

Anarch Packet

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& the 2010/2013 Anarch Council
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**"I ain't afraid of you. I'm just a victim of your fears.
You cower in your tower praying that I'll disappear,
I got another plan, one that requires me to stand. "**

-Saul Williams, *List of Demands (Reparations)*



BINDING PACKET

So, now you've read the parts to help you get acquainted with the Anarch Movement in One World by Night. Now here are the parts that are binding for us all. These are enforceable by by-law and Council. Read on, and enjoy!



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Table of Contents

Cover Page.....	1
Legal Disclaimer.....	2
Table of Contents.....	3
Anarch Reputation.....	4
Combination Powers.....	4
Modified Merits & Flaws.....	4
Abilities.....	5
Anarch Lore.....	6
Bylaws & Rules.....	8
Anarch Tremere.....	9
Anarch Tremere Thaumaturgy.....	12
Anarch Curses.....	17

Anarch Reputation, a.k.a., Prestige

By and large, the Anarchs of OWBN do not use the Reputation system on a national or international scale, as it is considered 'status light' by a majority of the PCs. Should locals decide to use it, that is fine, however don't expect your reputation to matter to those further afield than from where you live. In fact Anarch Reputation works best on a local level; just don't expect anyone outside your own domain to really care that your PC is anything more than "Committed."

Anarch Combination Powers

For cost, prerequisites and MET write ups, please consult the MET Anarch Guide.

Combo Clarification

Retain the Quick Blood

(Assamite: Celerity 3, Quietus 3 / Anarch: Celerity 5, Quietus 5)

MET: Anarch Guide/Dark Ages

There are two write-ups for this power. The MET version is listed in the MET Anarch Guide. The other presented is from the Dark Ages books, and is claimed by the Assamites. They are identical, except for one thing: the prerequisites. Why are they different? Well, the Assamites long ago shared this secret with the nascent Anarch Movement, and while it has survived into the modern day amongst the Anarchs, there are fewer practitioners to teach it to further generations. As such, it's more difficult for the current batch of Anarchs to suss out how to make this power work. In the hands of Clan Assamite, there are more teachers who have kept this power active, and have learned how to reduce the prerequisites of this power. Anyone learning this power from an Anarch, or is not an Assamite, needs to have Celerity x5 & Quietus x5. An Assamite learning from an Assamite needs ONLY the Celerity x3 & Quietus x3. That said, non-Anarch Assamites don't teach this power to outsiders.

New or Modified Merits and Flaws

Probationary Sect Member (Anarch) - You turned your back on your former organization, and now you stand with The Movement. You may be a Camarilla turncoat, a Sabbat refugee or an independent who joined with the Anarchs. As long as you have this Flaw, you are suspect within the Movement. Even those with whom you associate may be judged tainted. While there is no in-game mechanic (org wide, actual Anarch prestige is left to individual games), be prepared to be treated poorly and mistrusted until this Flaw is removed. Anyone who had earned Camarilla or Sabbat Status before becoming an Anarch automatically earns this Flaw and can only be removed after a suitable period (suggested to be at least six months of active game time) with Storyteller approval.

Anarch Reputation - a character with the Reputation Merit has done something to get themselves known in a positive way in the Anarch Movement. They may be known as a Sabbat hunter, a consummate politician, an inveterate trickster or any number of other individual accomplishments. The Reputation Merit may only be purchased in-game, with the approval and Permission of both the local STs and the Anarch Coordinator. Any player interested in purchasing the Reputation should consult with their Storytellers and the Anarch Council to help set goals in the pursuit of the desired Merit. Reputation should be role-played consistently. Not living up to your Reputation can damage it, and in fact, can lead to it's loss if played inconsistently enough. There is no in-game mechanic for Reputation, as Anarchs have no Status or Prestige and instead is used to reflect on the sheet a genuine reputation earned through in-character role-play.

