Camarilla Guide, p.78. To command this advanced elemental, the summoner would need to spend two mental traits, or the elemental would want to bargain, again, as described.

Forcing an advanced elemental to perform a task that would endanger its existence requires the summoner to enter a Mental Challenge requiring 2 mental traits.

RITUALS

Notes: All Rituals listed here have their most recent text reference in the chart below. Any Rituals not listed in a MET book are listed in the section directly following the Ritual Chart. All MET Dark Thaumaturgy Rituals that are not Tremere Specific are Rarity 4 and may be referenced in the current Infernalist Packet.

- (A) = Anarch Rituals
(D) = Dark Thaumaturgical Rituals
(H) = House-Specific Rituals
(S) = Sabbat Rituals



RITUAL LISTING BY RARITY

1 - Common:

Binding the Beast
Blood Mastery
Blood Mead (Vine of Dionysus)
Blood Walk
Bone of Lies
Brand of the Paramour
Bureaucratic Condemnation
Burning Blade
Calling the Restless Spirit
Communicate with Kindred Sire
Craft Bloodstone
Defense of Sacred Haven
Deflection of Wooden Doom
Donning Mask of Shadows
Enchant Talisman
Encrypt Missive
Engaging the Vessel of Transference
Expedient Paperwork
Extinguish
Gentle Mind
Illusion of Peaceful Death
Impassable Trail
Impressive Visage
Incantation of the Shepherd
Learning the Mind Enslumbered
Mourning Life Curse
Open Passage, the
Pavis of the Foul Presence
Principle Focus of Vitae Infusion
Purify Blood
Purity of the Flesh
Rebirth of Mortal Vanity
Rite of Introduction
Ritual's Recognition
Sanguineous Phial
Scent of the Lupine's Passing
Scribe, the
Serenading the Kami

1 – Common (cont.):

Stolen Kisses
Stone Slumber
Telecommunication
Trima (Vine of Dionysus)
Wake with Evening's Freshness
Ward vs. Ghouls
Warding Circle vs. Kindred
Watcher, the
Whispers of the Ghost

2 - Uncommon:

Abandon the Fetters of Blood
Bind the Accusing Tongue
Bladed Hands
Blood Contract
Blood Into Water
Cleansing of the Flesh
Confess
Craft Dream Catcher (Oneiromancy)
Crimson Sentinel
Curse Belated, the
Curse of Clytaemnestra
Devil's Touch
Enhancing the Curse
Eyes of the Past
Ghost in the System
Heart of Stone
Imp's Affliction, the
Incorporeal Passage
Infirm Inert
Inscription
Jinx
Luminous Vitae
Major Creation (Path of Conjuring)
Mark of Amaranth
Obscure the Malice
One Mind of the Covens
Power of the Pyramid

2 – Uncommon (cont.):

Protean Curse
Purge the Inner Demon
Rend the Mind
Rending Sweet Earth
Return the Heart
Rutor's Hands
Sanguine Assistant
Scry
Sculpting the Perfect Servant
Sense the Mystical
Severed Hand
Soul of the Homunculi
Splinter Servant
Track the Transgressor
Transubstantiation of the Seven
Umbra Walk
Unseen Change, the
Unweave Ritual
Ward vs. Demons
Ward vs. Fae
Ward vs. Ghosts
Ward vs. Kindred
Ward vs. Lupine
Ward vs. Spirit
Warding Circle vs. Ghosts
Warding Circle vs. Ghouls
Warding Circle vs. Lupines
Warding Circle vs. Spirits

3 - Rare:

Banish Big Brother (A)
Beacon of the Self
Blood Allergy
Blood Certamen
Clinging of the Insect
Cobra's Favor
Court of the Hallowed Truth
Dedicate the Chantry
Detect the Hidden Observer (A)
Deny the Intruder
Escape to a True Friend
Flatline (A)
Flesh of the Fiery Touch
Harmonize Building (H)
Haunted House
Hell's Calling (A)
Inherited Affinity
Innocence of the Child's Heart
Iron Body (A)
Iron Mind
Night of the Red Heart
Shaft of Belated Quiescence
Steps of the Terrified
Stone of the True Form
Touch of Nightshade, A

3 – Rare (cont.):

True Sight
Verdant Blade, The
Vires Acquirat Eundo
Vistas of the Mind
Ward Magic (H)
Ward vs. Cathayans
Ward vs. Vitae (A)
Warding Circle vs. Demons
Writ of Protected Passage

4 - Very Rare:

Bind the Host (H)
Blade of the Forbidden Flower
Blood Rush (S)
Blood Test
Bone of Contention
Bone of Eternal Thirst
Bone of the Kindred
Bottled Voice (S)
Chaining the Beast of Hell (D) (H)
Create Corpse Minion (H)
Create Demon Bound (H)
Create Gargoyle (H)
Create Razor Bat (H)
Create Stone Dog (H)
Chain of the Bloodline
Chill of the Windsaber
Divorcing the Soul
Dominion (S)
Dominoe of Life (S)
Drawing upon the Bond
Eldritch Glimmer (S)
Eyes of the Beast (S)
Eyes of the Ever Vigilant
Eyes of the Night Hawk (S)
Fire in the Blood (S)
Fire Walker (S)
Friend of the Trees (S)
Gift, the
Haunting, the (S)
Illuminate Trail of Prey (S)
Impede the Gifts of Caine
Invisible Chains of Binding (S)
Invulnerable Weakness
Keening of the Banshee (S)
Lion Heart (S)
Machine Blitz (S)
Mind Crawler (S)
Mirror of the Second Sight (S)
Mirror Walk (S)
Nectar of the Bitter Rose
Paper Flesh (S)
Power of the Invisible Flame (S)
Preserve Blood (S)
Raise the Dead

4 – Very Rare (cont.):

Recure the Homeland (S)
 Refined Digestion
 Respect of the Animals (S)
 Return the Host (H)
 Rhumer's Aggregate Argot (H)
 Ritual of Darkness
 Ritual of Holding
 Rotten Wood (S)
 Shadow of the Wolf
 Spider's Web
 Spirit of Torment (S)
 Summon the Guardian Spirit (S)
 Summon Mischievous Spirit (S)
 Take the Essence of Hell (H)
 Thirst Unquenchable (S)
 Utter Destruction of Bonds
 Ward vs. Celestials (H)
 Warding Circle vs. Celestials (H)
 Weapon of the Kindred Soul
 Widow's Spite (S)
 Will o' the Wisp (S)

5 - Unique:

Alter Blood (C:DR)
 Amulet of False Aura (R. SinClair, Winona)
 Bring Forth the Light Within (R. Magius, C-U)
 Chairs of Water (R. SinClair, Winona)
 Craft Spirit Bloodstone (S. Lazarion, Tuscola)
 Deny the Sun's Weight (R. Johnson, M:NR)
 Diamond's Doom (C:DR)
 Empathetic Jar (R. SinClair, Winona)
 Epistula Phasma (R. Bulacanti & S. Hesse, ACE)
 Ex Libris (R. Magius, C-U)
 Extreme Care (C:DR)
 Father of Mine (R. Johnson, M:NR)
 Import Item (C:DR)
 Knowledge of the Childe's Peril (A. Blake, Tuscola)
 Lightning Rod (V. King, NVA)
 Mirror Attunement (S. Lazarion, Tuscola)
 Refresh the Wearied Mind (H. Roark, CiD)
 Rite of the Vanishing Blemish (HoB)
 Serenity of the Heart's Blood (R. Johnson, M:NR)
 Shape of the Familiar (R. Bulacanti & S. Hesse, ACE)
 Sight of the Dead (V. Daemos, C-U)
 Steps of Silence (R. Johnson, M:NR)
 Teleport to a Safe Haven (C:DR)
 Tremere's Bane (C:DR)
 Walkin's Purity of the Flesh (P. Walkin, C-U)
 Wizard's Gift (N. Tept, FIB)
 Wizard's Gold (N. Tept, FIB)

ALPHABETICAL RITUAL LISTING

Ritual Name	Rarity	Location	Level
Abandon the Fetters of Blood	2	Tremere Clanbook, p. 65	Advanced
Alter Blood	5	OWBN Arcane Compendium	Basic
Amulet of False Aura	5	OWBN Arcane Compendium	Intermediate
Banish Big Brother	3	MET Anarch Guide, p. 66	Basic
Beacon of the Self	3	NY by Night, p. 38	Intermediate
Bind the Accusing Tongue	2	Camarilla Guide, p. 109	Basic
Binding the Beast	1	Laws of Elysium, p. 82	Intermediate
Bind the Host	4	OWBN Tremere Houses Packet, p. 27	Intermediate
Blade of the Forbidden Flower	4	Blood Magic, p. 99	Methuselah
Bladed Hands	2	Laws of Elysium, p. 82	Intermediate
Blood Allergy	3	MET Storytellers Guide, p. 69	Intermediate
Blood Certamen	3	Tremere Clanbook, p. 61	Intermediate
Blood Contract	2	LotN:R, p. 187	Advanced
Blood into Water	2	NY by Night, p. 48	Basic
Blood Mastery	1	Tremere Clanbook, p. 56	Basic

Ritual Name	Rarity	Location	Level
Blood Mead	1	MET Storytellers Guide, p. 64	Basic
Blood Rush	4	MET Sabbat Guide, p. 130	Basic
Blood Test	4	OWBN Arcane Compendium	Basic
Blood Walk	1	Laws of Elysium, p. 80	Basic
Bone of Contention	4	Tremere Clanbook, p. 66	Elder
Bone of Eternal Thirst	4	Blood Magic, p. 99	Master
Bone of Lies	1	LotN: R, p. 186	Intermediate
Bone of the Kindred	4	2nd ed. Players Guide, p. 92	Elder
Bottled Voice	4	Laws of Elysium, p. 90	Intermediate
Brand of the Paramour	1	MET Storytellers Guide, p. 65	Basic
Bringing Forth the Light Within	5	OWBN Arcane Compendium	Basic
Bureaucratic Condemnation	1	Blood Magic, p. 91	Basic
Burning Blade	1	Camarilla Guide, p. 110	Basic
Calling the Restless Spirit	1	Laws of Elysium, p. 80	Basic
Chain of the Bloodline	4	2nd ed. Players Guide, p. 92	Master
Chaining the Beast of Hell	4	OWBN Tremere Houses Packet, p. 29	Advanced
Chairs of Water	5	OWBN Arcane Compendium	Basic
Chill of the Windsaber	4	MET Journal #1, p. 44	Elder
Cleansing of the Flesh	2	MET Storytellers Guide, p. 69	Intermediate
Clinging of the Insect	3	MET Sabbat Guide, p. 132	Intermediate
Cobra's Favor	3	MET Storytellers Guide, p. 73	Advanced
Communicate w/ Kindred Sire	1	LotN: R, p. 185	Basic
Confess	2	Hunters Hunted, p. 63	Basic
Court of Hallowed Truth	3	MET Storytellers Guide, p. 73	Advanced
Craft Bloodstone	1	MET Storytellers Guide, p. 65	Basic
Craft Dream Catcher	2	MET Storytellers Guide, p. 70	Intermediate
Craft Spirit Bloodstone	5	OWBN Arcane Compendium	Advanced
Create Corpse Minion	4	Blood Magic, p. 46	Intermediate
Create Demon Bound	4	Blood Magic, p. 136	Advanced
Create Gargoyle	4	Blood Magic, p. 137	Master
Create Razor Bat	4	Blood Magic, p. 137	Advanced
Create Stone Dog	4	Blood Magic, p. 138	Advanced
Crimson Sentinel	2	Laws of the Night, p. 101	Basic
Curse Belated, the	2	MET Storytellers Guide, p. 70	Intermediate
Curse of Clytaemnestra	2	Laws of Elysium, p. 85	Advanced

Ritual Name	Rarity	Location	Level
Dedicate the Chantry	3	Tremere Clanbook, p. 57	Basic
Defense of Sacred Haven	1	LotN: R, p. 185	Basic
Deflection of Wooden Doom	1	LotN: R, p. 185	Basic
Deny the Intruder	3	Tremere Clanbook, p. 58	Basic
Deny the Sun's Weight	5	OWBN Arcane Compendium	Intermediate
Devil's Touch	2	LotN: R, p. 185	Basic
Diamond's Doom	5	OWBN Arcane Compendium	Advanced
Divorcing the Soul	4	2nd ed. Players Guide, p. 92	Master
Dominion	4	Laws of Elysium, p. 92	Advanced
Dominoe of Life	4	MET Sabbat Guide, p. 130	Basic
Donning the Mask of Shadows	1	Laws of Elysium, p. 80	Basic
Drawing upon the Bond	4	2nd ed. Sabbat PG, p. 119	Elder
Eldritch Glimmer	4	Laws of Elysium, p. 90	Intermediate
Empathetic Jar	5	OWBN Arcane Compendium	Intermediate
Enchant Talisman	1	Camarilla Guide, p. 113	Advanced
Encrypt Missive	1	MET Storytellers Guide, p. 65	Basic
Engaging the Vessel of Transference	1	Camarilla Guide, p. 110	Basic
Enhancing the Curse	2	MET Storytellers Guide, p. 65	Basic
Escape to a True Friend	3	Camarilla Guide, p. 114	Advanced
Ex Libris (Fire Trap)	5	OWBN Arcane Compendium	Basic
Epistula Phasma	5	OWBN Arcane Compendium	Basic
Expedient Paperwork	1	Blood Magic, p. 87	Basic
Extinguish	1	MET Storytellers Guide, p. 66	Basic
Extreme Care	5	OWBN Arcane Compendium	Basic
Eyes of the Beast	4	Laws of Elysium, p. 92	Advanced
Eyes of the Ever Vigilant	4	MET Storytellers Guide, p. 75	Ascendant
Eyes of the Nighthawk	4	MET Sabbat Guide, p. 130	Basic
Eyes of the Past	2	Laws of Elysium, p. 83	Intermediate
Father of Mine	5	OWBN Arcane Compendium	Basic
Fire in the Blood	4	Laws of the Night, p. 105	Intermediate
Firewalker	4	MET Sabbat Guide, p. 132	Intermediate
Flatline	3	MET Anarch Guide, p. 66	Basic
Flesh of the Fiery Touch	3	Laws of Elysium, p. 83	Intermediate
Friend of the Trees	4	Laws of Elysium, p. 90	Intermediate
Gentle Mind	1	Laws of Elysium, p. 83	Intermediate

Ritual Name	Rarity	Location	Level
Ghost in the System	2	Blood Magic, p. 97	Advanced
Gift, the	4	MET Journal #1, p. 45	Master
Harmonize Building	3	World of Darkness 1, p. 100	Advanced
Haunted House	3	Laws of Elysium, p. 83	Intermediate
Haunting, the	4	Laws of Elysium, p. 90	Intermediate
Heart of Stone	3	Laws of Elysium, p. 83	Intermediate
Hell's Calling	3	MET Anarch Guide, p. 68	Intermediate
Illuminate Trail of Prey	4	MET Sabbat Guide, p. 131	Basic
Illusion of Peaceful Death	1	Laws of Elysium, p. 84	Intermediate
Imp's Affliction, the	2	MET Storytellers Guide, p. 66	Basic
Impassible Trail	1	MET Storytellers Guide, p. 66	Basic
Impede the Gifts of Caine	4	Archons & Templars, p. 146	Master
Import Item	5	OWBN Arcane Compendium	Advanced
Impressive Visage	1	MET Storytellers Guide, p. 66	Basic
Incantation of the Shepherd	1	Camarilla Guide, p. 110	Basic
Incorporeal Passage	2	LotN: R, p. 186	Intermediate
Infirm Inert	2	MET Storytellers Guide, p. 70	Intermediate
Inherited Affinity	3	Tremere Clanbook, p. 59	Intermediate
Innocence of the Child's Heart	3	Laws of Elysium, p. 84	Intermediate
Inscription	2	Tremere Clanbook, p. 58	Basic
Invisible Chains of Binding	4	LotN: R, p. 106	Advanced
Invulnerable Weakness	4	2nd ed. Players Guide, p. 93	Ascendant
Iron Body	3	MET Anarch Guide, p. 67	Basic
Iron Mind	3	MET Journal #1, p. 46	Intermediate
Jinx	2	MET Storytellers Guide, p. 66	Basic
Keening of the Banshee	4	Laws of Elysium, p. 91	Intermediate
Knowledge of the Childe's Peril	5	OWBN Arcane Compendium	Intermediate
Learning the Mind Enslumbered	1	MET Storytellers Guide, p. 67	Basic
Lightning Rod	5	OWBN Arcane Compendium	Intermediate
Lion Heart	4	Laws of Elysium, p. 92	Advanced
Luminous Vitae	2	NY by Night, p. 48	Basic
Machine Blitz	4	MET Sabbat Guide, p. 131	Basic
Major Creation	2	MET Storytellers Guide, p. 71	Intermediate
Mark of Amaranth	2	Tremere Clanbook, p. 63	Intermediate
Mindcrawler	4	Laws of Elysium, p. 92	Advanced

