
Masters of Heaven and Earth

A Guide to Dur-An-Ki Sorcery in One World by Night



DARK PACK

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TABLE OF CONTENTS

TABLE OF CONTENTS

DUR-AN-KI: A SUMMARY - PG 3

DUR-AN-KI: MECHANICS - PG 3

DUR-AN-KI: ROLE-PLAYING - PG 4

LEARNING DUR-AN-KI: AN OVERVIEW - PG 5

LEARNING DUR-AN-KI: ASSAMITE SORCERERS - PG 5

LORE: DUR-AN-KI - PG 8

RARITIES: RATINGS OVERVIEW - PG 9

RARITIES: PATHS - PG 10

RARITIES: SCHISMATIC VIZIER/WARRIOR PATHS - PG 11

MET CONVERSIONS: PATHS - PG 12

Awakening of the Steel - PG 12

Blessing of the Great Mother, The - PG 12

Covenant of Nergal - PG 14

Evil Eye, The - PG 15

Ex Inferis - PG 15

Hunter's Wind, The - PG 17

Music of Spheres - PG 18

Path of Blood Nectar - PG 19

Path of Duat - PG 19

Path of Winter's Sorrow - PG 20

The Keeper's Way - PG 21

Way of Levinbolt - PG 22

Whispers of the Heavens - PG 23

RARITIES: RITUALS - PG 25

RARITIES: SCHISMATIC WARRIOR RITUALS - PG 30

RARITIES: SCHISMATIC VIZIER RITUALS - PG 30

MET CONVERSIONS: RITUALS - PG 31

COMBINATION DISCIPLINES - PG 42

SOURCES - PG 42

THANKS - PG 43

DUR-AN-KI: A SUMMARY

Sometimes referred to as Assamite Sorcery (by those who are generally ignorant of the topic, or those wishing to distinguish it from its more ancient roots), Dur-An-Ki is a form of Blood Magic with Mesopotamian and Persian origins. This document is a genre resource for the players and Storytellers of One World by Night to help better define and expand Dur-An-Ki.

The paths and rituals included here represent a collected interpretation of the paradigm of Dur-An-Ki Sorcery (otherwise known as Assamite Sorcery) in OWbN. For a more complete understanding of Dur-An-Ki, please consult the two main books published on the topic: *Blood Magic: Secrets of Thaumaturgy* and *Blood Sacrifice: The Thaumaturgy Companion*, with *Blood Sacrifice: Secrets of Thaumaturgy* being considered the authoritative source on Dur-An-Ki.

This packet supersedes and replaces all materials presented in previous Dur-An-Ki documents and seeks to move the Assamite canon of OWbN closer to the published canon. This latest document also seeks to ensure that no copyrighted text has been unintentionally used.

As with previous Dur-An-Ki or Assamite Sorcery resources, the rules set forth for the Paths and Rituals themselves are subject to house rules, however, the rarities are binding.

DUR-AN-KI: MECHANICS

Mechanically, in OWbN, Dur-An-Ki and Assamite Sorcery are considered one and the same. Whenever this document refers to Dur-An-Ki, Dur-An-Ki Sorcery, or Assamite Sorcery, it is intended to be the same subject matter. Practitioners of Dur-An-Ki are called Ashipu.

Mechanically, not much is required for STs to understand Dur-An-Ki mechanics. In many ways, Dur-An-Ki functions exactly like Hermetic Thaumaturgy, but only in the mechanics. Some mechanical differences to note are as follows:

- The Ashipu's primary path rating may not exceed his rating in the *Survival* ability.
- Dur-An-Ki rituals do not require equivalent levels of *Quietus*
- The applicable retest for almost all Dur-An-Ki is the *Occult* Ability (Any magic that does not use *Occult* as a retest will be specifically noted in its descriptor)
- Ashipu are no longer required to spend two blood traits to cast magic as they were in previous editions. According to *Clanbook: Assamite (Revised)*, they have not since Ur-Shulgi broke the Tremere Curse
- Must have levels of the following abilities: *Theology*, *Meditation*, and *Astrology* equal to the level of Rarity of the Path or Ritual that they wish to purchase. This is to represent the degree of discipline and understanding of the universe that anyone who wishes to learn Dur-An-Ki must achieve. (For example, to learn a Rarity 2 ritual, the Ashipu must have all the listed abilities at level two).

In most cases - based on local Chronicle house rules - Assamite Sorcerer's receive their primary path of Sorcery at "in-clan" costs as is described in *Laws of the Night (Revised)*. Other paths (any path beyond their first/primary) are usually learned at "out-of-clan" costs for a discipline.

DUR-AN-KI: ROLE-PLAYING

Unlike Hermetic Thaumaturgy, which focuses on replicating the exact method of casting the magic, no two Ashipu are likely to cast the same way. Ashipu are highly spiritual, and their methods of climbing the *Ladder of Heaven* are as unique as the individual. Ashipu use a variety of methods to reach the mental trance-like state that makes the casting of Dur-An-Ki possible. For a more complete list, please consult *Blood Magic: Secrets of Thaumaturgy*, pg.38.