Notoriety - as with Reputation, Notoriety can be gained through role-play, though it is much easier to be despised than revered. Characters gain or lose Notoriety through their actions within the game. Just as it is possible to buy off the Flaw through appropriate in-character good behavior, it is also possible to gain it through betraying the Movement or the continued failure to support fellow Anarchs or similar misdeeds. Storytellers should feel free to give out this Flaw where appropriate and simply Notify the Anarch Coordinator of the change and circumstances. Notoriety amongst the Anarchs can be applicable to Camarilla and Sabbat loyalists too. As a matter of fact, most draconian Princes and Bishops, as well as practically all known Templars and Archons have Notoriety amongst the Movement.

Abilities

Tagging and Anarch Codes

Anarchs can mass communicate subtly by 'tagging' similarly to gang signs. This was brought into the Movement by early Brujah and Caitiff 'gang-bangers' via embrace. It has since been adopted by Anarchs of all stripe, with significant flair added by Malkavian and Toreador Anarchs.

Tagging varies from place to place (and as such, may have different mechanics from game to game). A good rule of thumb is either using Anarch Lore, Linguistics, Streetwise or similar ability methods with attendant specializations to decipher what message is being passed along. Without knowing anything about the Anarchs, most see this as only gibberish, or overlooked as normal mortal gang activity.

This has also evolved along technology. The Anarchs are by far the 'youngest' by way of embrace and age of the sects, and are not as adverse to adapting to new ways of communication. For instance, twitter feeds, blogs, as well as 'archaic' methods of communication such as ham/CB radios and other media are often used. Codes hidden in messages both recorded and broadcast are common ways for Anarchs to send important message to one another without the Tower or Sword noticing.

As such, the following Abilities, Anarch Lore (Secret Messages), Linguistics (Anarch Codes), Streetwise (Tagging) are all acceptable, and creative Storytellers may invent new methods and new Abilities.

Politics (or, what good is this ability if Anarchs don't use reputation/status/prestige?)

Well, first off, by the ability write-up in LotN:R, it does point out you can use it to figure out 'who is really in charge', which is kind of nebulous, and in the hands of the storytellers. It's used when you see the guy posturing and doing all the talking *looking* like he's in charge, but in truth, the quiet girl staring intently at him is the one who's sent him out to make a spectacle--and is pulling the strings.

Amongst Anarchs, it can be used to reveal reputation or notoriety if you've heard someone's name, if applicable. Not all Anarchs have earned a name for themselves. It also is important to reveal if someone is a probationary sect member. Depending on how the storytellers want to use it, it could be used to know the various Anarch 'positions' such as Baron, Sweeper, etc, as well as what 'political impulse' the PC identifies themselves with (if any).

“You cannot buy the revolution. You cannot make the revolution. You can only be the revolution. It is in your spirit, or it is nowhere.”

— Ursula K. Le Guin, The Dispossessed

Anarch Lore

The following Lore Guidelines provide only that, a guideline for Storytellers and Players to use. Storytellers should feel free to modify these guidelines to suit their own game environment, with the caveat that other games are not likely to follow those same modifications. Do keep in mind that most of the OWBN email lists have a Lore limit of x2, which does include the Anarch Rant (which will utilize these Lore guidelines).

It is also important to keep in mind that in-character possession of a document, like the Status Perfectus, does not automatically imply an understanding of said document. An Anarch with only Lore x1 isn't likely to have the historical or social facts and concepts necessary to really grasp the Status Perfectus well and should be role-played accordingly.

Anarch Lore 1:

- Has heard of the Convention of Thorns
- Knows the basics of the local domain, Barony or Free State
- Understands the difference between mortal anarchy and the Anarch Movement
- Understands how one goes about joining the Anarch Movement
- Knows several interpretations of the Convention of Thorns and how to use them to survive in Camarilla Domains
- Has probably heard of the Status Perfectus, but probably doesn't quite understand it's meaning.
- Can name most of the more well-known local gangs.