Ritual Name	Rarity	Location	Level
Magic Mirror	4	OWBN Arcane Compendium	Advanced
Mirror Attunement	5	OWBN Arcane Compendium	Advanced
Mirror of the Second Sight	4	MET Sabbat Guide, p. 133	Intermediate
Mirror Walk	4	Laws of Elysium, p. 91	Intermediate
Mourning Life Curse	1	MET Storytellers Guide, p. 67	Basic
Nectar of the Bitter Rose	4	LotN: R, p. 187	Advanced
Night of the Red Heart	3	Tremere Clanbook, p. 65	Advanced
Obscure the Malice	2	NY by Night, p. 48	Basic
One Mind of the Covens	2	2nd ed. Players Guide, p. 91	Advanced
Open Passage, the	1	LotN: R, p. 185	Basic
Paper Flesh	4	MET Sabbat Guide, p. 133	Advanced
Pavis of the Foul Presence	1	LotN: R, p. 187	Intermediate
Power of the Invisible Flame	4	Laws of Elysium, p. 89	Basic
Power of the Pyramid	2	Tremere Clanbook, p. 60	Intermediate
Preserve Blood	4	Laws of Elysium, p. 89	Basic
Principle Focus of Vitae Infusion	1	LotN: R, p. 186	Basic
Protean Curse	2	Laws of Elysium, p. 84	Intermediate
Purge the Inner Demon	2	MET Storytellers Guide, p. 67	Basic
Purify Blood	1	Tremere Clanbook, p. 57	Basic
Purity of the Flesh	1	Camarilla Guide, p. 110	Basic
Raise the Dead	4	MET Journal #1, p. 41	Master
Rebirth of Mortal Vanity	1	MET Storytellers Guide, p. 67	Basic
Recur the Homeland	4	MET Sabbat Guide, p. 131	Basic
Refined Digestion	4	MET Storytellers Guide, p. 74	Master
Refresh the Wearied Mind	5	OWBN Arcane Compendium	Intermediate
Rend the Mind	2	Blood Magic, p. 96	Intermediate
Rending Sweet Earth	2	Laws of Elysium, p. 84	Intermediate
Respect of the Animals	4	Laws of Elysium, p. 91	Intermediate
Return the Heart	2	MET Storytellers Guide, p. 71	Intermediate
Return the Host	4	OWBN Tremere Houses Packet, p. 27	Advanced
Rhumer's Aggregate Argot	4	OWBN Arcane Compendium	Intermediate
Rite of Introduction	1	MET Storytellers Guide, p. 68	Basic
Rite of Vanishing Blemish	5	OWBN Arcane Compendium	Basic
Ritual of Darkness	4	OWBN Arcane Compendium	Intermediate
Ritual of Holding	4	MET Journal #1, p. 42	Master

Ritual Name	Rarity	Location	Level
Ritual's Recognition	1	Tremere Clanbook, p. 59	Basic
Rotten Wood	4	Laws of the Night, p. 105	Basic
Rutor's Hands	2	LotN: R, p. 187	Intermediate
Sanguine Assistant	2	Camarilla Guide, p. 111	Basic
Sanguineous Phial	1	MET Storytellers Guide, p. 68	Basic
Scent of the Lupine's Passing	1	LotN: R, p. 186	Basic
Scribe, the	1	MET Storytellers Guide, p. 68	Basic
Scry	2	MET Storytellers Guide, p. 71	Intermediate
Sculpting the Perfect Serpent	2	Blood Magic, p. 97	Advanced
Sense the Mystical	2	MET Storytellers Guide, p. 68	Basic
Serenading the Kami	1	Blood Magic, p. 91	Basic
Serenity of the Heart's Blood	5	OWBN Arcane Compendium	Intermediate
Severed Hand	2	MET Storytellers Guide, p. 73	Advanced
Shadow of the Wolf	4	MET Journal #1, p. 47	Master
Shaft of Belated Quiescence	3	Camarilla Guide, p. 112	Intermediate
Shape of the Familiar	5	OWBN Arcane Compendium	Basic
Sight of the Dead	5	OWBN Arcane Compendium	Intermediate
Soul of the Homonculi	2	LotN: R, p. 187	Intermediate
Spider's Web	4	MET Journal #1, p. 49	Master
Spirit of Torment	4	Laws of Elysium, p. 93	Advanced
Splinter Servant	2	Camarilla Guide, p. 113	Intermediate
Steps of Silence	5	OWBN Arcane Compendium	Intermediate
Steps of the Terrified	3	Blood Magic, p. 93	Basic
Stolen Kisses	1	MET Storytellers Guide, p. 71	Intermediate
Stone of the True Form	3	MET Storytellers Guide, p. 74	Advanced
Stone Slumber	1	MET Storytellers Guide, p. 74	Advanced
Summon the Guardian Spirit	4	Laws of Elysium, p. 89	Basic
Summon Mischievous Spirit	4	2nd ed. Sabbat PG, p. 118	Intermediate
Take the Essence of Hell	4	OWBN Tremere Houses Packet, p. 28	Advanced
Telecommunciation	1	MET Storytellers Guide, p. 72	Intermediate
Teleport to a Safe Haven	5	OWBN Arcane Compendium	Advanced
Thirst Unquenchable	4	LotN: R, p. 106	Advanced
Touch of Night Shade, A	3	MET Storytellers Guide, p. 72	Intermediate
Track the Transgressor	2	MET Storytellers Guide, p. 72	Intermediate
Transubstantiation of the Seven	2	Tremere Clanbook, p. 61	Intermediate

Ritual Name	Rarity	Location	Level
Tremere's Bane	5	OWBN Arcane Compendium	Advanced
Trima	1	MET Storytellers Guide, p. 69	Basic
True Sight	3	Diablerie Britain, p 9	Basic
Umbra Walk	2	LotN: R, p. 188	Advanced
Unseen Change	2	Laws of Elysium, p. 85	Intermediate
Unweave Ritual	2	Tremere Clanbook, p. 64	Intermediate
Utter Destruction of Bonds	4	MET Journal #1, p. 43	Master
Verdant Blade, the	3	Archons & Templars, p. 146	Advanced
Vires Acquirat Eundo	3	Blood Magic, p. 98	Advanced
Vistas of the Mind	3	Storytellers Handbook, p. 118	Basic
Wake with Evenings Freshness	1	LotN: R, p. 186	Basic
Walkin's Purity of the Flesh	5	OWBN Arcane Compendium	Basic
Ward Magic	3	World of Darkness 1, p. 100	Intermediate
Ward v. Cathayans	3	SF by Night, p. 130	Intermediate
Ward v. Celestial	4	OWBN Arcane Compendium	Intermediate
Ward v. Demons	2	Camarilla Guide, p. 114	Advanced
Ward v. Fae	2	MET Storytellers Guide, p. 73	Intermediate
Ward v. Ghosts	2	Camarilla Guide, p. 114	Advanced
Ward v. Ghouls	1	LotN: R, p. 186	Basic
Ward v. Kindred	2	Camarilla Guide, p. 113	Intermediate
Ward v. Lupines	2	Camarilla Guide, p. 113	Intermediate
Ward v. Spirits	2	Camarilla Guide, p. 114	Advanced
Ward v. Vitae	3	MET Anarch Guide, p. 68	Intermediate
Warding Circle v. Celestials	4	OWBN Arcane Compendium	Advanced
Warding Circle v. Demons	3	Camarilla Guide, p. 111	Advanced
Warding Circle v. Ghosts	2	Camarilla Guide, p. 111	Advanced
Warding Circle v. Ghouls	2	Camarilla Guide, p. 111	Basic
Warding Circle v. Kindred	1	Camarilla Guide, p. 111	Advanced
Warding Circle v. Lupines	2	Camarilla Guide, p. 111	Intermediate
Warding Circle v. Spirits	2	Camarilla Guide, p. 111	Advanced
Watcher, the	1	Laws of Elysium, p. 85	Intermediate
Weapon of the Kindred Soul	4	2nd ed. Players Guide, p. 92	Methuselah
Whispers of the Ghost	1	MET Storytellers Guide, p. 69	Basic
Widow's Spite	3	MET Sabbat Guide, p. 132	Basic
Will o' the Wisp	4	Laws of Elysium, p. 89	Basic

Ritual Name	Rarity	Location	Level
Wizard's Gift	5	OWBN Arcane Compendium	Advanced
Wizard's Gold	5	OWBN Arcane Compendium	Intermediate
Writ of Protected Passage	3	SF by Night, p. 130	Intermediate



A TREMERE RITUAL COMPANION:

TABLETOP RITUAL CONVERSIONS AND OWEBN-SPECIFIC RITUALS

Some of the rituals listed below were created by players in OWEBN, and will not be found in any White Wolf publication. They are included here for players and STs to appreciate the devotion that these players have had to their characters and the Tremere. They have been approved by the Tremere Coordinator (please take note of their rarity restrictions in the listings above), and may be included in your game only with ST permission. The rest come from a myriad of White Wolf source books, and had never been converted for MET use prior to the creation of this guide.

NEW THAUMATURGY

It should be noted, that any Thaumaturgy, be they path, ritual, or combo power that does not appear in this guide, be it by oversight or deliberate edit, is to be considered Rarity 4 (Coordinator approval).

TABLETOP CONVERSIONS AND OWEBN-SPECIFIC RITUALS

Alter Blood

This ritual will temporarily mask, but not change or produce false readings, when Path of Blood's Taste of Vitae is used upon the ensorcelled Thaumaturge or a Trait of Blood that she has likewise enchanted.

System: With the expenditure of a Mental Trait by the Thaumaturge, this ritual will temporarily alter the readings of Taste of Vitae if used on the Thaumaturges blood. The only information that is obtainable is the relative generation of the Kindred, compared to the inquisitor, i.e. higher or lower generation only.

Note: This ritual only effects Taste of Vitae; it will not fool other rituals such as Blood Walk, etc. from discerning information from the Blood. The effects of this ritual, if cast on the Thaumaturge, will last until the following sunrise. The Thaumaturge during this time may only use her blood to heal wounds, as it becomes somewhat alien to her. This ritual may also be used to enchant a Blood Trait in a vessel. This enchantment will have the same effect but will permanently alter the Blood Trait.

Blood Into Water

All spilled blood within this ritual's reach transmutes to water. This is most frequently used to remove bloodstains, whether as a result of foul play or rites that involve blood to mark or otherwise designate effects. The thaumaturge pours a cup of purified water through the fingers of his outstretched hand while casting this ritual.

System: The ritual requires a five minute casting time and affects a ten foot radius, but will cleanse the area of blood thoroughly. Blood in containers and living things will not be affected, only spilt blood. Note that certain rituals and powers require blood markings or require blood to be applied to an object (such as Ward vs. Ghouls or Impassible Trail). This power has no effect on blood used to create active or dormant discipline effects – it could not be used to remove a Ward vs. Ghouls, though it could be used to clean up a blood circle drawn on the ground used to bind a demon, so long as that binding is done and over with.

Blood Test

When this Ritual is used, if there is enough Kindred Vitae in the 'tested' sample to cause a step in a blood bond or vinculum, the Kindred Vitae will move in a visible spiral within the blood sample. The movement

is visibly apparent to all present. The more Kindred Vitae present in the sample, the larger and more spectacular the movement.

System: Casting Blood Test requires the expenditure of one Willpower, one Mental trait, and an extended static Mental challenge. The number of successes or ties, against a difficulty of five traits, equals the number of blood points that can be tested during a one-hour time frame. The caster's hands acquire a slight bluish tinge while the ritual is in effect.

Bring Forth the Light Within

This Ritual may be cast on a 'non-magical' object in one of two ways. It may be cast temporarily where it will work for one evening, or it may be cast permanently where it will last forever. Upon speaking the power word (set during casting) the object the ritual is cast upon will begin to glow with a soft, dull white light. After this point a second power word (also set during casting) may be spoken for the object to stop glowing.

System: As a Basic Ritual this takes a casting time of 15 min., It requires the temporary expenditure of one mental trait for a one night effect, and one permanent mental trait for the permanent effect.

Bind the Accusing Tongue

Bind the accusing tongue lays a compulsion upon the target that prevents her from speaking ill of the caster, allowing the thaumaturge to commit literally unspeakable acts without fear of reprisal.

System: The caster must have a picture or image of the target, a lock of her hair and a black silken cord. The caster ties the cord around the hair while chanting. Any time the target wants to speak ill of the caster, she must defeat the caster in a mental challenge (Occult retests on both sides are applicable).

Bureaucratic Condemnation

This ritual was created to be the opposite of Expedient Paperwork.

System: Once cast one influence actions of the target of this ritual take three times as long as they normally would. At Storyteller discretion, a player with a significant amount of influence may decrease this time penalty, but that is left purely under the jurisdiction of chronicle Storytellers.

Burning Blade

Developed during Clan Tremere's troubled inception, Burning Blade allows a thaumaturge to temporarily enchant a melee weapon to inflict unhealable wounds on supernatural creatures. While this ritual is in effect, the weapon flickers with an unholy greenish flame. This ritual can only be cast on melee weapons.

System: The caster must cut the palm of her weapon hand during the ritual – with the weapon if it is edged, otherwise with a sharp stone. This inflicts a single health level of lethal damage which cannot be soaked but may be healed normally. The player spends three blood points which are absorbed by the weapon. Once the ritual is cast, the weapon inflicts aggravated damage on all supernatural creatures for the next few successful attacks, one per temporary mental trait spent during the casting, up to a maximum of three. Multiple castings of Burning Blade cannot be "stacked" for longer durations. Furthermore, the wielder of the weapon cannot choose to do normal damage and "save up" aggravated strikes – each successful attack uses one aggravated strike until there are none left, at which point the weapon reverts to inflicting normal damage.

Chairs of Water

This 15 minute ritual allows the caster to create more substantial and detailed chains of water when employing Neptune's Might. Instead of chains of water used to bind persons, the caster can now create

objects with water. Chairs and tables are the most common uses for this power. Those who use these objects mysteriously do not get wet even while lying on a couch of water. The objects created cannot be moved, and cannot be used to prevent passage through an area. They cannot be used in combat at all. They last until the creator leaves the area, or until he wills them away.

System: The ritual consists of the caster anointing himself with water while chanting for fifteen minutes. The power lasts for the rest of the night. Blood expenditures are still required to create the objects. Here are some sample costs for common objects. Stool or chair - one blood trait; card table - two blood traits; large table or sofa - three blood traits.

Confess

This ritual must be cast in the presence of the subject, who must then answer one question posed by the caster fully and truthfully. No resistance beyond the initial casting is required or allowed.