Below is a short listing of a few examples:

- *Art - The purchasing of Crafts: Amulets or similar to signify the caster creating amulets to serve as specific focus for a path of magic.*
 - *Dance - From the jumps, legwork, and hip-action of African traditional dance, to the seductive theatrics of belly-dancing, to the fluidity of classically trained ballerinas.*
 - *Kalif - The drug-induced trances favored by some are perhaps the most well-known focii for Assamite Ashipu*
 - *Meditation - Quietly clearing your mind and becoming in-tune with the “flow” of the world around you (Mindfulness Meditation) is one example, others are Spiritual, Focused, or Mantra.*
 - *Pain - Cutting, branding, burning, and other acts of self-mutilation are all examples*
 - *Performance/Expression - Such as singing or playing a musical instrument, (a drum, guitar, or flute as examples) or reciting poetry or religious passages.*
 - *Prayer - Examples include: anointing with oil; ringing a bell; burning incense or paper; lighting a candle or candles; facing a specific direction (i.e. towards Mecca or the East); making the sign of the cross.*
 - *Sweat Lodge/Ceremonial Sauna - Ceremonies and traditions involving sweat lodges vary widely, but often include prayers, drug use, drumming, and offerings to the spirit world. Some rituals are intended to show gratitude, purify one's self, summon support from the spirit world, and other such purposes.*
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LEARNING DUR-AN-KI: AN OVERVIEW

Instead of strict procedures in order to learn to impose the casters' will on the world around them (as the Thaumaturgists of the Tremere do), *Ashipu* call on ancient covenants with spirits, commanding them to fulfil the wishes of the *Ashipu*. They do this by entering a trance so that they may seek to ascend the *Ladder of Heaven*. Many Assamite *Ashipu* use a drug called Kalif for this purpose, but there are many other methods, several of which are listed in the above section on Role-Playing.

Ashipu seek to advance their understanding of themselves and of the universe by ascending the *Ladder of Heaven* and by discovering and gaining the favor of more and more powerful spirits. Only through these constant spiritual hardships may more powerful magics be gained, and the eventual goal of ascension to godhood be realized.

When a character first achieves understanding of the lowest levels of the *Ladder of Heaven*, the character will choose a Primary Path. Suitable Primary Paths are denoted later, in the Path Rarities section of this packet with an asterisk "*".

LEARNING DUR-AN-KI: ASSAMITE SORCERERS

Learning Dur-An-Ki is difficult; even ascending spiritually to the lowest "rung" on the *Ladder of Heaven* can take several lifetimes of practice and exploration. Having a guide - someone who can assist with advice and assistance as a character embarks on his or her spiritual journey can be indispensable, as can a vast library of research on the subject. Luckily, the Assamite Clan has a monopoly on both.

The Loyalists and Schismatics have the most guides (i.e. experienced practitioners), in addition to the centuries of gathered texts filling libraries and archives. When the Schism occurred, almost all of the Assamite Sorcerer Caste were split evenly between those who remained at Alamut, and those who followed Al-Ashrad with the Schism. Due to this, Loyalist and Schismatic Assamite Sorcerers use the Path and Ritual rarities listed in this document (in the *Rarities* sections, which appear later in this document). As time has progressed, the Sabbat Assamite Antitribu as well as the Anarch/Independent Dispossessed Assamites have found that Dur-An-Ki has become far more prominent in their sects as well. Due to this fact, they no longer have an increased rarity for purchasing Dur-an-Ki in caste.

Out-of-Character, for Dur-An-Ki notifications or requests which require the attention of the Sorcery Sub-Coordinator or the Assamite Coordinator, players are asked to submit their requests through the form below. This will ensure that the Storyteller(s) from the character's Chronicle is involved in this process, as well as ensuring record of the approval.

- [Dur-An-Ki Sorcery Request Form](#)

LEARNING DUR-AN-KI: ASSAMITE WARRIORS & VIZIERS

Each Caste has a function, and members of a Caste claim to perform the functions of said Caste better than any other. When working in concert, the three separate Castes complement each other, but that does not mean the Castes are incomplete or cease to operate without each other.

The Warrior and Vizier Castes are self-sufficient entities, and do not consider themselves “requiring” Sorcerous support - though it is certainly a nice convenience when present. Warriors tend to view being heavily reliant on Sorcery as a crutch, something that many non-Assamites become dependent on in order to perform even the simplest functions. For Warriors, cunning and wits are far more effective than any supernatural power.