Anarch Lore 2:

- Can name most of the more well-known regional gangs.
- Knows the basic history of the Free States, though is lacking details and the less prominent names
- Prominent Anarchs like Smiling Jack, Jeremy MacNeil and Salvador Garcia are known as legends with various untruths and legends attached ("I heard he shoots fireballs from his arse!")
- Knows that Anarchs are divided into factions and generally what they are
- Has heard rumors that the Anarch Movement contains Clans typically not considered Anarch (such as Lasombra or Tremere). Has possibly even met one.
- Knows the Status Perfectus reasonably well and possibly even has a copy

Anarch Lore 3:

- Knows basic history of the modern Anarch Movement, including specifics of local history
- Knows most of the prominent Anarch Free States
- Can name most national Anarch gangs
- Understands the different main Anarch factions (-Political Impulses by the Anarch books)
- Has heard of Anarch Combination Disciplines and if a hardcore member of the Movement, likely knows how to find a teacher for at least a few
- Has heard of Anarch Curses, but only as rumor
- Aware of prominent Anarchs such as Smiling Jack, Jeremy MacNeil, Salvador Garcia and prominent Player Characters (at ST discretion) and their Reputations, etc.

Anarch Lore 4 (coord notify for Anarchs, coord permission for non-Anarchs):

- Knows something about the causes behind the original Anarch Revolt and its history
- Knows that even within the main factions, there are subdivisions and conflicts
- Can name most Anarch-held territories, including some in other parts of the world, and their prominent Anarchs
- Knows that all but the rarest of Clans have membership in the Anarchs, even some that aren't supposed to be
- Should be well versed in in both the Treaty of Thorns and the Status Perfectus and their uses
- Has heard of Anarch Curses as a fact and may even know one if they have the capability
- Aware of names of significant 'traitors to the Cause', and sellouts who've gone to the Camarilla or Sabbat

(including but not limited to PCs such as Jon Sebastian, Connor "Brer Bear" McMorna and Chase Ashford) if of course, they don't know them personally to begin with, at ST discretion

Anarch Lore 5 (coord permission for all):

- Knows the entire history of the Anarch Movement, past and present, though certain details may still be lacking
- Knows that the original Anarchs became the Sabbat
- Knows of all of the Anarch Combination Disciplines, or at least how to obtain them
- Knows of all of the Anarch Curses, though they still may lack the ability to use them
- Possibly present at the signing of the Convention of Thorns or the Second Anarch Revolt
- May have participated in the original Anarch Revolt or the Second Revolt in Los Angeles
- High likelihood of knowing some of the legendary NPC Anarchs personally, perhaps even knowing minor secrets about them ("Salvador is really into Mel Brooks comedies. 'Blazing Saddles' is his favorite.")

Anarchy is the true nature of all things. Monarchy, democracy, communism, all useless forms to control the human mind. But a mind cannot be controlled. It cannot be restrained. It has no boundaries. It has its will. Anarchy is the true nature of all things."

— Alex Battig

BYLAWS & RULES

The following are One World By Night bylaws that have been reprinted because of their importance to Anarch Genre, and so that resources can be found in one place. Should the by-laws change wholesale, they will be updated here as well as part of a living document.

Regarding Anarch Combos:

Addition to R&U By-Law 3.D:

"Anarch Combination Disciplines taught to non-Anarch player characters" as Coordinator Approval.

Section 4:

"ix. Anarch Combination Disciplines taught to non-Anarchs

1. Anarch-only combination disciplines (those listed in the LotN MET Anarch Guide, p. 54-65) require approval from the Anarch Coordinator prior to being taught to a non-Anarch player character."

And, in regards to the additional new powers from Anarchs Unbound (and any of the updated V20 material), they are not yet 'in play' for OWbN, due to the Administrative bylaw 11. Once these sourcebooks are voted into the org, the above by-law will be voted to be changed.