Epistula Phasma ("Ghost Letter")

This is a simple ritual, made for sending a written message to an acquaintance.

System: A single sheet of parchment is magically pre-prepared using a trait of the caster's blood. It will not be possible by any means to determine who sent the letter, apart from recognizing the handwriting, etc. When activated, the note will travel through the ether to its intended recipient where it will hover in front of them in an incorporeal form which only they (or someone with active Thaumaturgical Sight) can see. The target will know the letter is intended for them, and may choose to pluck it out of thin air. The note will wait for an opportune moment to manifest, rather than when the recipient is occupied, distracted, or traveling. Should they choose to not accept the note within a reasonable amount of time (10 minutes) or if they move away from it the effect will end and the message will be forever lost between planes.

The caster can only send notes to people they are acquainted with, and have actually met in person. Encrypt missive can be used in conjunction with this casting, but any other rituals are subject to ST discretion as to if they will work combined with epistula phasma. This is designed as little more than a glorified cantrip, intended for passing notes.

Ex Libris (formerly "Fire Trap")

This ritual is simply a ward cast and scribed on the inside cover of a bound book where, after casting the book cannot be opened without intoning the power phrase (set during the casting). If the correct phrase is not uttered before opening the book, it combusts and burns to ashes (causing no damage to the person holding the book).

System: As a Basic Ritual this takes a casting time of 15 min., and one blood trait (used as the ink of the ward).

Expedient Paperwork

This ritual allows a thaumaturge to avoid delays that are created in modern bureaucracies (church, government, financial, etc...). It requires the hair of a dog that is considered loyal and protective (could be bound).

System: Once cast, this decreases the amount of time that a single influence action might take. The amount of time saved is up to the ST. It is suggested that the time required is reduced to one third of the original time. The ritual takes 8 hours to complete.

Extreme Care

This ritual allows for the creation of enchanted elixirs. These elixirs have the ability to miraculously heal mortal creatures of disease and wounds.

System: This ritual, usable only on mortal living creatures (humans, ghouls, Garou, etc.), requires that one trait of Vampiric Blood be injected, or ingested, into a subject's body. This has the usual effects - the subject moves a step closer to becoming blood bound to the vampire whose blood is used, and temporarily becomes a Ghoul. In addition, the mortal automatically heals one Wound Level of damage and the Thaumaturge, if in the presence of the use of the elixir, may spend one Medical Ability to cure the patient of one viral or bacterial illness (Not cancers or hereditary diseases. AIDS, Ebola, and other such particularly nasty things should be immune to healing, but the life span of the infected person could be extended).

Mortals drinking this elixir may be brought back from the threshold of death, without being made into a vampire. The blood leaves no trace in the patient's system, and all but the partial Blood Bond fades completely within 3 days. Once the Thaumaturge's blood is transformed into the elixir it loses most of its connections to the Thaumaturge. Thus, it may not be used for Discipline or rituals against the Thaumaturge. Rituals such as Blood Walk or Disciplines such as taste of Vitae merely reveal that it is altered Kindred vitae and little else.

The elixir will only retain its potency for 72 hours after casting.

Father of Mine

This ritual gives the thaumaturge a subliminal sense of direction and distance to people, places, and objects of personal and mystical importance to the target.

System: While intoning the ritual's vocal component, the caster spins in a slow circle with a glass object of some sort held to one of his eyes while spilling a trait of his own vitae onto a sketch of his sire. At the end of the ritual the vitae soaked sketch is burned and the ashes sprinkled over a personal item of his sire. The personal item is then kept with the caster and he gains a subliminal sense of direction and distance to people, places, and objects that had personal and mystical significance to his Sire for the remainder of the night. Once this ritual has located an item, place, or person, it ceases to be detected with future uses.

The maximum range is equal to 10 miles per Generation background of the Caster, or five miles if he has no points in the Background. If attempted on the caster's Sire when he's still alive, the ritual automatically fails and the Sire realizes his childe has tried to scry on him. The ritual only works to locate people, places, and objects of the caster's Sire and only if the caster's Sire has met Final Death. This ritual lasts the remainder of the night, until next sunrise.

An ST must be present to adjudicate the use of this power.

Incantation of the Shepherd

This 15 Minute Ritual allows the user to locate, in approximate Direction and Distance, all members of the Caster's Herd.

System: To properly cast this ritual, the Thaumaturgist, while intoning the names of her Herd, must hold two small glass objects to her eyes and spin in a slow circle. . If the Caster does not have the Herd Background, she will detect the closest three mortals from whom she has fed at least three times. This Ritual has a Maximum range of 10 times the Caster's Herd Background, or 5 miles if she does not have any Herd background.

Luminous Vitae

This ritual duplicates the effects of alternate light sources on vitae, causing blood to glow in the caster's sight. This is most often used to make sure an area has been cleaned sufficiently in a chantry laboratory,

but it has a number of useful applications outside the chantry as well. The caster looks through the eye of a needle when using this ritual.

System: To enact this ritual the caster must engage in a static mental challenge vs. six traits while pouring water through his fingers. The power of this ten-minute ritual lasts for one scene or one hour, during which blood on a surface no matter how small an area or how faint glows an iridescent purple. From the oldest bloody fingerprint on a desk drawer to a pool of blood gathering beneath a murder victim's corpse, it all becomes visible.

The power has no effect on blood inside a person or container. If the thaumaturge opens a vessel containing blood, he will see the vitae in the usual purple color, but this ritual does not allow him to see though other objects.

Obscure the Malice

In this ritual, the caster pours her own vitae into a corpse's wound. The blood scabs over and the wound "heals" during the course of the ritual. This ritual cannot be used to heal the living or undead, though it can conceal evidence of feeding or other physical violence on a corpse.

System: To activate this ritual the caster must engage in an extended static mental challenge vs. six traits, the effect of the ritual is determined by the amount of successes. One success indicates a very visible wound (that nonetheless must have healed before the victim suffered whatever trauma killed him...) while five successes heal the wound flawlessly postmortem. This ritual works only for wounds – poisons, drowning, etc. will still be evident with a full autopsy, though such results may prove misleading without other telltale marks.

Ritual of Darkness

Creates a very powerful darkness in the user's Haven. This darkness cannot be seen through by intruders, but the caster of the spell can see easily.

System: The caster must rub soot from a coal fire on the windows, and the ritual takes a full hour. The darkness lasts until sunlight hits it (if the haven is underground this could be forever).

Rite of the Vanishing Blemish

This ritual 'soaks' blood and other stains, leaving no trace.

System: With a small amount of raw cotton or wool and the caster's incantation, even large stains are absorbed into nothingness. The material must be held over the stain while the incantation is said, after which it is mystically "soaked" in and the cotton/wool is useless. This works even if the stain has dried.

Serenading the Kami

By binding spirits to her physical form the thaumaturge can gain a temporary boost in strength.

System: This ritual grants the caster 2 additional traits in her next physical action. This action could be as simple as digging a ditch or hitting someone. It takes 30 minutes to cast this ritual.

Shape of the Familiar

System: Through the casting of this ritual, the caster mixes equal measures of cat blood, their own vitae, and fresh catnip from the ground to form a personal potion that can later be ingested to transform into a feline shape, along with all their carried small possessions and garments. The ritual will fail if the blood was not collected humanely, or if the donor cat is killed in the process. Unlike its cousin Protean Curse, this change in form cannot be shared or inflicted upon others, and it takes about one minute for the potion to

become effective once imbibed. The caster can end the effect at will (at the end of the turn), regaining their normal appearance with but a thought and an expenditure of a Willpower trait. Otherwise, the effect ends at sunrise.

Only small cat forms about the size of a domesticated house cat can be taken on, and the appearance of said form will look similar in coloration and breed to that of the subject the blood sample came from. The loss of human speech makes Thaumaturgy impossible, though rituals already cast (Pavis Foul Presence, Deflection of the Wooden Doom, etc.) may still be used. No additional powers or liabilities are gained when in cat form and the caster's normal trait maximums are unchanged.

True Sight

System: True Sight only helps to detect deliberate, willful lies. If the other party believes she is telling the truth, then what she says will appear to be true. The ritual detects the state of nervousness, not whether the truth was spoken. In effect, the Thaumaturge has a single extra investigation ability and five extra mental traits, for the duration of the ritual, for the purposes of Auspex challenges that they initiate as well as ability challenges relating to the discovery of truth.

These traits may not be bid, but are added to the caster's total for purposes of comparison or overbid. They do not aid in Auspex challenges initiated against the caster because the ritual does nothing to alter the Thaumaturges ability to hide their own reactions, nor the other person's ability to perceive the Thaumaturges. To indicate that this ritual is in effect, the player should get a card denoting the extra traits and the time cast from a storyteller. This ritual takes five minutes to cast and lasts one hour.

Vistas of the Mind

This ritual causes an increase in memory and intelligence, allowing a single retest once in the evening on the use of any primarily Mental Ability.

Walkin's Purity of the Flesh

This Ritual is functionally the same as the Ritual 'Purity of the Flesh' with a few minor changes. It does require the same casting time, and additionally 13 quartz Crystals, that are 'popped like flashbulbs' upon the Ritual's completion.

System: The system for this Ritual is Identical to 'Purity of the Flesh' with the addition that the subject of the Ritual is also freed of any Technological enhancements (i.e.: Technocracy Nanites and the like).

Warding Circle versus Ghouls (and others)

Created as a protective ward, it creates a circle of protection against many different creature types. Each creature type is a separate ritual.

System: These rituals require three traits of blood of the appropriate creature type (handful of sea salt for spirits, ground marble from a tombstone for ghosts, or holy water for demons). The caster determines the size of the warding circle in the following manner. It starts at a base of 10' radius (20' diameter). The caster may spend one mental trait and one-blood traits to increase the radius by 10'.

Any appropriate creature that approaches the circle will feel the power of the circle. In order to cross the ward, she must win a static test against the mental traits of the caster, bidding her current number of willpower traits (no traits are risked by either side). If she fails she takes three lethal damage, and is denied entry. If she wins the challenge she may cross, but still takes the three lethal damage. Attempts to leave the circle are not blocked. Wards can be laid inside of each other, but must have at least 20' diameter smaller than the one they are inside of, and must be of different types.

Intermediate

Amulet of False Aura

This hour long ritual creates an item that temporarily masks the creature type of the wearer as far as the aura is concerned. It will not hide diablerie veins or emotional state, just creature type.

System: To perform the ritual, the item must be placed in a trait of blood of a specific creature type. During the ritual, the blood is absorbed in the item, and is no longer usable for any types of magic. The item must be worn around the neck. For the next week, anyone aura perceiving the wearer of the item for creature type sees the wearer's aura as being that of the creature type of the blood used during the ritual.

Beacon of the Self

While Calebros ascribes a great deal of power to this ritual, it is not so potent as he believes it to be. In fact, the ritual itself is quite rare, owing to many Tremere elders harboring some degree of paranoia. While the ritual does indeed locate Kindred with ease, few of those elders want themselves so effortlessly found, and guard the secrets of its performance. This ritual reveals the location of a specific Kindred to the caster, so long as she is within a night's travel of the caster's current location. The caster receives a dream-like but identifiable mental image of the subject's current location. This ritual requires some portion of the subject's body, however small: a hair, a severed finger, a fang, or a thumbnail.

System: The thaumaturge performs this 20-minute ritual as normal, which destroys the subject's left-behind matter in a whiff of yellow smoke. The caster inhales the smoke, which creates the vision in her mind. The caster then engages in a static mental challenge vs. six traits. If the ritual fails, or if the subject is out of range ("within a night's travel" seems to be an arcane measurement, equal to the distance the caster could travel on foot in one night), it provides no image at all, though it does destroy the tissue sample.

Deny the Sun's Weight

The caster gains the ability to exist on less rest than other kindred, tending to rise at least one hour before sunrise. For the duration of the ritual, he will always seem to be the first to rise and the last to go to bed, even if he's been out until dawn. While other kindred may still be groggy, he is awake and aware.

System: The caster may awaken early and remain awake late during the first and last hour of light, with no need to expend Willpower to stay awake. This Ritual takes 20 minutes to cast and its duration is 24 hours. This ritual does not grant the ability to bid more Traits than your Morality would normally allow during the day. Another means such as Light Sleeper or the ritual Wake with Evening's Freshness would be needed to bid more Traits than your Morality would normally allow during the day. The primary Components to cast is A moonstone gem, which must be with the caster for the duration of the ritual, and is often worn as a ring or pendant.

Empathetic Jar

This ritual creates a bottle that collects and condenses emotions.

System: The thaumaturge must fill the bottle with a trait of his blood, which must be drawn by a knife that has been used in a murder. A wedding ring is placed in wax and used to seal the bottle. Once sealed, the bottle begins to absorb emotions from the immediate area. The emotion absorbed will be whatever emotion is strongest in the area. The blood in the bottle becomes transparent as emotion is absorbed. Once the liquid is clear, the bottle is full of emotion. The liquid will have a slight color to it, which represents the emotion contained inside.

The time required to fill the bottle depends on the strength of emotions in the immediate area. A bottle left in a supermarket would take a year, while one in a church

might take a few weeks. A bottle left at the scene of a recent or currently occurring murder might take a few hours. If the wax is removed before the blood is clear, or if the bottle ever breaks, the ritual ends and the emotion dissipates. As soon as the wax is placed on the bottle, the blood in the bottle becomes for all purposes inert, and cannot be used again for anything. Once the liquid is clear, the wax can be removed and the emotion can be used, by pouring the liquid onto a person, place or item. If the liquid is poured on an item, the item then radiates that emotion permanently. This covers any other emotions on the object, unless they were very strong to begin with.

When using The Spirit's Touch, or similar powers, a separate test must be won versus 12 traits to notice anything except the emotion. If the liquid is poured over an area, the area radiates the emotion. This will cause small changes in behavior for anyone in the area. Storytellers should inform players of the "feelings" they get in a certain area. This effect lasts for the rest of the night. If the liquid is poured on a living (or undead) creature, requiring a physical challenge, the individual is overcome with that emotion. The individual receives two negative traits appropriate for the emotion, and should role-play out the emotion. This effect lasts for the rest of the night. If the liquid is ingested, the individual receives the negative traits, and a derangement appropriate for the emotion. This also lasts for the rest of the night.

Once the wax seal has been broken, the liquid must be used within five minutes, or the effect is lost. One bottle can only be used for one object, place or person. All of the content must be used for it to be effective.

Knowledge of the Childe's Peril

With a trait of Blood from a ghoul (the caster's or not), the caster of this Ritual may become attuned to said ghoul for a night allowing the use of the ghouls senses.

System: This Ritual takes 30 min. to cast and lasts all night. One trait of the casters blood is mixed with one trait of the ghoul's blood, and the ritual is performed. The blood boils down to one trait and then Imbided by the caster, thus attuning the ghoul to the caster. After the Ritual is complete any time throughout the night the caster may spend a Mental Trait to gain use one of the Ghouls senses for a period of 1 hour, though the caster may choose to 'turn off' the effect of the Ritual. (see though the ghouls eyes, hear through the ghouls ears, etc.) The caster's senses take a back seat to those of the ghouls so they are effectively blind or deaf or without whatever sense they are taking from the ghoul. The ghoul is unaware that the ritual has been cast or enacted, however the caster may NOT interact with anything within the area of the affected ghoul. When the hour is up the caster may expend another trait to gain the effects of the Ritual again, however at the end of the night the Ritual is over and the ghoul must be re-attuned to use the Ritual again.

Lighting Rod

With this Ritual a Master of the Path of Weather may utilize a Bolt of Lightning for later use.