Regarding Caitiff, from the Character Creation Bylaws:

7.B) Caitiff and Pander must declare three disciplines they possess as "in-clan" for teaching purposes at creation. One of these disciplines may be a Clan Specific (e.g., Protean, Dementation, Quietus) with Coordinator Approval of the appropriate Clan. If chosen, that Clan Specific cannot be taught, but may otherwise be learned as an In-Clan Discipline. Additionally, the character's three Disciplines cannot duplicate an existing Clan with Clan Specific Disciplines. That character would be defined as an Unusual Caitiff or Unusual Pander as befitting their sect.

Rarity of Anarchs per OWBN by-laws

For purposes of the by-laws, and rarities on clans, Anarchs PCs have the same rarities as the Camarilla clans. To be sure what the rarity of a possible PC should be, we ask that you take a look at the R&U bylaws, and if you have any question on where a clan/bloodline lies with the movement in terms of rarity, feel free to drop a line to the Anarch Coordinator, or Clan Coordinator in question. That said, one clan does deserve a little special attention in this packet.

"Our masters have not heard the people's voice for generations and it is much, much louder than they care to remember."

— Alan Moore, *V for Vendetta*

Tremere of the Anarchs

There are by OWBN genre, several types of 'rogue' Tremere. There are three types that might find themselves amongst the Anarch movement. In our organization, the Tremere are a bit more fanatical about loyalty, and restrictive about their members. As such, there are Rare & Unusual restrictions placed upon them. Even beyond this, Rogue Tremere are stunted in growth when it comes to magic, as they don't have the benefit of the Pyramid at their back to help them learn. This is the harsh exchange of power for freedom. This section deals with those Tremere who have joined with the Movement. The rarity permissions to learn these magics comes from the Tremere Coordinators office.

Anarch Tremere

"Runner... you are terminated." -- Logan's Run.

There are fundamentally three types of Anarch Tremere, they are presented below.

Pyramid Loyal Tremere in the Anarchs:

- Tremere mingling with the Anarchs. These are likely found in forward chantries in disputed territory where the Camarilla has little or no presence. While they might occasionally interact with Anarchs for information, be sympathetic to the Loyal Opposition fighting together with them against the Sabbat, and an occasionally trade magical services, they will NOT trade the ability to learn thaumaturgy without a wholesale trade of unlife for magic. They do not identify themselves as being Anarch, and are kept tabs on from on high.
- House Amethyst. These are Tremere in deep cover amongst the Movement, to keep an eye upon what they're up to, and how much of a threat they may be to the Camarilla as a whole. It is highly unlikely they are masquerading as a 'rogue Tremere', and more likely as a caitiff or other clan, and *not* flaunting their magics.
- In both of these cases, the standard Tremere Thaumaturgy packet or House Packet is used to determine rarities of what magics these mages may know.
- Pyramid Loyal Anarch Tremere require Tremere Coordinator Approval.

Tremere running from the Pyramid (Fugitives).

- These Tremere are often too small to make a splash enough for the Pyramid to waste resources to reign them in.
- So long as they don't directly oppose House and Clan, they are generally left to their own devices. They are however, 'targets of opportunity', and should they cross Pyramid loyal Tremere, they should expect the worst.
- Truly rogue Tremere Anarchs are severely limited in the knowledge they have, and what they can learn since they are outside the purview of the Pyramid, and their resources to learn are few and far between (see rarity charts below).
- The fact you're a Tremere means that even your fellow Anarchs are wary of you. Your clan has a very well earned reputation of being top-down, Camarilla-loyal, fascist control-freaks and you suffer from this stereotype, even if you don't live up to it. These Tremere suffer from the Anarch version of the flaw: '*Probationary Sect Member*', but with no 'freebie points' in return.
- True Anarch Tremere require Tremere Coordinator Approval.

Tremere embraced amongst the Anarchs (Orphans).

- Like the ones on the run, they are often too small to come up on the radar of House and Clan.
- They too will remain left alone so long as they don't directly cross House and Clan.
- Similarly to the above, they are limited in their knowledge and what they can learn since they do not have the Pyramid's resources (see rarity charts below).
- Such embracees outside of the Camarilla will have the Merit: *Embraced without the Cup* (Tremere Clanbook, p. 67).
- Similar to fugitive Tremere above, they may suffer from the Anarch version of the flaw: '*Probationary Sect Member*' (ST discretion), but with no 'freebie points' in return.
- True Anarch Tremere require Tremere Coordinator Approval

In the first case, standard applications of rarity are upheld upon the Tremere. With True Tremere Anarchs, they essentially trade their 'clan flaw' being bound to the Tremere's Inner Council, and the Chain of Command for a severely truncated listing of what magic that is available to them to learn, as well as other difficulties.

Rarities are determined not by the characters 'superior' like in the Pyramid. Instead, they are rated by how difficult it is for the lone magus to find teachers and research which is done mostly on the run, or in second rate 'chantries'. Rarity 1 paths and rituals are easy enough for the mage to learn on their own. Rarity 2's would normally come from their immediate superiors, but lacking this, they are now those that ST's have power over to give a green light on. These are paths and rituals that take a little extra work and time to come up with on their own, and should be doled out judiciously by ST's. Rarity 3's are among the most difficult for the rogue to suss out for themselves, and require assistance of other magic-users of the same paradigm. This means the Anarch Tremere needs other Anarch Tremere to work out the particulars on how to learn this. Permission to learn these must come from a member of the Tremere coordinator team, and should be part of a larger plot where the mage has to do something for his compatriot to learn. Rarity 4's are the most difficult to learn, and will require coordinator permission. Role-play wise, this would be the Anarch finding the rare and paranoid Tremere Anarchs of some power, and convincing them to teach, and not destroy the would-be student. Rarity 5's are like all others of this rarity, those that have been created by players, and must be found in order to learn them. Presently, there are no Rarity 5 Paths available to Anarch Tremere.

Going Rogue

The more power a Tremere has accumulated, the more dangerous it is for a Tremere to attempt to slip the bonds of the Clan and go native. Simply put, any Tremere ranked Regent or higher that forsakes House and Clan is immediately targeted for destruction, and the clan generally spares no expense in hunting down and finding said individuals. There are those of lower rank who are targeted as well, in cases where an apprentice is so ranked not due to a lack of thaumaturgical power, but due to that their rank is a result of political gaffe. Astors and the Quaesitori will be put on alert for such runners, and members of Houses Amethyst and Praesidium will often launch joint efforts to track, locate and eliminate them. The more powerful they are, the quicker and more explosive is the rogue's end in general terms.

Mechanically, each Path of Thaumaturgy that an apprentice rogue has at the time of their defection, equals the level of the flaw: *Enemy*, that the magus earns on their character sheet (e.g.: A Tremere with Path of Blood, Path of Transmutation and Oneiromancy garners a 3-pt enemy in exchange for their 'successful' defection from the Pyramid). Said enemy is any member of the Pyramid who has been set upon their trail or otherwise crosses their path, and reaches a maximum of 5 pts, per the LotN:R rules. Should the Rogue manage to destroy their enemy, the flaw is immediately replaced with *Dark Fate*, as the Pyramid will redouble their efforts now not to capture, but to destroy the Rogue. Any PC Regent (or PC who held the title of Regent, but was demoted) that defects gains the flaw, '*Dark Fate*' as it's only a matter of time before the Pyramid catches up to them, and ends their existence. As with their *Probationary Sect Member* flaw, the character will receive no freebie points for these flaws.

For purposes of those of higher rank, as they would be NPCs to begin with, they too would automatically gain the '*Dark Fate*' flaw, or be susceptible to ST or coordinator level plot. Before making NPC Rogues, please contact and work with the Tremere coordinator team, especially since some are of a level of R&U.

Coming in from the cold

Pyramid-loyal Tremere, as mentioned, consider most Anarch, Independent or Autark Tremere merely 'targets of opportunity' to be taken down if they cross House and Clan's path. If however, such a Tremere becomes too much of a headache, and directly opposes the bulk of their Camarilla brethren, then Astors, Quaesitori or House Amethyst may quickly make examples of them, and brutally take them down. Clan Tremere is very proud of the fact that there are no more 'antitribu' of their clan, and won't tolerate any new splits or disloyalty.