System: An appropriate item must be pre-prepared to accept the bolt. A Staff or Sword is appropriate (though if a sword the Lightning Bolt cannot be released as part of a strike of the Weapon). This takes a week, with a series of challenges (one static mental challenge each night difficulty of 10). If any fail the item is destroyed and the process must start over again. On the last night a Permanent Mental Trait must be spent to attune the item to the caster.

Only the caster may release her own Lightning. Once the item is created it may hold One (1) Lightning Strike, for each of the Permanent Willpower that the caster has. Following the rules of Lightning Strike (Advanced Weather) the caster must summon Lightning to the Rod. He or she will take 3 Lethal Wounds doing so, but the Lightning is also stored.

If the Rod is broken the Lightning will harm anyone holding it. To release the Lightning Strike the caster must again follow all rules of Lightning Strike, save the weather requirement, since the lightning already exists.

Refresh the Wearied Mind

System: In a small, unventilated room, burn five candles made of Beeswax, Ginkgo Biloba oil, and Rosemary oil, arranged in a traditional star pattern with a runic circle drawn in the middle. The thaumaturge meditates during the casting of the ritual, repeating a chant in Latin, which causes the candles to burn quickly and completely (so new candles are required for every casting). The thaumaturge must then draw the smoke deeply into her lungs, which completes the casting. Upon successful completion, the Thaumaturge replenishes all her mental traits.

The ritual can only be cast once per night. It does not take the place of using willpower to replenish traits; a Willpower trait may be used as normal. The caster must have and expend (for the night) a level of the meditation ability to cast this ritual.

Rend the Mind

Most of the Tremere are not physically powerful. This ritual combines the lethal powers of Thaumaturgy and Auspex into a powerful tool.

System: This ritual allows the caster to make one telepathic attack before the next sunrise. If she wins a mental challenge against her target she will cause a number of bashing wounds equal to her permanent willpower. This ritual takes one hour to cast. Also the casters Primary Path must be at the second intermediate and have Telepathy.

Sanguine Assistant

Tremere often need lab assistants that they can trust implicitly. This ritual allows a thaumaturge to create a temporary servant that was utterly loyal.

System: The caster spends 5 blood and makes a static test against 10 traits. The resulting servant is about a foot tall, and roughly humanoid shape and is formed out of random objects in the room (but oddly enough it will never take anything that you will be using). The servant will last for a number of days equal to the caster's mental traits. The servant will follow the orders of the caster, and will take on the personality and mannerisms of the caster. When the ritual expires, it will return to the bowl it was summoned in, and fall apart. The caster may re-summon the same servant and it will retain its personality and memories.

Serenity of the Heart's Blood

The caster gains +2 traits in tests to resist Frenzy and Rötschreck, for the duration of this ritual. The thaumaturge may only use the power on himself.

System: No physical component is necessary to empower this ritual, however, during the casting the thaumaturge must meditate and achieve a trance-like state. The ritual gains its power from inherency. The caster cannot expend vitae to increase Physical Traits while the ritual is in effect (thus not allowing his heart's blood to be stirred), is able to gain a degree of mastery over his beast. This ritual requires 20 Minutes to cast and its Duration is 24 hours.

Shaft of Belated Quiescence

This ritual turns a regular stake of rowan wood into a particularly vicious weapon. When the tip touches kindred, it breaks off and burrows for the victim's heart.

System: The stake must be of rowan wood, coated in three traits of the caster's blood and baked over an oak wood fire. When the stake is used in combat, it acts normally as a weapon. If a successful strike hits, the tip of the stake breaks off and begins burrowing at the heart of the victim (even if you have the Misplaced Heart merit). Every hour, the affected player must make a static physical challenge against the mental traits of the caster or take one lethal damage.

Once 5 lethal damage has been done in this fashion, the character is staked. Removing the tip via surgery requires the medicine ability. The surgeon enters an extended challenge against a number of traits equal to the creator of the stake's mental traits. She must accumulate 5 successes to remove the tip. Each challenge made will do 1 point of lethal damage win, loose or tie. Healing the wounds closes the incisions and the surgeon must start over.

If a stake enchanted with this ritual is used on someone that has her heart removed by Heart of Darkness (advanced Serpents), the stake will do normal combat damage on the initial hit, but the tip will not break off, and the ritual is not expended.

Sight of the Dead

Allows the caster to see and hear wraiths for x hours where x is the number of blood traits spent upon casting.

System: The caster must obtain dirt from a freshly dug grave. While mixing in x blood traits, the Thaumaturge must read backwards from the Bible ("Ashes to Ashes..."). He then must smear the dirt/blood mixture behind his ears, and on his eye lids.

Splinter Servant

Another ritual designed to enchant a stake, Splinter Servant is a progressive development of Shaft of Belated Quiescence, and the two rituals are mutually exclusive (They cannot be placed on the same stake). The stake itself becomes a minion bent on staking its target.

System: The stake must be made from a tree that has been nourished by the dead (a tree from a graveyard would be a good choice) and wrapped in sheath made of nightshade twine and wax. When the binding is torn off, the splinter servant springs to life, ripping little legs out of itself, and attacking the person that it is commanded too attack (by pointing it at the target as the sheath is ripped off).

The splinter servant has a number of Physical Traits equal to half the Mental Traits of the caster, a number of melee equal to the caster's occult rating, and is immune to mental and social challenges. It has three health levels, and ignores wound penalties. It can move up to 30' (9 paces) per turn. It will remain active and attacking until it stakes its victim, it is destroyed by damage, or 5 combat rounds have passed. It loses traits normally, and must succeed in the normal staking challenges. It is up three traits to avoid attacks due to small size.

Any damage increasing effects (Scorpion's Touch, Wards, etc.) will ruin the ritual.

Steps of Silence

The ritual enchants an item (typically an amulet or shoes) so that while worn, the wearer is considered up +2 traits in stealth related tests. The caster of the ritual instinctively knows where the item is at, at all times. While this does not grant precise knowledge of its location, it does give the caster a strong sense of distance and direction. The caster must know the rituals Craft Bloodstone and Donning the Mask of Shadows in order to successfully learn and cast this ritual.

System: Completion of this ritual takes 10 minutes per night, for three nights, plus one trait of Assamite blood. The effects of the ritual last until the enchanted item is destroyed.

Summon Mischievous Spirit

The Vampire with this Ritual is able to summon a poltergeist. The poltergeist will cause a ruckus, messing with appliances, furniture, plumbing, electronic devices, and any other inanimate objects. The Spirit may cause almost any object to move around, but it will seldom directly harm a person. However, it will readily cause indirect injury, such as dropping a chair on someone's head, or causing a knife to fly across the room. It is important to remember that the Spirit doesn't want to harm the victim – it just wants to annoy the hell out of him.

System: The effect of the spirit is up to ST discretion. The length of time the spirit stays is based on a simple challenge that is thrown and repeated until a loss occurs. The amount of success, are the number of hours the spirit will stay.

Ward Vs. "Creature Type"

The use of this ritual does not create a personal item for either the caster or anyone who's blood has been used to nullify the ward towards them. The object may still be a personal item to someone for other reasons.

Wizard's Gold

Created in an effort to reduce the amount of rare and restricted rituals and paths that are being taught by members of House and Clan that should not be teaching such things, this Ritual is cast whenever a ritual or path that is normally restricted to Regents or above is taught to an Apprentice.

System: A Gold coin of the highest quality must be used. Stamped on one side is the shield of House and Clan Tremere. On the other are the names of the teacher and the student and the name of the ritual or path that is being taught.

The teacher places the coin in a Silver chalice with a trait of her vitae as well as a blood trait of the student. During the casting of the ritual the coin absorbs the blood and takes on a slightly red hue. Another trait of Vitae must be used to fuel the ritual itself. Once completed the student is unable to teach the ritual or path. She can speak of the path and its effects, but she is unable to impart enough knowledge to effectively instruct another person on its intricacies (i.e., to allow them to purchase the ritual).

Advanced

Craft Spirit Bloodstone

This is a small perfectly spherical stone crafted from an opal (tourmalated opal).

System: The opal is left in a crystal bowl of vitae (three points of your own blood), which takes three evenings to absorb. This can only be cast during the full moon, and must be exposed to the moonlight during the evening. This bloodstone may then be tracked across to the umbra, and the shadowlands. Further the caster may track it from three planes interchangeably: the astral plane, the umbra, and the shadowlands.

Diamond's Doom

This ritual is the trademark of John Diamond, Jonestown's sire. It enchants a wooden object into a powerful anti-Kindred weapon. The object can be as large as a wooden stake or a cane, or as small as a letter opener; in any case, it must be roughly shaped like a stabbing weapon.

System: A Diamond's Doom stake gains an additional trait for use in combat challenges. Like any common stake, it can be used to impale the heart of and immobilize a vampire. The attacker makes three simple tests, not two, and if any two of them succeed, the defender is staked. Once the enchanted weapon is in a vampire's heart, it takes root, and cannot be removed without ripping out the heart and putting the vampire into torpor--a disaster for low-generation Kindred. Furthermore, if weapon and heart are

removed--a task involving considerable strength or crude butchery--the vampire remains staked, similar to the results of staking a removed heart as in Heart of Darkness. If the heart is burned or exposed to the sun, the vampire is destroyed. Furthermore, if the heart is outside of the body of the kindred for more than one hour, it begins to decay, and will lead to the death of the kindred who's heart it is (this ritual is not a cheap alternative to Heart of Darkness, and does not provide the protections of the heart that the Advanced Serpents does).

Aegis may be blown to avoid death by heart deterioration. The heart will re-form in the body when Aegis is blown. The weapon will release its grip and slide out easily if the true name of the one who wielded it is spoken as it is pulled. Anyone may remove it by this method. Other methods of removal would be by the use of Vicissitude (up to Bonecraft is required), the ritual Rotten Wood will destroy the stake, Decay (First Basic Hands of Destruction) will destroy the stake (the Second Basic Gnarl Wood will not work). Other methods such as burning the stake out with a blowtorch will only result in the death of the person so staked. The ritual Purity of Flesh will also expel the stake.

Those who can see auras will notice a shimmering cloud of menace and hate around the weapon if they think to check. Anyone who tries to use Spirit's Touch or its equivalent will be overwhelmed by visions of pain and violence from the malevolent intelligence that inhabits the weapon if they attempt to "read" it. Whether they win or lose, they will gain no useful information from the Spirit's Touch. This ritual can by no means be combined with Shaft of Belated Quiescence or Splinter Servant.

Enchant Talisman

Enchant Talisman allows the Thaumaturge to enchant a personal magical item (i.e., the fabled wizard's staff) to act as an amplifier for her Thaumaturgical might. Many such talismans are covered with magical writing and runes (like every ward the caster knows). The object must be rigid and about a yard in length (swords and walking staffs are the most common, but some may enchant shotguns, pool cues or other more exotic objects).

System: Prior to the ritual, the caster must declare which path her talisman will be linked to. This link cannot be changed and remains until the item is dispelled. Casting takes 6 hours per night for a complete lunar cycle, beginning and ending with a new moon. The caster enters one extended challenge per week. The challenge is 10 static mental challenges against 16 traits. The caster must win or tie (be sure to compare traits on a tie on the RPS) 20 times over the course of the 4 sets of challenges. Failure means that the effort has been wasted, and the thaumaturge must start over.

If successful, the caster now has a potent weapon and tool. With the following benefits (as long as the Talisman is in the hands of the caster):

1. The caster is considered 1 trait up on any Magical attack made against her.
2. The caster is considered 2 traits up on any challenge with her chosen path.
3. The caster is considered 1 trait up when casting her rituals.
4. If the item is used as a weapon, it has no negative traits.
5. If object is not a weapon the caster is considered 1 additional trait up with her chosen path, and when casting rituals. For the purposes of this ritual, a staff/cane/walking stick does not count as a weapon so long as is not used or modified with combat applications in mind. For example: making the staff out of iron and putting a giant ball on the top to increase its combative qualities means it's a weapon, not merely a staff/cane/walking stick.

If another person ever takes this item, being that it is inscribed with the true name of it's creator (and if you are a product of western society, your birth name IS your true name), they are considered three traits up in any Magical attack against you. You always have an innate mental connection with your talisman,

and you can track it if moving at a normal walking pace. You can always tell general direction and distance. You know if it is destroyed. You can only have One Talisman in existence at a time.

Escape to a True Friend

One of the few rituals that provide a form of teleportation, this ritual takes the caster to the general area of the person that they trust the most.

System: Taking 3 hours each night for 3 nights engraving a magic circle on bare stone. Each night requires three blood traits as well that are poured into the circle, and the caster permanently expends a mental trait each night. Once the circle is complete, the transport may happen at any time. Note that the caster is the only one that may utilize the circle. The caster steps into the circle and speaks the name of her friend. Once the casting is complete the Magus then appears a short (5 min) walk away from her friend. Subsequent uses of the circle may be done if the casting was done on a permanent structure that remains undisturbed. This ritual will only function if the caster names one who she believes to be her friend.

Ghost in the System

Modern false identities can be created with this ritual. The identity is created with great detail, Citizenship, driver's license, SSN number, etc.

System: The caster must make 7 challenges (they must be won), one for each night that this ritual takes to complete (IE one week). If she fails 4 or more of the challenges the ritual is a complete failure and a certain government agency might start looking into the changes. If all of the challenges are not won there is an extended delay in the creation of the new identity. The amount of time is up to the ST. While in this 'problem' time the Kindred will have as much of a hard time completing mortal activities as an ST wishes. This ritual is powerful with real negative drawbacks if failed.

Import Item

This ritual allows the Thaumaturge to call forth an enchanted item into their presence, avoiding all physical barriers in its path.

System: Unlike this ritual's Infernal predecessor, 'Aport Object', it does not use external forces – such as demons and their ilk – to accomplish its task. Without these forces to make the ritual possible the Tremere looked to other rituals, such as 'Escape to a True Friend', to re-derive their means of translocation. The Shadowlands, while not as secure as an Umbral Pocket realm, was deemed to be the most achievable means by which this translocation could be accomplished. Although this was the decided upon means – it does take a considerable trained Thaumaturge to master its utilization. Unlike its Infernal cousin that even a neonate can master – or is that 'its masters will utilize them'? To enchant an item, so its capable of such a journey, the Thaumaturge needs soak the item in three of her Blood Traits, for the ninety-minute ritual, and expend a Willpower Trait.

Items attuned in this manner may be no larger than the Thaumaturge can hold in both hands or be more than twice her mass. Items, which are so attuned, must have this indicated on their respective 'item cards' or recorded on the Thaumaturge's character sheet for the ST' review. To summon an object so ensorcelled through the Shadowlands, the Thaumaturge must will the object into her presence, thus expending a Mental Trait (taking one full combat turn).

If however she does not have either hand free, the item will appear where she wishes but no more than five feet from her. Note: the item will not imbed itself within anything or anyone. Also noting the medium by which the ensorcelled item travels, Ward versus Spirit prevents the use of this ritual. Upon reaching the Thaumaturge, items summoned

in this manner lose their enchantment. This is important because a Thaumaturge may only have one enchantment of this type at any given time. Hypothetically two Thaumaturges may each have an item enchanted by this ritual.

However be warned: if both Thaumaturges summon the same item at the exact same instance (same action) the object goes to neither. In fact Arcades, the creator of this ritual, postulates that items lost in this manner are displaced into the depths of the Shadowlands – but as of now this is only a hypothesis.

Magic Mirror

"This ritual was designed by members of House Principia and only learned exclusive by those members of Wards & Measures who install the mirrors within chantries or havens so that members of clan Tremere may communicate."

System: The ritual is cast upon a mirror using a bit of the user's blood which forms the link to the network of mirrors that they are authorized to communicate through. Any attempts to record the messages on the mirrors will be blank. All attempts to cast magic upon it, movements, or disruptions will result in the mirror to cease functioning and require the Warlock to explain why another needs to be installed.