Sometimes, the loneliness of the road will take its toll on these 'independents', and they will come crawling to the door of a chantry or Elysium, requesting to 'come home'. At first glance, the Tremere are generally very welcoming to these wayward souls, and bring them in and offer them the same comforts as the rest of the Clan. This is of course,

until they get a good chance to sit down and debrief them, and know they have them in a position where they cannot escape again, be they runners or 'orphans' embraced by those on the run.

For the 'escapees' returning, this is often a harrowing and upsetting confrontation, where any secrets of the Anarchs or their independent resistance is ripped from their minds. They're often required to take on the flaw '*Bound to Council*', being forced to take the Transubstantiation of the Seven multiple times, and 'mortared' back into the Pyramid as a lowly Apprentice who will likely never raise in rank. This new flaw will replace or be added to the previously earned '*Enemy*' flaw for going rogue. After this, they are generally put through a Tribunal, so that a fitting punishment can be levied upon them, if they hadn't been tried in absentia already. Depending on how useful they are, and how willful they act is a high determination on how much time and effort should be put forth to rehabilitate the wayward child. If they are still obstinate, said tribunal will generally end in a prompt execution. Should they be more amenable to the workings of the Clan, the Tribunal may go substantially better for them, with only a few decades of hard service before the first shackles are removed from them.

For the 'orphans', they are generally treated a bit better for coming home. In some cases, if their indoctrination goes well enough, are held up as examples of 'Anarchs/Independents done right', and used as propaganda tools as to the superiority of the Camarilla (as well as House and Clan). Behind the scenes, if the orphans are willful, they will receive the same brutal treatment as above. Even so, the Pyramid is a bit more 'forgiving' to these, as they make wonderful tools for the politics of the clan. Judicious use of Dominate on them isn't out of the question to have them see the light. In any case, these mages are never allowed to hold high position within city politics, or within the Clan.

“Anarchism does not demand the changing of the labels on the layers, it doesn't want different people on top, it wants us to clamber out underneath.”

— Colin Ward, Anarchy in Action

Anarch Tremere Thaumaturgy

Despite House & Clan's best efforts, there are those Tremere who have slipped away from the Pyramid, and are living in the gutters (in House & Clan's opinion) 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. As most all rogue thaumaturges of the Anarchs have learned from Anarch Tremere, the rarity listing here could apply to other rogue thaumaturges not of Clan Tremere in the Movement, but are guidelines for those, not rules.

For clarities sake, all of these magics, are hermetic in origin. The thaumaturgy in the Anarch Movement listed below, were developed by the Tremere Clan originally.

Anarch Tremere Thaumaturgy Path Rarities

Paths:

1 - Common:

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

2 - Uncommon:

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

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 at this time

Rituals by Rarity

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 anything other than 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 is over 200. Anarchs 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
Extinguish
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
Bladed Hands
Blood Contract
Blood Into Water
Counting Coup
Crimson Sentinel
Detect Authority
Detect the Hidden Observer
Flatline
Framing, the
Heart of Stone
Hell's Calling
Incorporeal Passage
Inscription
Iron Body
Jinx
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. Spirits
Ward vs. Vitae
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.
- None of the House specific rituals.

4 - Very Rare:

- Any other Tremere ritual normally listed as R3 or R4 not listed above.
- None of the Elder or higher rituals.
- None of the House specific rituals.

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.

Rituals from Anarch Cookbook, p. 60-61 (translated for MET)

Counting Coup (Basic Ritual)

This ritual allows the caster to leave a “prerecorded” message at the scene of her crime, for the eyes of her intended target, and their brood only. This is often done to tell the intended target exactly who ruined their theatre, killed their retainer, etc. It will only activate when the intended target or brood enters the area, and only they will perceive it. The caster makes a static challenge to enact the ritual. The designated viewer(s) must be a vampire.