The blood itself is infused into the network, not the mirror itself, and so a Regent would be able to use an Apprentice's mirror and still have contact to their Lord. Due to this, the mirror does not count as a personal item unless it is for another reason. A kindred who's blood is not infused into the network cannot activate the mirror.

Mirror Attunement

System: This ritual requires a glass mirror. The caster must etch (properly and with good craftsmanship, as hieroglyphics are not only a language but a set of magical symbols as well) into the glass, a border of text. That text being a very lengthy and poetic description of a soul passing through its own reflection. Then the "mate" of this mirror must have the *exact* mirrored set of hieroglyphs etched in by the caster, including any flaws or extended artistic whim. The caster then paints in, with her vitae, the etched hieroglyphs (the mirror image reflection on its mate, identically) and brings them 'to life'. The blood then must be left to dry, in the waxing half-moon moonlight.

After this preparation these two mirrors - no matter what location, distance, or angle - can be entered by someone using the ritual "Mirror Walk", and exit out the 'mate' of the mirror entered.

One Mind of the Covens

"This is a very exclusive ritual used by the Regent of a given chantry during a simultaneous communication with her equivalents across the world."

System: This ritual is one of the main reasons that the Tremere clan is so controlled and organized - it allows the elders to demand current information concerning the progress of all its members' schemes." Another more common utilization of this ritual, allows those with the same variant rituals, after engaging in an hour-long chant, to stare into a silver mirror and telepathically speak to their counterparts, even across the world.

This means of communication can be maintained all night and can switch from person to person throughout the casting. It can even contact several (or all) of them simultaneously, with each Tremere getting a signal, much like that sent by the Rite of Introduction, alerting her to the fact that there is another that seeks her attention. Many Tremere carry pocket mirrors in compacts or cigarette cases for just such an event.

OWBN has created an online email group for Regents with this ritual. Please inquire with the Tremere Coordinator team if your PC has purchased this ritual and wishes to be added to the list.

Sculpting the Perfect Servant

This ritual truly has no real possible game effect. To see any real development from a PC perspective a character would have to be alive for more than a decade. This ritual should be used by the STs as background information for possible PCs or storyline. In the hands of a PC it has no purpose.

Teleport to a Safe Haven

Via the utilization of a material focus and an attuned summoning circle the Thaumaturgist is capable of teleporting from anywhere to their "Safe Haven."

System: During the ninety-minute ritual a one-meter circle is inscribed and enchanted with the proper arcane sigils and the caster permanently expends a mental trait. This is done in conjunction with enchanting a material focus. These two in tandem make the ritual capable of transporting and receiving the Thaumaturgist's physical form (true body only, this ritual will fail if cast on a possession suit), into the summoning circle. Note that the caster is retrieved naked, and all items are left behind. The material focus can be created out of any material but is commonly made of ceramics or something else that is easily broken when the need presents itself. After the amulet had been physically fashioned it is then imbued, during the casting of the ritual, with a Blood Trait of the Thaumaturgist's physical form and will remain so enchanted until broken or one month (30 days) passes. When the material focus is broken (requiring a static physical test vs. 5 traits in combat), the physical form that is attuned to the circle is drawn to it at the end of the combat round. Thusly, teleporting the attuned body into the center of the circle. Only one such attunement may be placed upon any physical form at any one time.

Tremere's Bane

This very potent ritual takes five people to cast, though only one person needs to have the ritual.

System: All five casters must succeed in a Static Challenge (Diff 12). This is a two hour long ritual where the five mages chant while the blood of a recently (same night of ritual) embraced and willing (not coerced with disciplines) virgin (male or female) is sacrificially drained into a chalice with a ceremonial dagger. A five-pointed star is drawn on the floor (facing north), each mage sits at one of the points, the virgin is placed in the center. The mage at the north point takes the dagger and chance, places the chance next to the virgin, and then holds up the dagger and everyone begins to chant.

After the chanting has reached its rhythm the dagger is plunged into the heart of the virgin. The blood then begins to drain into the chalice. The blood in the chalice does not stay it mystically evaporates. This process takes the whole two hours. The virgin will feel no pain during the ritual and she will not be killed, just her blood will be drained.

If this ritual has been successfully cast, anyone who is not of Tremere blood will experience a difficult time employing any of the Paths of Thaumaturgy, not rituals just Paths. The system for this is as follows; when any discipline is used the cost for that discipline is doubled and if it doesn't already have a test then it will require a simple test to use. If the tests are failed then the opposite effect of the discipline will occur. The Ritual lasts for One year and affects a single building.

Here are two examples:

- *An 11th generation Brujah tries to lower her generation to 8th with Potency of the blood. Normally it would cost her 6 Mental traits and one Blood, but with Tremere's Bane being present it will cost 12 Mental traits, 2 Blood and a simple Test. If she fails the test then instead of lowering her generation she raises her generation to 13th.*

- *If a Malkavian tries to Forcebolt another vampire, it will cost her 2 blood traits instead of one. If she loses the challenge she suffers the effects of Forcebolt herself.*

Verdant Blade, The

Kindred sometimes have to be taken in for judgment or (more likely) for questioning. Carrying a heavy wooden stake is fairly conspicuous, though, and it lets your target know that you don't want him dead. Several Quaesitors developed the Verdant Blade in the 1800s. Its use is limited largely to that group, though a few other Archons have learned it. The ritual temporarily enchants any sharp object – a sword or large knife, a bone, a piton, or tent spike – to paralyze Kindred staked with it as though it were wooden.

The weapon or item must be placed in a vat or tub along with a freshly cut tree branch, several ounces of sap, and a gallon of water. When the ritual is complete, the weapon will paralyze a vampire when driven into its heart. This effect works only once; once the weapon is removed, it must be enchanted again if the caster wishes to use it to stake another Kindred.

System: The caster must expend a blood trait and make a static mental challenge vs. ten mental traits, and must spill a second blood trait into the vat with the items described above. The chanting that follows takes 25 minutes. If the static mental is failed, the weapon is not enchanted and will shatter on impact. The item or weapon must still be large enough to use as a stake (a large knife or sword will work, but a pin will not). The ritual does not make the actual staking process any easier, and the weapon cannot be enchanted in any other respect.

Vires Acquirir Eundo

This ritual, when cast in tandem with another ritual, can increase some effects of that ritual.

System: The effects that are extended are completely up to the ST. The player can suggest possibilities as to what effects are changed, but the ST has the final say so. It is suggested that the player carry an index card signed by an ST and saying that the change in question is legitimate. It is strongly advised to STs that they use common sense before approving some extended requests.

Wizard's Gift

This ritual was created as the opposite of Wizard's Gold. Once an Apprentice attains the position of Regent she must be able to educate Apprentices under her chain of command.

System: During the casting of the ritual, the coin (or coins, as this can be cast on any coins that have the person's name on it) must be in the presence of the person they are intended to affect. If successful the Thaumaturge is now free to teach the rituals and paths that were previously closed via Wizard's Gold.

Elder

Bone of Eternal Thirst

This three night Ritual creates an ensorcelled weapon made of bone and ivory. The Thaumaturge must carve the weapon himself and then bathe it in the lifeblood of a year-old fledgling each night. All of the blood is absorbed into the weapon and cannot be used for any other purposes. The third "contributor" must be the caster's own Childe. The enchanted weapon becomes a powerful tool, able to sever flesh and even bone with ease, draining the strength of those it injures. It is nearly impossible to destroy this weapon.

System: All damage done by this bone-weapon is aggravated. In addition, for each level of damage it does the weapon "drinks" a trait of the victim's blood. The weapon can be destroyed only if it absorbs 20 traits of blood from a single victim. If this happens it is immediately incinerated. Any weapon that can be carved from ivory or bone may be used in this ritual, and does damage per that weapon type.

Bone of the Kindred

This two-night ritual creates an enchanted weapon made of bone or ivory. The ritual requires the lifeblood of a Kindred. This blood is absorbed into the weapon and cannot be used for any other purpose. The enchanted weapon inflicts aggravated wounds. When in use, the weapon seems to "drink" any blood that is on it.

System: When in the hands of the one to whom the Weapon is attuned, all damage dealt by the weapon (including extra damage from Potence and wards is aggravated, and it steals a Blood Trait every time it strikes a target. The Blood Trait that is stolen is absorbed into the blade to empower itself, and cannot be extracted by any means, including the destruction of the weapon.

Drawing upon the Bond

This Ritual allows the caster to draw upon the power of her thralls.

System: The caster may utilize any disciplines that any of her thralls possess. All challenges using that discipline uses the caster's traits, willpower and blood. This Ritual, as it's an Elder level ritual, is NPC-access only as it can be very unbalancing..

Master

Chain of the Blood Line

This Ritual grants the Warlock power over another vampire's extended brood. This Ritual takes three nights and must end on the night of a new moon with the death of the Kindred whose brood the caster wishes to control. The Warlock must kill the Kindred by successfully committing Diablerie upon her. When the Ritual is completed by the Diablerie, the Warlock then learns the brood of the victim, and in turn their brood, and so on. When the caster encounters any of these Kindred, he may command them in any way, impelling them to obey.

System: Those commanded in this manner may resist by making a Static Self-Control challenge against the number of permanent willpower traits of the caster. If the caster wins, the victim must wait an hour before attempting to challenge again, and conversely if the caster loses he must wait an hour before attempting to command the victim again via this ritual. While successfully under the effects of this ritual the victim is rendered incapable of attacking the Warlock.

Divorcing the Soul

This is a devastating Ritual that separates one's spirit from its physical element, although the spirit is kept imprisoned in the body. During the casting of this Ritual, the Thaumaturge drops dead pomegranate seeds in a ring around the target, saying a short, enigmatic chant with each one. The target could be a single person, a house, an office building, a city block, or even an entire city. The caster must be walking (one seed per pace), so after the initial seven hour incantation, the ritual can take anywhere from 10 minutes to several years to complete.

System: The affected individual(s) cannot use or regain willpower, all of her abilities and virtues drop to (and cannot rise above) one trait, and she becomes almost incapable of creative thought. The Victim(s) has no motivation, little emotion and can only bid half traits in Dominate or Presence challenges. She gains the Negative Physical Traits of Lethargic, and Slow, AND the Negative Mental Traits of Careless, and Depressed. The enchantment stays in effect until one of the seeds is displaced (burying them is a good idea).

Impede the Gifts of Caine

Developed for use by Quaesitors facing superior numbers of Kindred, Impede the Gifts of Caine allows the thaumaturge to temporarily dampen the use of Disciplines in her immediate area. The focus of the ritual can be any item between the size of a baseball and that of a small suitcase, though it must be of relatively

sturdy construction. The item must be bathed in six traits of vitae that must come from at least two different thaumaturges (though only one need know the ritual). Discipline use in this area is substantially more difficult. The effect lasts for as long as the device is active.

System: To cast this ritual the thaumaturge must expend a blood trait in addition to those in which the focus must be submerged, engage in a static mental challenge vs. ten traits, and requires a full hour of casting. Upon completion of the ritual, successful or not, the focus of the ritual is set briefly aflame (if the ritual succeeds, the damage done to the item fades), and must be extinguished by the bare hand of the thaumaturge (causing one level of aggravated damage, as well as a Courage test to avoid Rotschreck). Once activated, the device creates an area of power one hundred feet in diameter, centered on itself.

Once active, anyone attempting to invoke or use disciplines in the area must first enter a static mental challenge vs. a difficulty of ten traits. Kindred of a lower generation than the caster remain unaffected, but the caster herself is affected if she steps inside the area. The item functions until "turned off" or until dawn. In either case, once deactivated, it becomes nonmagical and cannot be reused.

Methuselah

Weapon of the Kindred Soul/Blade of the Forbidden Flower

This ritual creates an enchanted weapon much like the "Bone of the Kindred" weapon from the above ritual.

System: The ritual requires the lifeblood of a Kindred who is also an expert in the use of the weapon to be enchanted. As above, this blood is absorbed and may not be used in any other way. "The weapon created by this ritual becomes the vessel for the slain Kindred's soul and Willpower. The Thaumaturgist conducting this ritual has a great deal of control over the weapon's new personality and goals, and commonly imbues the weapon with an overriding desire to protect the Thaumaturgist.

The weapon maintains all of the Abilities, Disciplines, etc. of the Kindred slain to create it, but all of its memories seem distant and unimportant. The weapon is given a new name during the ritual, and can communicate with its user telepathically. In effect, the weapon is a freethinking being with its own goals, Abilities and mystical Disciplines. Note that you cannot actually use the disciplines or abilities of the weapon, but the weapon can use them (to the limitations of its form) to follow its own goals and desires.

Ascendant

Invulnerable Weakness

This is a jealously guarded Ritual, allegedly known only to Tremere himself. The Ritual takes an entire year to cast and a massive number of complex components to complete. The most important component is a large diamond bathed in the sun's rays for an entire, cloudless day and engraved with the symbols of life and death.

The gem is then consumed on the final night of the Ritual. It will stay inside the Warlock's body until it slowly and mystically decomposes over a period of years. During that time the caster is immune to fire, heat and sunlight. Furthermore, the kindred may stay awake during the day. During the duration of the Ritual's affect those who drink the blood of the caster will gain all the same benefits for an hour per trait.

System: An extended physical challenge (stamina based) is entered into with Occult as the appropriate retest. The number of successes is equal to the number of years this ritual will remain active.

HOUSE-SPECIFIC MAGIC

Houses do their own research into magic to benefit their own fields of study and interest. Due to the specific house restrictions, they are considered Rarity 4 rituals or paths, except when being learned by members of the House in question, when they become Rarity 3 (Approval by appropriate House SubCoord). Unless otherwise stated, these rituals are EXCLUSIVE to the House(s) in question. As these magics are developed by players and approved by the Tremere Coordinator's office they will be released in subsequent Thaumaturgical companions to be approved by Council.



ARCANUM

Rhumer's Aggregate Argot

Intermediate Ritual

The vast amount of research that Clan Tremere performs often requires the translation of tomes written in ancient and forgotten languages of which few have knowledge. To ease collaborative research, and occasionally to “borrow” the linguistic capabilities of a lower ranking Apprentice, members of House Arcanum under the guidance of the late David Rhumer created the ritual “Aggregate Argot.”

System: By enacting an hour long ritual the caster creates a mystical link between the individuals within a single room. To do this, at the completion of the ritual the caster pierces the left ear and tongue of each individual with a golden bar upon which Thaumaturgical symbols have been engraved. So long as each enchanted individual wears these bars and does not leave the room, every individual in the room may speak and read the languages known by any of the individuals present at the casting of this ritual.

If for any reason one or more of the individuals upon which this ritual was cast either remove one of the golden bars or leaves the room the ritual ends immediately. At the conclusion of the ritual, no one has any greater understanding of any language than they had at its casting, but any knowledge they gained through the shared translation is retained.

This ritual was developed by the late David Rhumer for House Arcanum.

HASHEM/VIRTUE/WARDS & MEASURES

Ward v. Celestials

Intermediate Ritual

Developed by Estra Lyra of House Hashem, this wards the magus from the powers of creatures from the higher planes. The success in this was long in coming, and highly sought after by many. Once it was established, it was traded for future considerations to House Virtue, and for Chantry defense appropriated by Wards & Measures. Studies conducted by members of these Houses have shown that it is not always effective in its task. Some members of House Virtue have theorized that this may have to do with whether the celestial is acting upon the authority of a higher power. This has stirred a debate among some of the religious within the Pyramid.

Any object between the size of a dagger and a door may have one ward against celestials placed upon it. To create the ward, the ritual phrase must be said for 30min while it is inscribed into the object you are warding. The night after the ritual is cast, the object may be used for protection from beings such as angels.

House Horned Society has put in several requests to be given access to this ritual, but thus far the efforts of Hashem and Virtue have prevented this from occurring outside of the original development.

System: As per other standard wards, Ward vs. Celestials allows for one additional level of lethal damage to be dealt to any celestial being which comes into contact with the warded object. All damage and deterrence works at discretion of Storyteller.

Warding Circle v. Celestials

Per the regular ward, however protects an area of 10'.

HIGH SATURDAY

Create Corpse Minion

Intermediate Ritual

Required: Spirit Thaumaturgy

Blood Magic p. 46, 136

Corpse minions are animated corpses made via a ritual similar to that which creates zombies amongst necromancers. The soul of the departed is forced to animate it's now dead corpse, often for centuries. Unswervingly loyal, eventually the flesh does break down, but not for an extraordinarily long time, and even after the bone remains. They are mostly used for busy work as they don't possess the combative skills to be adequate guards or the strength and fine manipulation skills for more important duties.

Like many other forms of zombies, they are immune to Presence, Dominate, and Animalism. They have only five Physical Traits and no Willpower.

HORNED SOCIETY

How to Get Ahead and How to Get Dead:

A guide to Diabolism, and not selling your soul.

As previously stated actually investing in a demon, by any means, is not only frowned upon, but technically illegal. Once done, a Tremere's loyalty to House and Clan is deeply divided, and exceedingly suspect. As such, members of the Horned Society use rituals exclusive to their house. These rituals allow them to Summon, Bind, Contain, and even steal the very essence of the power of hell itself. This is far more dangerous than simply summoning a Demon and bartering with it, for this method not only causes most kindred to distrust you and even seek your death, but also you make an enemy for the rest of your unlife with a demon, and demons play for keeps.

Limits to Madness

Rank has its privilege.

The Horned Society limits its own dealings with the inferno for its own good and to prevent being declared a reckless House and bane to Clan Tremere. Not only are their summonings regulated, but their investments and dealings in Dark Thaumaturgy as well.

A Thrall may only summon Demons of a class one category, and they are only allowed to do so under proper supervision. They are not allowed to summon any demons without direct supervision, nor are they allowed to possess Dark Thaumaturgy.

Servitors are permitted to summon category two demons with the supervision of a Prince or higher rank within the House. They are permitted to request permission to use Stealing the Essence of Hell to force a bound demon to teach them the Path of Phobos.

Fiends, finally being considered to resemble something of an autonomous Kindred, are allowed to summon up to Category three demons without supervision. They are permitted to request permission to gain access to the following Dark Thaumaturgy Paths through use of Stealing the Essence of Hell: Path of Pestilence, Path of the Defiler, and Path of Pleasure.

Princes, having risen through the ranks of cruelty and cunning, are afforded great leeway in their efforts to search through the Infernal. They are allowed to summon demons of rank four and below. They may request permission to use Stealing the Essence of Hell to learn the Dark Thaumaturgy Paths: Path of the Unspoken, and Taking of the Spirit.

Dukes and above may summon whoever it is that they wish at their own peril. Generally, it is assumed that by this point a Tremere has become well acquainted with his or her own weaknesses. Of course, there are always those who do not.

Rituals of Containment, Banishment and Empowerment

All rituals listed below are classified as Rarity 4 (Very Rare), and require Tremere Coordinator permission to learn.

Containment Ritual (Intermediate Ritual)

Name: Bind the Host

Usually used in conjunction with a Summoning or Banishing ritual, Bind the Host contains a Demon within a space 10 ft in diameter. The Demon can move into the space but not out of it, and the containment effects last for up to one hour.

System: The caster must mix together one pound each of sulfur, brimstone, and the blood of an innocent (Humanity 4 or better). The Magus then uses the mixture to outline a perfect circle a 10ft in diameter and sits in its center, chanting the ritual which must include the Demon's true name. The ritual takes one hour to cast. Upon completion the circle of dust is expended and dissipates, thus leaving the circle undetectable to the naked eye and making the circle unbreakable by casual physical contact. Once cast, it will remain in waiting only until the next sunrise. Once the target has entered the circle, the Magus must pass a contested willpower challenge against the Demon. This ritual can be augmented with the ritual Power of the Pyramid, increasing the willpower available for use.

This ritual is only usable on the specific Demon for which it is cast, and will not activate should any other body enter the circle. Note that it is also ineffective against any other creature type, including Infernalists. The exception to this would be any that have "ascended" into Demons.

Banishment Ritual (Advanced Ritual)

Name: Return the Host

This ritual is used to Banish a Demon that has been trapped within the effects of Bind the Host.

System: Using the true name of the Demon, the Magus recites the words of this ritual while making a contested willpower challenge against the target Demon's permanent willpower. Failure means that the Magus loses two temporary Willpower traits, and the Demon becomes enraged and may make an attempt to break free of the binding circle with a contested willpower challenge against the caster. Success means that the demon is banished one month for each temporary willpower spent. This period may be increased by spending permanent willpower instead, banishing the Demon or a period of one year per permanent willpower spent. As with Bind the Host, this ritual can be augmented with the ritual Power of the Pyramid, not only for the contested willpower challenge, but also for the purposes of spending willpower to determine the period of banishment.

Empowerment Ritual (Advanced Ritual)

Name: Take the Essence of Hell

Created by members of the Horned Society, this ritual is used to draw power from a demon without the necessity of entering into contracts that may compromise the magus. Imbued with the taint of Hell, the caster is able to then learn the secrets of Dark Thaumaturgy. A Demon will normally resist this transfer, though deals have been known to be made...and at prices better left unspoken.

System: After binding a demon to his will, the caster enters in to an extended willpower challenge against the demon. Success allows the Magus to 'steal' away the Demon's essence in the form of willpower at a rate of one per success. A failure results in a willpower being returned to the demon. The magus must drain a total amount of willpower equal to the power he wishes to learn, which may be more or less than what the demon the Magus summons possesses. After the successful completion of this ritual, the Magus may learn the particular Dark Thaumaturgy they were performing the ritual for at the standard cost for out of clan disciplines. Storytellers are encouraged to remember that the base traits listed in Sabbat MET Guide are underpowered, much like every NPC listed in canon, compared to the relative level of OWbN characters and adjust accordingly.

While a Tremere who uses this method is not Infernal in the standard sense as they do not barter evil deeds or their soul, they do bear the scar of the power that flows into them. This is a constant threat to the magus and something that no member of Horned Society takes lightly. Should the Magus lose all of his willpower to the demon, then she has failed the ritual and allowed the demon to become the dominant party in the mental exchange. Storytellers are encouraged to be creative and nasty when it comes to the consequences for the failure of this ritual and depending on the power of the demon, this could include possession, abduction, or even death.

If the magus survives the loss of willpower to the demon, then they receive the flaw *Infernal Aura* (3pt – p.80, *Path of Screams*) which registers the magus's alignment to hell to those who are able to detect Infernal residue through a variety of means such as Aura Perception. Members of Horned Society without this taint do not register as Infernal. Upon the realization of their predicament, a magus is encouraged to report themselves immediately for the safety of House and Clan. Those who do so, but have not betrayed their oaths, are given leniency and simply transferred to a remote region where Camarilla citizens outside of clan Tremere will not interact with them. Those who would hide this risk, acquire it through recklessness or betrayal, will find themselves very quickly Tribunaled.

Due to this possibility, a subculture has developed within the members of Horned Society. As a precursor to any House business, members will often Aura Perceive the one another. During these interactions the use of Innocence of the Child's Heart or other aura affecting powers is considered grounds for immediate investigation.

A Magus may choose to summon a series of lesser demons to gather the power, or attempt to gain it all from a single subject. However, the Magus tempts fate either way....lesser demons are servants of greater powers, who may object to their tools being turned into powerless husks. More powerful entities may limit this exposure, but are themselves more dangerous. References to this and other related topics may be found in the Sabbat guide and Infernal packet.

Power Learned	'Essence' Required Per Level
<i>Path of Phobos</i>	
Basic Path of Phobos	2
Intermediate Path of Phobos	4
Advanced Path of Phobos	6 (Must be from Rank 2 or better)
<i>Chains of Pleasure</i>	
Basic Chains of Pleasure	4
Intermediate Chains of Pleasure	7 (Must be from Rank 2 or better)
Advanced Chains of Pleasure	10 (Must be from Rank 3 or better)
<i>Path of Pain</i>	
Basic Path of Pain	4
Intermediate Path of Pain	7 (Must be from Rank 2 or better)
Advanced Path of Pain	10 (Must be from Rank 3 or better)
<i>Path of Pestilence</i>	
Basic Path of Pestilence	4
Intermediate Path of Pestilence	7 (Must be from Rank 2 or better)
Advanced Path of Pestilence	10 (Must be from Rank 3 or better)
<i>Taking the Spirit</i>	
Basic Taking the Spirit	6 (Must be from Rank 2 or better)
Intermediate Taking the Spirit	12 (Must be from Rank 3 or better)
Advanced Taking the Spirit	20 (Must be from Rank 4 or better)
<i>Path of the Unspoken</i>	
Basic Unspoken	6 (Must be from Rank 2 or better)
Intermediate Unspoken	12 (Must be from Rank 3 or better)
Advanced Unspoken	20 (Must be from Rank 4 or better)

Note from the Tremere Coordinator

The main drawback from dealing with the infernal should not take the form of a mechanical device. Dark Thaumaturgy is a broken power; just as it should be. To get it, people are supposed to be willing to sell their souls or risk the fury of Satan himself. Heroes, wizards, and demigods use it to increase their already-potent abilities.

Instead of game balance being found in mechanics, each storyteller who is responsible for a member of Horned Society should remember that these are ancient and malevolent creatures whose very nature is to corrupt souls. They should be cunning if not intelligent, frightening despite their temporary confinement, and always, always remember who it was that stole the powers of Hell. Minions of the Devil do not like members of Horned Society, do not stop existing between summons...and they talk (think of the movie Constantine, for example).

Demons are very capable of working towards revenge or ridding themselves of a nuisance preemptively, and a magus should not be flippant when thinking about their next interaction with them. Storytellers should feel free to punish, including GNCing, those characters who are.

Dark Thaumaturgy

The following rituals are Dark Thaumaturgy rituals and therefore require your PC to have enough Dark Thaumaturgy to learn the ritual.

Enslavement Ritual (Advanced Ritual)

Name: Chaining the Beast of Hell

This ritual enslaves a lesser Demon such as an Imp or Fiend into servitude for a year and a day.

System: The magus must engage a class one demon in a contested willpower challenge. If successful the Demon is bound to the caster a month for each temporary willpower spent (up to 12). Or, they may choose to make a single challenge at the cost of a permanent willpower spent. Failure means the loss of a two permanent mental traits.

This ritual may only be used once per year and a day, as such if it is cast and failed it cannot be attempted again for a year. During this time, the Magus may only ever have one Demon in his service through use of this ritual.

There are other levels of this ritual, but they are elder level and above.

PRINCIPIA/WARDS & MEASURES

The following were created by House Principia, but quickly appropriated by Wards & Measures to add to their repertoire of defenses for chantries. As such, both houses have these rituals available, but are more likely to be approved for use by members of House Wards & Measures.

Create Razor Bat (Chiropteran Grotesque)

Advanced Ritual

Blood Magic, p. 137-138

This ritual creates the lesser gargoyle creatures known colloquially as the 'razor bats'. By taking a live bat and subjecting it to rituals similar to that which originally created the Gargoyle line, the animal is transmuted from flesh and bone to animate stone. These creatures predate the creation of the Gargoyle servants, and were the successful progenitors to said vampires. Later experiments based upon these rituals made the first Gargoyles, but those latter rituals have since been taken out of the hands of the rank and file Tremere. The creation of these lesser creatures is still allowed as minor chantry guards.

Razor Bats have 6 physical traits, 4 health levels, a single blood point, two willpower. Its bite does one aggravated damage. They can fly as per gargoyle flight, level 4.

Create Stone Dog (Canis Grotesque)

Advanced Ritual

Blood Magic, p. 137-138

This ritual creates the lesser gargoyle creatures known colloquially as 'stone dogs'. By taking a live dog, and subjecting it to rituals similar to that which originally created the Gargoyle line, the animal is transmuted from flesh and bone to animate stone. These creatures predate the creation of the Gargoyle servants, and were the successful progenitors to said vampires. Later experiments based upon these rituals made the first Gargoyles, but those latter rituals have since been taken out of the hands of the rank and file Tremere. The creation of these lesser creatures is still allowed as minor chantry guards.

Stone dogs possess 11 physical traits, 7 health levels, three blood traits, three willpower. It can bite for three aggravated damage or claw for one. Some few stone dogs have wings and have flight per the Gargoyle discipline level 2.

Gargoyle Creation Rituals

Master Ritual

Blood Magic p. 138

These rituals have been taken out of circulation, and are only stored on file in Vienna and Dallas. Per edict of the Justicariate (and Inner Circle) the Tremere do not use these magics anymore--and to be honest, since Gargoyles breed true as a vampiric bloodline, they don't need to use them. The knowledge of these magics have passed from the annals of knowledge of most Tremere, and few have even heard of what is necessary to create the stone slaves, save for embrace.

TRISMEGISTUS

Path of Mercury

Converted from Blood Sacrifice, p. 64

The Path of Mercury is only available to Tremere who are in the highest echelons of House Trismegistus, and have proven themselves to their superiors within that House. It is considered Rarity 4. As the higher levels of the Path allow for stunning levels of 'teleportation', it is highly recommended that it be limited to the bounds of a chronicles borders.

Each level does not have a 'name', but instead merely shows the higher range of teleportation available.

System: The thaumaturge must make a test against his own permanent mental traits to remember precisely where he wishes to teleport to, using his current temporary mental traits versus his permanent level. Should the thaumaturge attempt a 'blind' teleport into an area that he is unfamiliar with, he adds three to the difficulty of the test.

Basic:

- Up to 10 yards (9 meters)
- Up to 50 yards (45 meters)

Intermediate:

- Up to 500 yards (457 meters)
- Up to 5 miles (8 kilometers)

Advanced:

- Up to 50 miles (80 kilometers)



ROGUE TREMERE

You're on the run. You've left the sheltering aegis of the Pyramid behind, forsaking your Brothers and Sisters and your Oath. You are a criminal. An enemy to your entire Clan. And for the first time in forever, you are alone.

Your continued existence is constantly in question. You move from place to place, praying that you're still one step ahead of your pursuers. You never know if...or, more aptly, when...House and Clan will find you. The end is almost assured: one night you will come face to face with those sent to hunt you down. And when that night comes and Fortune truly smiles upon you, you will die quickly. Cleanly. Decisively.

In the meantime, the never-ending nightmare of the alternatives to death lend speed your feet and caution to your movements...

LEARNING ON THE RUN

Rogue Tremere have forsaken all of their ties to House and Clan, including access to the Tremere Clan Advantage. All Rituals and Paths are to be considered Rarity Level 4 (R4) for rogue Tremere.

Note: This learning restriction applies to any rogue Tremere who do not join the Anarch Movement. Tremere who leave the Pyramid and find some degree of sanctuary within the Anarchs fall under separate parameters.

For more information the various forms and benefits/detriments Rogue Tremere, please see the OWBN Tremere Players Packet and pp. 39-40 of the Revised Tremere Clanbook.

ANARCH TREMERE

Despite House & Clan's best efforts, there are those Tremere who have slipped away from the Pyramid, and are living in the gutters with the Anarch Movement. Without the support of Regents, Lords & the Chantry, non-Pyramid Loyal Anarch Tremere have a much more truncated listing of Paths and rituals that they may choose from. The following lists show the rarities of what magic they have access to learn. This list shows what non-pyramid loyal Tremere have access to; this is not a list of what rogue thaumaturges of other clans have access to learn.



ANARCH TREMERE RARITIES

Paths:

1 - Common:

Blood
Lure of Flames
Green Path
Neptune's Might
Elemental Mastery

2 - Uncommon:

Blood's Curse
Movement of the Mind
Weather Control
The Hearth Path

3 - Rare:

Any other Tremere path of Thaumaturgy normally listed as R1 or R2 not listed above.