By spending a single mental trait, the target receives a visual message, such as a symbol or icon that floats before the target’s face, and a brief auditory message, such as a laugh or statement of an Anarch manifesto. For an additional mental trait, the manifestation allows for moving pictures, including multiple images and sounds, and they are even tactile, although they can cause no damage. After the message is delivered, all traces of the ritual disappear and no magical methods can be used to track the caster via this ritual.

Defect Authority (Basic Ritual)

This is a testing ritual, usually performed on new neonate members to make sure they are not working for the Camarilla or Sabbat. The caster cuts his palm, and does the same to a prospective Anarch member. They then clasp hands, each spending one blood trait, mixing their blood while the caster stares into the eyes of the neonate, searching for any mystical sign of powers used on the prospect, or blood bonds. The caster tests against the mental traits of the prospect. A successful casting reveals if the prospect is under the effects of any level of a blood bond or under the effects of the Vinculum. Spending an additional mental trait will reveal if the target is under the control of another vampire’s Discipline. Needless to say, anyone who tests positive to this ritual had best have some good explanations as to what is going on with them.

This ritual does NOT cause a blood bond between the caster and subject. The blood in question is used up in the casting of the ritual.

The Framing (Intermediate Ritual)

This ritual allows an Anarch to ‘frame’ another for his own actions. It requires possession of a sympathetic link, some object belonging to that person, or even better, some of the victims vitae. The ritual is performed before enacting the deed for which the target will be blamed. The caster makes a ritual test against the social traits of the

intended kindred to be framed, and spends one to five additional mental traits. One trait allows the caster to look like the victim. Three traits enable the caster to look and sound like the target. Spending five traits and the ritual works on all senses; even Auspex cannot pierce this disguise (although it may reveal that the target has magic in his/her aura). In any case, it even confers the ability to fool cameras, unlike obfuscate. The ritual lasts only as long as it takes to enact the crime, after which it fades.

Alphabetical Ritual Listing

Ritual Name	Rarity	Location	Level
Abandon the Fetters of Blood	2	Tremere Clanbook, p. 65	Advanced
Banish Big Brother	2	MET Anarch Guide, p. 66	Basic
Binding the Beast	2	Laws of Elysium, p. 82	Intermediate
Bladed Hands	1	Laws of Elysium, p. 82	Intermediate
Blood Mastery	1	Tremere Clanbook, p. 65	Basic
Burning Blade	1	Camarilla Guide, p. 110	Basic
Calling the Restless Spirit	1	Laws of Elysium, p. 80	Basic
Counting Coup	2	Anarch Cookbook, p. 60	Basic
Craft Bloodstone	1	MET Storytellers Guide, p. 65	Basic
Crimson Sentinel	2	Laws of the Night, p. 101	Basic
Defense of Sacred Haven	1	LotN:R, p. 185	Basic
Deflection of Wooden Doom	1	LotN:R, p. 185	Basic
Detect Authority	2	Anarch Cookbook, p. 61	Basic
Detect the Hidden Observer	2	MET Anarch Guide, p. 67	Intermediate
Donning Mask of Shadows	1	Laws of Elysium, p. 80	Basic
Enchant Talisman	1	Camarilla Guide, p. 113	Advanced
Encrypt Missive	1	MET Storytellers Guide, p. 65	Basic
Extinguish	1	MET Storytellers Guide, p. 66	Basic
Flatline	2	MET Anarch Guide, p. 66	Basic
Framing, the	2	Anarch Cookbook, p. 61	Intermediate
Heart of Stone	2	Laws of Elysium, p. 83	Intermediate
Hell's Calling	2	MET Anarch Guide, p. 68	Intermediate
Impassible Trail	1	MET Storytellers Guide, p. 66	Basic
Incorporeal Passage	2	LotN:R, p. 186	Intermediate