4 - Very Rare:

Any other Tremere path of Thaumaturgy normally listed as R3 or R4 not listed above.

5 - Unique:

N/A

Rituals:

The rarity of Anarch rituals is determined less by their power level, and more by their usefulness to an Anarch Thaumaturge. Anarch spellcasters tend to focus on spells that have direct, practical usage. They don't generally have the luxury of utilitarian spells, as they are a bit more frivolous considering the magus' secretive and underground nature. Pure offense, pure defense and stealth are what most Anarch Tremere are interested in learning. The full list of rituals generally available to Pyramid-loyal Tremere is counted at over 200. Anarch Tremere, in comparison, have access to less than 75.

1 - Common:

Binding the Beast
Blood Mastery
Burning Blade
Calling the Restless Spirit
Craft Bloodstone
Defense of Sacred Haven
Deflection of Wooden Doom
Donning Mask of Shadows
Enchant Talisman
Encrypt Missive

1 – Common (cont.):

Impassable Trail
Open Passage, the
Pavis of the Foul Presence
Principle Focus of Vitae Infusion
Scent of the Lupine's Passing
Wake with Evening's Freshness
Ward vs. Ghouls
Warding Circle vs. Kindred

2 - Uncommon:

Abandon the Fetters of Blood
Banish Big Brother **(A)**
Bladed Hands
Blood Contract
Blood Into Water
Crimson Sentinel
Detect the Hidden Observer **(A)**
Flatline **(A)**
Heart of Stone
Hell's Calling **(A)**
Incorporeal Passage
Inscription
Iron Body **(A)**
Protean Curse
Purge the Inner Demon
Umbra Walk
Ward vs. Demons
Ward vs. Fae
Ward vs. Ghosts
Ward vs. Kindred
Ward vs. Lupine
Ward vs. Spirit
Ward vs. Vitae **(A)**
Warding Circle vs. Ghosts
Warding Circle vs. Ghouls
Warding Circle vs. Lupines
Warding Circle vs. Spirits

3 - Rare:

Any other Tremere ritual normally listed as R1 or R2 not listed above.

4 - Very Rare:

Anarch Curses (for details, see p. 78 of the Anarch Cookbook and also the OWbN Anarch Packet)

Any other Tremere ritual normally listed as R3 or R4 not listed above.

5 - Unique:

This is saved for 'player created rituals'. At present there are none, but this space will be used as a 'holding' place in case they are made. These rituals are rare in the extreme and, for a PC to learn one, they would have to make contact with and learn from the creator.

There are also the Anarch 'curses' from the *The Anarch Cookbook*. Since this is one of White Wolf's earliest Vampire: The Masquerade supplements, however, STs should take special care to ensure that MET conversions fall within parameters set by *Laws of the Night: Revised*.

COMBINATION DISCIPLINES

The Tremere have spent many centuries of fastidious (and often highly-compartmentalized) research on all things arcane. In addition to paths and rituals, House and Clan has also placed a fair amount of dedicated focus upon the construction of new Combination Disciplines.

These Combination Disciplines are strictly cataloged and, in many cases, even more strictly regulated. Rarity rules apply as listed below, however some descriptions provide additional learning restrictions:

1 - Common:

Thaumaturgical Sight

2 - Uncommon:

Mood Shift

Measure the Will

3 - Rare:

Name the Fallen

Sanguinary Expulsion

Stunning Awe

4 - Very Rare:

Drink the Mind

Scent of Caine

Spectral Puppeteer

5 - Unique:

N/A

Although there are not currently any homegrown Tremere Combination Disciplines, future Tremere Combination Disciplines will, by their nature, fall within the parameters of Rarity 5 Thaumaturgy.



COMBINATION DISCIPLINE DESCRIPTIONS

Drink the Mind

Auspex 4, Thaumaturgy: Path of Blood 5

Players Guide to the Low Clans, p. 160

Developed during the Dark Ages independently by both the Assamites and Tremere, though according to vastly different principles of magic, this Discipline heightens the power of the Amaranth to steal memories and knowledge. The pragmatic blood magicians of the Tremere during this era simply viewed diablerie of mind as another useful tool of power. In modern nights, this power is still known by the elders of the clan, however the pyramid would rather not have to explain the existence of this combination discipline. This power is only taught to a trusted few - not only for their loyalty, but for their ability not to be caught. In order to protect their secret, any legal instruction of this power includes a donation of blood from the pupil. This blood is held by the local Pontifex (Tremere Coordinator's Office) and stored for those 'what if' scenarios.

System: This power may be used whenever a character successfully commits diablerie. The player makes a test, using his permanent Willpower points versus the victim's current mental traits. The victim may add plus one trait for every derangement he had. A successful test garners the diablerist 4 bonus point that must be spent to purchase or increase the diablerist's Abilities (this comes in lieu of the normal 2xp for diablerie, and

cannot go above the 8xp per month rule in place for OWbN). These points cannot raise an Ability above the victim's rating, however. The retest for this power would be Self-Control or Instinct.

This power also allows the diablerist to recall the victim's strong memories, although such recollections are left to the Storyteller to adjudicate. Stolen memories unfold hazily as from a dream, and should offer cryptic hints rather than plot-breaking insights. Vampires whose players lose this test pick up the derangement xxx, as the character is overwhelmed by an onslaught of disconnected images and hate from the victim's devoured soul. This power can only be used once per diablerie. In any case, win or lose, all of the negative drawbacks of diablerie apply.

Experience Cost: 17

Rarity: 4

Measure the Will

Auspex 2, Dominate 2

Players Guide to the High Clans, p. 168

A vampire with this power may gauge the strength of a target's will and identity, often as an exploratory prelude to shattering and reshaping that mind.

System: Make a Mental Challenge versus the target. You need not have eye contact, as long as the target is within line of sight. If the challenge is successful, the vampire learns the character's permanent or temporary Willpower Traits, or one Virtue Trait of his choice. The target is unaware of use of this power, whether it is successful or not. It cannot be used on a target of lower Generation than the vampire.

Experience Cost: 6

Rarity: 2

Mood Shift

Auspex 2, Dominate 4

Counsel of Primogen, p. 103

A Warlock using Mood Shift views the aura of her target to determine their initial mood. Through a series of subtle cues (a smile and laughter to invoke levity, a sneer and a caustic word to bring about a feeling of hostility or defensiveness), the target's mood can be nudged in a particular direction.

System: This requires eye contact and the target must be interacting with the Tremere to pick up on the visual cues that he's modeling. Once they have been interacting for a few minutes, the Tremere may make a Mental test against her target (retest Intimidation) to change their mood. This effect lasts for a scene or an hour.

Experience Cost: 9

Rarity: 2

Name the Fallen

Auspex 3, Thaumaturgy: Path of Blood 1

Archons & Templars, p. 140

System: By spending a Blood Trait and making a Mental challenge (see difficulty chart below) a Thaumaturge may identify a deceased person, kindred or kine. The Thaumaturge must have a part of the physical remains, such as a bone, finger or other body part, a pile of ash is also sufficient. If the test is not successful, the body part being used cannot be used again to identify the deceased; a new part must be used on a new attempt.

Only the identity of the person is given. The user does not get any information about clan, method of death, generation, powers or abilities. This must be determined by alternate means or powers.

Time since death	Difficulty: Kindred	Difficulty: Kine
Less than 24 Hours	9	7
1-7 Days	9	7
1 Month or less	10	8
6 Months or less	11	9
1 Year or less	12	10
10 Years or less	14	12
1 Century or less	18	16
More than 1 Century	NA	18

This power is reserved for Archons from House and Clan (i.e., Tremere Archons; non-Tremere Archons who happen to work for the Tremere Justicar may not learn this combination discipline), and may not be learned without holding the title of Archon.

Experience Cost: 4

Rarity: 3

Sanguinary Expulsion

Fortitude 2, Thaumaturgy: Path of Blood 3

Archons & Templars, p. 142

System: By activating this power, one may ingest blood without forming Blood Bonds or Vinculi, or be affected by poison or other abnormal blood based properties of the blood being consumed. The blood may later be regurgitated. However, no new blood may be consumed until then. Also, no blood may be spent until the blood that was consumed originally is gone. Spending blood in any manner will cause the consumed blood to be absorbed. When the blood is expelled, 1 extra trait is also expelled. This power costs nothing to activate.

When activating this power the caster must make a physical test of 9 plus the amount of blood traits consumed. For example: if the caster activates Sanguinary Expulsion and consumes 5 traits of blood, the test would be against 14 traits.

This version of the power is reserved for Archons from House and Clan and for members of House Amethyst, and may only be learned by Kindred who fit at least one of those restrictions.

Experience Cost: 8

Rarity: 4

Scent of Caine

Auspex 2, Thaumaturgy: Path of Blood 1

Players Guide to the Low Clans, p. 164

Vigilant to the point of paranoia, the Tremere wisely feared the reprisals of other clans in the earliest days of their existence. To ward against ambush from undead enemies or their ghoul slaves, thaumaturges developed this power to scent the mystical resonance of Caine's Curse. Any creature that bears vitae in its veins may trigger the vampire's preternatural senses. This power was developed in the Dark Ages, and is rarely found in modern nights. One must be a Regent to request to learn this power, as well as having Tremere Lore x4 to have heard of it before.

System: Whenever a vitae-bearing creature physically approaches within range of the character's normal senses, the player may make a static Mental Challenge against the approaching creature's Mental Traits (retests use the Occult Ability). If the challenge succeeds, the vampire becomes aware of the vitae-bearing presence and its general vicinity, although he cannot automatically see the approaching creature if other powers of stealth/obfuscation are being employed. Forewarned is forearmed, however, and the user is to be considered 2 traits up in all attempts to breach the stealth action(s) of an approaching creature after the he successfully wins a Scent of Caine challenge.

Once learned, this power is always considered active. Over time, characters may grow to identify particular vampires by their mystical scent alone, though only after many encounters. The Assamites know a version of this power that depends on their blood sorcery rather than hermetic Thaumaturgy. This power otherwise duplicates its Tremere counterpart.

Experience Cost: 7

Rarity: 4

Spectral Puppeteer

Auspex 5, Dominate 5

Players Guide to the Low Clans, p. 166.

Only a few Tremere ever mastered this art early in the clan's existence, which enables them to seize control of a mortal with their spiritual form. As its very existence is a closely guarded secret of the clan, this power is chiefly used to discredit or frame rivals while establishing a perfect alibi for the vampire. Only those Tremere of a rank of Regent or higher are taught this power.

System: In order to use this power, a vampire must have sent her consciousness into the astral plane with the Auspex 5 power Astral Projection. Normally, an astral vampire cannot directly make use the Dominate power of 'Possession'. However, Tremere who know this Discipline technique may use Dominate x5 in astral form. No lesser powers of Dominate or any other Disciplines can be used, and the vampire's player must still make the usual test and expenditures for control of the mortal.

If the vampire succeeds in the test, her astral body flows into the host's mouth and assumes control. If the vampire leaves the host voluntarily, her astral form reforms outside the mortal's body and may continue moving and acting according to the rules for Astral Projection. Any sympathetic damage sustained by a possessing vampire using this power is applied to the vampire's astral form rather than her physical body (represented by loss of willpower). The sudden death of the host instantly evicts the vampire and damages her silver cord, causing an automatic loss of 1 willpower.

Experience Cost: 17

Rarity: 4

Stunning Awe

Dominate 2, Presence 2

Players Guide to the High Clans, p. 169

This power allows a vampire to slow his victim with a mix of terror and magical compulsion. He need only lock gazes with the target and unleash his monstrous will to stun her.

System: The vampire must make a Social Challenge against his target and spend one to three Social Traits. The victim then suffers a trait penalty on all challenges equal to the number of traits the vampire spent. The penalty lasts for a number of turns equal to the user's willpower. If the target suffers any pain, she may make a Willpower challenge vs. the user's own Willpower to break free. This resistance may be attempted once per combat round per stimulus. This power does not affect Kindred of lower Generation.

Experience Cost: 12

Rarity: 3

Thaumaturgical Sight

Auspex 2, Thaumaturgy 1

Clanbook Tremere, p. 47

Powered exactly as written in the Tremere Clanbook.

Experience Cost: 3xp

Rarity: 1

APPENDIX: LISTING OF RITUALS BY LEVEL

Ritual Name	Rarity	Location	Level
Alter Blood	5	OWBN Arcane Compendium	Basic
Banish Big Brother	3	MET Anarch Guide, p. 66	Basic
Bind the Accusing Tongue	2	Camarilla Guide, p. 109	Basic
Blood Into Water	2	New York by Night, p. 48	Basic
Blood Mastery	1	Tremere Clan Book, p. 56	Basic
Blood Mead	1	MET Storytellers Guide, p. 64	Basic
Blood Rush	4	MET Sabbat Guide, p. 130	Basic
Blood Test	5	OWBN Arcane Compendium	Basic
Blood Walk	1	Laws of Elysium, p. 80	Basic
Brand of the Paramour	1	MET Storytellers Guide, p. 65	Basic
Bring Forth the Light Within	5	OWBN Arcane Compendium	Basic
Bureaucratic Condemnation	1	Blood Magic, p. 91	Basic
Burning Blade	1	Camarilla Guide, p. 110	Basic
Calling the Restless Spirit	1	Laws of Elysium, p. 80	Basic
Chairs of Water	5	OWBN Arcane Compendium	Basic
Communicate with Kindred Sire	1	LotN Revised, p. 185	Basic
Confess	2	Hunters Hunted, p. 63	Basic
Craft Bloodstone	1	MET Storytellers Guide, p. 65	Basic
Crimson Sentinel	2	Laws of the Night, p. 101	Basic
Dedicate the Chantry	3	Tremere Clan Book, p. 57	Basic
Defense of Sacred Haven	1	LotN Revised, p. 185	Basic
Deflection of Wooden Doom	1	LotN Revised, p. 185	Basic
Deny the Intruder	3	Tremere Clan Book, p. 58	Basic
Devil's Touch	2	LotN Revised, p. 185	Basic
Dominoe of Life	4	MET Sabbat Guide, p. 130	Basic
Donning the Mask of Shadows	1	Laws of Elysium, p. 80	Basic
Encrypt Missive	1	MET Storytellers Guide, p. 65	Basic

Ritual Name	Rarity	Location	Level
Engaging the Vessel of Transference	1	Camarilla Guide, p. 110	Basic
Enhancing the Curse	2	MET Storytellers Guide, p. 65	Basic
Epistula Phasma	5	OWBN Arcane Compendium	Basic
Ex Libris (Fire Trap)	5	OWBN Arcane Compendium	Basic
Expedient Paperwork	1	Blood Magic, p. 87	Basic
Extinguish	1	MET Storytellers Guide, p. 66	Basic
Extreme Care	5	OWBN Arcane Compendium	Basic
Eyes of the Nighthawk	4	MET Sabbat Guide, p. 130	Basic
Father of Mine	5	OWBN Arcane Compendium	Basic
Flatline	3	MET Anarch Guide, p. 66	Basic
Illuminate Trail of Prey	4	MET Sabbat Guide, p. 131	Basic
Imp's Affliction	2	MET Storytellers Guide, p. 66	Basic
Impassable Trail	1	MET Storytellers Guide, p. 66	Basic
Impressive Visage	1	MET Storytellers Guide, p. 66	Basic
Incantation of the Shepherd	1	Camarilla Guide, p. 110	Basic
Inscription	2	Tremere Clan Book, p. 58	Basic
Iron Body	3	MET Anarch Guide, p. 67	Basic
Jinx	2	MET Storytellers Guide, p. 66	Basic
Learning the Mind Enslumbered	1	MET Storytellers Guide, p. 67	Basic
Luminous Vitae	2	New York by Night, p. 48	Basic
Machine Blitz	4	MET Sabbat Guide, p. 131	Basic
Mourning Life Curse	1	MET Storytellers Guide, p. 67	Basic
Obscure the Malice	2	New York by Night, p. 48	Basic
Open Passage	1	LotN Revised, p. 185	Basic
Power of Invisible Flame	4	Laws of Elysium, p. 89	Basic
Preserve Blood	4	Laws of Elysium, p. 89	Basic
Principle Focus of Vitae Infusion	1	LotN Revised, p. 186	Basic
Purge the Inner Demon	2	MET Storytellers Guide, p. 67	Basic

Ritual Name	Rarity	Location	Level
Purify Blood	1	Tremere Clan Book, p. 57	Basic
Purity of the Flesh	1	Camarilla Guide, p. 110	Basic
Rebirth of Mortal Vanity	1	MET Storytellers Guide, p. 67	Basic
Recure the Homeland	4	MET Sabbat Guide, p. 131	Basic
Rite of Introduction	1	MET Storytellers Guide, p. 68	Basic
Rite of the Vanishing Blemish	5	OWBN Arcane Compendium	Basic
Ritual's Recognition	1	Tremere Clan Book, p. 59	Basic
Rotten Wood	4	Laws of the Night, p. 105	Basic
Sanguine Assistant	2	Camarilla Guide, p. 111	Basic
Sanguineous Phial	1	MET Storytellers Guide, p. 68	Basic
Scent of the Lupine's Passing	1	LotN Revised, p. 186	Basic
Scribe	1	MET Storytellers Guide, p. 68	Basic
Sense the Mystical	2	MET Storytellers Guide, p. 68	Basic
Serenading the Kami	1	Blood Magic, p. 91	Basic
Shape of the Familiar	5	OWBN Arcane Compendium	Basic
Steps of the Terrified	3	Blood Magic, p. 93	Basic
Summon the Guardian Spirit	4	Laws of Elysium, p. 89	Basic
Trima	1	MET Storytellers Guide, p. 69	Basic
True Sight	3	Diablerie Britain	Basic
Vistas of the Mind	3	Storyteller's Handbook, p. 118	Basic
Wake with Evening's Freshness	1	LotN Revised, p. 186	Basic
Walkin's Purity of the Flesh	5	OWBN Arcane Compendium	Basic
Ward vs. Ghouls	1	LotN Revised, p. 186	Basic
Warding Circle vs. Ghouls	2	Camarilla Guide, p. 111	Basic
Whispers of the Ghost	1	MET Storytellers Guide, p. 69	Basic
Widow's Spite	3	MET Sabbat Guide, p. 132	Basic
Will o' the Wisp	4	Laws of Elysium, p. 89	Basic
Amulet of False Aura	5	OWBN Arcane Compendium	Intermediate
Beacon of the Self	3	New York by Night, p. 38	Intermediate

Ritual Name	Rarity	Location	Level
Bind the Host	4	OWBN Arcane Compendium	Intermediate
Binding the Beast	1	Laws of Elysium, p. 82	Intermediate
Bladed Hands	2	Laws of Elysium, p. 82	Intermediate
Blood Allergy	3	MET Storytellers Guide, p. 69	Intermediate
Blood Certamen	3	Tremere Clan Book, p. 61	Intermediate
Bone of Lies	1	LotN Revised, p. 186	Intermediate
Bottled Voice	4	Laws of Elysium, p. 90	Intermediate
Cleansing of the Flesh	2	MET Storytellers Guide, p. 69	Intermediate
Clinging of the Insect	3	MET Sabbat Guide, p. 132	Intermediate
Craft Dream Catcher	2	MET Storytellers Guide, p. 70	Intermediate
Create Corpse Minion	4	Blood Magic, p. 46	Intermediate
Curse Belated	2	MET Storytellers Guide, p. 70	Intermediate
Deny the Sun's Weight	5	OWBN Arcane Compendium	Intermediate
Detect the Hidden Observer	3	MET Anarch Guide, p. 67	Intermediate
Eldritch Glimmer	4	Laws of Elysium, p. 90	Intermediate
Empathetic Jar	5	OWBN Arcane Compendium	Intermediate
Eyes of the Past	2	Laws of Elysium, p. 83	Intermediate
Fire in the Blood	4	Laws of the Night, p. 105	Intermediate
Firewalker	4	MET Sabbat Guide, p. 132	Intermediate
Flesh of the Fiery Touch	3	Laws of Elysium, p. 83	Intermediate
Friend of the Trees	4	Laws of Elysium, p. 90	Intermediate
Gentle Mind	1	Laws of Elysium, p. 83	Intermediate
Haunted House	3	Laws of Elysium, p. 83	Intermediate
Haunting	4	Laws of Elysium, p. 90	Intermediate
Heart of Stone	2	Laws of Elysium, p. 83	Intermediate
Hell's Calling	3	MET Anarch Guide, p. 68	Intermediate
Illusion of Peaceful Death	1	Laws of Elysium, p. 84	Intermediate
Incorporeal Passage	2	LotN Revised, p. 186	Intermediate
Infirm Inert	2	MET Storytellers Guide, p. 70	Intermediate

Ritual Name	Rarity	Location	Level
Inherited Affinity	3	Tremere Clan Book, p. 59	Intermediate
Innocence of the Child's Heart	3	Laws of Elysium, p. 84	Intermediate
Iron Mind	3	MET Journal #1, p. 46	Intermediate
Keening of the Banshee	4	Laws of Elysium, p. 91	Intermediate
Knowledge of the Childe's Peril	5	OWBN Arcane Compendium	Intermediate
Lightning Rod	5	OWBN Arcane Compendium	Intermediate
Major Creation	2	MET Storytellers Guide, p. 71	Intermediate
Mark of Amaranth	2	Tremere Clan Book, p. 63	Intermediate
Mirror of the Second Sight	4	MET Sabbat Guide, p. 133	Intermediate
Mirror Walk	4	Laws of Elysium, p. 91	Intermediate
Pavis of the Foul Presence	1	LotN Revised, p. 187	Intermediate
Power of the Pyramid	2	Tremere Clan Book, p. 60	Intermediate
Protean Curse	2	Laws of Elysium, p. 84	Intermediate
Rhumer's Aggregate Argot	4	OWBN Tremere Arcane Compendium	Intermediate
Refresh the Wearied Mind	5	OWBN Arcane Compendium	Intermediate
Rend the Mind	2	Blood Magic, p. 96	Intermediate
Rending Sweet Earth	2	Laws of Elysium, p. 84	Intermediate
Respect of the Animals	4	Laws of Elysium, p. 91	Intermediate
Return the Heart	2	MET Storytellers Guide, p. 71	Intermediate
Ritual of Darkness	4	Milwaukee by Night, p. 53	Intermediate
Rutor's Hands	2	LotN Revised, p. 187	Intermediate
Scry	2	MET Storytellers Guide, p. 71	Intermediate
Serenity of the Heart's Blood	5	OWBN Arcane Compendium	Intermediate
Shaft of Belated Quiescence	3	Camarilla Guide, p. 112	Intermediate
Sight of the Dead	5	OWBN Arcane Compendium	Intermediate
Soul of the Homunculi	2	LotN Revised, p. 187	Intermediate
Splinter Servant	2	Camarilla Guide, p. 113	Intermediate
Steps of Silence	5	OWBN Arcane Compendium	Intermediate
Stolen Kisses	1	MET Storytellers Guide, p. 71	Intermediate

Ritual Name	Rarity	Location	Level
Summon Mischievous Spirit	4	2nd Ed. Sabbat Players Guide, p. 118	Intermediate
Telecommunication	1	MET Storytellers Guide, p. 72	Intermediate
Touch of Night Shade	3	MET Storytellers Guide, p. 72	Intermediate
Track the Transgressor	2	MET Storytellers Guide, p. 72	Intermediate
Transubstantiation of the Seven	2	Tremere Clan Book, p. 61	Intermediate
Unseen Change	2	Laws of Elysium, p. 85	Intermediate
Unweave Ritual	2	Tremere Clan Book, p. 64	Intermediate
Ward Magic	3	World of Darkness 1, p. 100	Intermediate
Ward vs. Cathayans	3	San Francisco by Night, p. 130	Intermediate
Ward vs. Celestials	4	OWBN Arcane Compendium	Intermediate
Ward vs. Fae	2	MET Storytellers Guide, p. 73	Intermediate
Ward vs. Kindred	2	Camarilla Guide, p. 113	Intermediate
Ward vs. Lupines	2	Camarilla Guide, p. 113	Intermediate
Ward vs. Vitae	3	MET Anarch Guide, p. 68	Intermediate
Warding Circle vs. Lupines	2	Camarilla Guide, p. 111	Intermediate
Watcher	1	Laws of Elysium, p. 85	Intermediate
Wizard's Gold	5	OWBN Arcane Compendium	Intermediate
Writ of Protected Passage	3	San Francisco by Night, p. 130	Intermediate
Abandon the Fetters of Blood	2	Tremere Clan Book, p. 65	Advanced
Blood Contract	2	LotN Revised, p. 187	Advanced
Cobra's Favor	3	MET Storytellers Guide, p. 73	Advanced
Court of Hallowed Truth	3	MET Storytellers Guide, p. 73	Advanced
Craft Spirit Bloodstone	5	OWBN Arcane Compendium	Advanced
Create Demon Bound	4	Blood Magic, p. 136	Advanced
Create Razor Bat	4	Blood Magic, p. 137	Advanced
Create Stone Dog	4	Blood Magic, p. 138	Advanced
Curse of Clytaemnestra	2	Laws of Elysium, p. 85	Advanced
Diamond's Doom	5	OWBN Arcane Compendium	Advanced
Dominion	4	Laws of Elysium, p. 92	Advanced

Ritual Name	Rarity	Location	Level
Enchant Talisman	1	Camarilla Guide, p. 113	Advanced
Escape to a True Friend	3	Camarilla Guide, p. 114	Advanced
Eyes of the Beast	4	Laws of Elysium, p. 92	Advanced
Ghost in the System	2	Blood Magic, p. 97	Advanced
Harmonize Building	3	World of Darkness 1, p. 100	Advanced
Import Item	5	OWBN Arcane Compendium	Advanced
Invisible Chains of Binding	4	Laws of the Night, p. 106	Advanced
Lion Heart	4	Laws of Elysium, p. 92	Advanced
Mindcrawler	4	Laws of Elysium, p. 92	Advanced
Magic Mirror	4	OWBN Arcane Compendium	Advanced
Mirror Attunement	5	OWBN Arcane Compendium	Advanced
Nectar of the Bitter Rose	4	LotN Revised, p. 187	Advanced
Night of the Red Heart	3	Tremere Clan Book, p. 65	Advanced
One Mind of the Covens	2	2nd Ed Players Guide, p. 91	Advanced
Paper Flesh	4	MET Sabbat Guide, p. 133	Advanced
Return the Host	4	OWBN Arcane Compendium	Advanced
Sculpting the Perfect Servant	2	Blood Magic, p. 97	Advanced
Severed Hand	2	MET Storytellers Guide, p. 73	Advanced
Spirit of Torment	4	Laws of Elysium, p. 93	Advanced
Stone of the True Form	3	MET Storytellers Guide, p. 74	Advanced
Stone Slumber	1	MET Storytellers Guide, p. 74	Advanced
Take the Essence of Hell	4	OWBN Arcane Compendium	Advanced
Teleport to a Safe Haven	5	OWBN Arcane Compendium m	Advanced
Thirst Unquenchable	4	Laws of the Night, p. 106	Advanced
Tremere's Bane	5	OWBN Arcane Compendium	Advanced
Umbra Walk	2	LotN Revised, p. 188	Advanced
Verdant Blade	3	Archons and Templars, p.146	Advanced
Vires Acquirir Eundo	3	Blood Magic, p. 98	Advanced
Ward vs. Demons	2	Camarilla Guide, p. 114	Advanced

Ritual Name	Rarity	Location	Level
Ward vs. Ghosts	2	Camarilla Guide, p. 114	Advanced
Ward vs. Spirits	2	Camarilla Guide, p. 114	Advanced
Warding Circle vs. Celestials	4	OWBN Arcane Compendium	Advanced
Warding Circle vs. Demons	3	Camarilla Guide, p. 111	Advanced
Warding Circle vs. Ghosts	2	Camarilla Guide, p. 111	Advanced
Warding Circle vs. Kindred	1	Camarilla Guide, p. 111	Advanced
Warding Circle vs. Spirits	2	Camarilla Guide, p. 111	Advanced
Wizard's Gift	5	OWBN Arcane Compendium	Advanced
Bone of Contention	4	Tremere Clan Book, p. 66	Elder
Bone of the Kindred	4	2nd Ed. Players Guide, p. 92	Elder
Chill of the Windsaber	4	MET Journal #1, p. 44	Elder
Drawing upon the Bond	4	2nd Ed. Sabbat Players Guide, p. 119	Elder
Bone of Eternal Thirst	4	Blood Magic, p. 99	Master
Chain of the Bloodline	4	2nd Ed. Players Guide, p. 92	Master
Create Gargoyle	4	Blood Magic, p. 137	Master
Divorcing the Soul	4	2nd Ed. Players Guide, p. 92	Master
Gift	4	MET Journal #1, p. 45	Master
Impede the Gifts of Caine	4	Archons and Templars, p. 146	Master
Raise the Dead	4	MET Journal #1, p. 41	Master
Refined Digestion	4	MET Storytellers Guide, p. 74	Master
Ritual of Holding	4	MET Journal #1, p. 42	Master
Shadow of the Wolf	4	MET Journal #1, p. 47	Master
Spider's Web	4	MET Journal #1, p. 49	Master
Utter Destruction of Bonds	4	MET Journal #1, p. 43	Master
Blade of the Forbidden Flower	4	Blood Magic, p. 99	Methuselah
Weapon of the Kindred Soul	4	2nd Ed. Players Guide, p. 92	Methuselah
Invulnerable Weakness	4	2nd Ed. Players Guide, p. 93	Ascendant

CREDITS

This packet has been an ongoing piece of work for several years, in the experimentation, refinement, and documentation of a great many wonderful people, but two stand out, for their hard work and dedication to this project. Geoff Combs, Meg McCrady, thank you. This would have been truly insane without you.

Joe Long
Tremere Coordinator 2010

Assisted by:

Stacy Baker
Peter Bohlman
Geoffrey Combs
Bruno Correa
Mikey Lehmann
Iain MacNair
Megan McCrady
Jim Simons

Additional Thanks

The following people have also assisted with the creation of this packet and/or previous incarnations of this packet. Without them, this resource could not exist:

Ross Anderson - Jenn Bahrs - Bryan Card - Ken Cummins - Chris Foster - Adam Gibson - P. David Gill –
Brian Goudie - Dan Herbstreith - Ian James - Jason Jahr - Marcus Kim - Jesse Larpenter - Lance Larsen –
Dave Leiberman - Scott Little - Adam Madlinger - Dylan Parker - Mina Pedersen - Roberto Rivera –
Mark Roemer - Heather Santoro - Dennis Sharpe - Kim Shultz - Joe Shuster - Louis Stavrides –
Aaron Wiseman

Artistic Credits

- All tarot card images are from the *Rider-Waite Tarot Deck* and are Public Domain in the U.S.
- Sigil of Ameth (Cover Image) is also Public Domain.

We hope we haven't missed anyone...

This document is an entirely unofficial use of the "Vampire: The Masquerade" and "A World of Darkness" gaming materials published by White Wolf Game Studios and not intended as an official or profit making venture in any way, shape or form. Although the use of these concepts, rules, etc., is unauthorized, no infringement is intended. The creator of this document is not affiliated with White Wolf Games Studios in any way..