Inscription	2	Tremere Clanbook, p. 58	Basic
Iron Body	2	MET Anarch Guide, p. 67	Basic
Jinx	2	MET Storytellers Guide, p. 66	Basic
Open Passage, the	1	LotN:R, p. 185	Basic
Pavis of the Foul Presence	1	LotN:R, p. 187	Intermediate
Protean Curse	2	Laws of Elysium, p. 84	Intermediate
Principle Focus of Vitae Infusion	1	LotN:R, p. 186	Basic
Purge the Inner Demon	2	MET Storytellers Guide, p. 67	Basic
Scent of the Lupine's Passing	1	LotN:R, p. 186	Basic
Umbra Walk	2	LotN:R, p. 188	Advanced
Wake with Evening's Freshness	1	LotN:R, p. 186	Basic
Ward vs Demons	2	Camarilla Guide, p. 114	Advanced
Ward vs. Fae	2	MET Storytellers Guide, p. 73	Intermediate
Ward vs. Ghosts	2	Camarilla Guide, p. 114	Advanced
Ward vs. Ghouls	1	LotN: R, p. 186	Basic
Ward vs. Kindred	2	Camarilla Guide, p. 113	Intermediate
Ward vs. Lupine	2	Camarilla Guide, p. 113	Intermediate
Ward vs. Spirit	2	Camarilla Guide, p. 114	Advanced
Ward vs. Vitae	2	MET Anarch Guide, p. 68	Intermediate
Warding Circle vs. Ghosts	2	Camarilla Guide, p. 111	Advanced
Warding Circle vs. Ghouls	2	Camarilla Guide, p. 111	Basic
Warding Circle vs. Kindred	1	Camarilla Guide, p. 111	Advanced
Warding Circle vs. Lupines	2	Camarilla Guide, p. 111	Intermediate
Warding Circle vs. Spirits	2	Camarilla Guide, p. 111	Advanced

Anarch Curses (Anarch Coordinator Permission)

There are rare magics known to the oldest of the Anarchs, who very occasionally teach them to younger members of the Movement once a sufficient amount of time and trust has been earned. These are potent magics, and at some point, there may have been more, but attrition has winnowed their numbers down to a trio. These Curses require permission from the Anarch Coordinator to learn.

They can be found starting on pg. 78 of the Anarch Cookbook. MET translations follow:

Death Wrath (Intermediate Curse)

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

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

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

Cost: 4XP

A Curse Upon Thy House (Advanced Curse)

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

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

The curse can only be lifted if the target makes atonement for the besmirchment done to the Anarch (which SHOULD be something that the character is capable of doing--ST discretion). Should the target die before making atonement, the highest level curse passes on to the eldest childer of the original target, and on down the line. Unless the target pacifies the caster in a manner sufficient to the Storytellers liking, the curse will last for a year and a day. Death of the caster will not revoke the curse either. Should the caster die, then the curse will run it's normal course, with no way of having it lifted, save for the duration running out.

Cost: 6 XP

Mark of the Beast (Advanced Curse)

This is an ancient ritual, one of the oldest magical rituals known to Blood Magic, lost to all but one ancient vampire who now identifies with the Anarch Movement, and will teach only to the most devout of Anarchs. This curse affects the visage of the target, similar to the combination discipline 'Aspect of the Beast', but with a more permanent effect. It causes the target to gain the same flaw as the Nosferatu--because of this, Nosferatu are immune to this ritual.

System: The caster invokes his will (spends a willpower trait) against the targets Social traits. If successful, the target gains three Repugnant social traits, with no attendant freebie experience points. The curse can only be lifted in two manners. One is by the willing revocation of the caster (must be done by the caster's free will--not via

Domination or other power of the Blood or gross intimidation). The other is if the target earns the merit *True Love* from another. Should the victim manage to convince truly and honestly another to fall in love with them, the curse abates. The only other way this curse is suspended is with the passing of a year and a day. The effects of this curse cannot be 'stacked' on a single individual.

Cost: 6 XP

Death Curses

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