When a Warrior or a Vizier requests to be taught Dur-An-Ki (as opposed to requesting Sorcerous assistance), it is viewed as an insult to the Sorcerer Caste. Loyalist and Schismatic Sorcerers take exceptional offense to such a request, and such a request is not normal in either faction. Even the act of asking is enough to tarnish the reputation of a Warrior or Vizier for a very long time. For the Antitribu and the Dispossessed, the lack of members of the Sorcerer Caste, in addition to the fact that those few Sorcerers seek to protect their position as well as their Clan “secrets” ensure that Warrior’s or Vizier’s requests fall on deaf ears.

On a basic level, Storytellers should assist the players by encouraging them to deal with situations inside of their concepts and abilities. Storytellers should caution players of Assamite Sorcerers to steer away from dealing with issues involving direct-combat, instead networking and coordinating with Warriors to have the issue dealt with.

When characters interact with their Elders (whether to gain Rank, or to request a Path/Ritual, etc) they will be asked what challenges they have encountered, and how they went about solving those challenges. Characters who have dealt with issues or challenges by breaking their Caste-role will be looked down on because breaking Caste-roles is considered poor behavior.

Due to the difficulties involved Assamite Warriors and Viziers who learn Dur-An-Ki add +2 to all Path and Ritual rarities listed in this document (all Paths and Rituals become R3).

As the Schismatic Assamites of the Camarilla have evolved over the last decade, many have found themselves needing to work outside of their caste. As such, upon reaching ranks 4 and 5, warriors and viziers will be allowed to have minimal access to Dur-An-Ki within the Schismatics. A list will be provided of what is available.

LEARNING DUR-AN-KI: EVERYONE ELSE

Without a guide, it is almost completely impossible to know where to begin. The first Path of Dur-An-Ki that any prospective *Ashipu* (who is not an Assamite Sorcerer) learns must be learned with the close guidance of an accomplished *Ashipu*.

Players of Assamite Sorcerers are advised to sell their services rather than to teach the methods employed in climbing the *Ladder of Heaven*. If, for some reason, an individual is to be guided on their journey up the *Ladder of Heaven*, he or she should have gone to considerable lengths for Clan Assamite. The applicant should be worthy of Clan Friendship (*which requires Assamite Coordinator Approval*), and (for Loyalists or Schismatics), the Sorcerer should petition the Caste elders for permission to teach the individual - failing to do so would certainly ensure the wrath of Clan Assamite.

All non-Assamite Sorcerers learn Dur-An-Ki (any Path or Ritual) at Rarity 3, regardless of its listed rarity and will only be eligible for Paths or Rituals which are not listed as Assamite-only. It is highly unusual for non-Assamite Sorcerers to obtain anything other than Rarity 1 Paths or Rituals.

LEARNING DUR-AN-KI: CREATING NEW PATHS & RITUALS

The process for creating new *Paths* is listed in *Blood Magic: Secrets of Thaumaturgy*, pgs. 67-68. The process for creating new *Rituals* is listed in *Blood Magic: Secrets of Thaumaturgy*, pgs. 86-87. Creating a new Path or Ritual is extremely difficult because it requires two things that are not inherent to Vampires - dedication and imagination. Additionally, the rules presented below for creating of Paths or Rituals assumes that the Ashipu has uninterrupted access to a thaumaturgical library and laboratory, and is dedicating all of his or her efforts towards pursuit of the goal.

All custom Dur-An-Ki Paths and Rituals must receive Assamite Coordinator Approval before being purchased and brought into game-play and are considered Rarity 3 (Coordinator Approval). This represents the character petitioning elders of the clan in order to receive the necessary resources and assistance. Players and Storytellers are encouraged to work with the Assamite Coordinator before considering embarking on this process in-character. Only one Path or Ritual may be researched at any one time.

Path creation requires the following:

- Occult Ability x5
- Advanced Dur-An-Ki - Multiple Ashipu may work together to attempt to ascend the same rung on the Ladder of Heaven to discover a new path of Dur-An-Ki. Each user attempting to assist, must also possess Dur-An-Ki. A total of 5 paths of Dur-An-Ki must be known at advanced between all Ashipu.
- Uninterrupted access to the proper library and laboratory (any interruption could potentially stop all progress, or reset it)
- Creation of a path takes 2 years to complete. If an Ashipu is working on their own, each path beyond 5 that they have advanced knowledge of will decrease the time to convince the Spirits to create a pact for a new path by one month, to a minimum of 18 months. If multiple Ashipu are working together, for each advanced path over a combined total of 12, they may shorten the time by 1 month, to a minimum of one year.

Ritual creation requires the following:

- Occult Ability x5
 - Basic ritual creation requires knowledge of 7 basic rituals.
 - Intermediate ritual creation requires knowledge of 7 intermediate rituals.
 - Advanced ritual creation requires knowledge of 7 advanced rituals.
- Uninterrupted access to the proper library and laboratory (any interruption could potentially stop all progress, or reset it)
- Creating a ritual takes 2 months multiplied by the level of the ritual
 - Basic - 2 months
 - Intermediate - 4 months
 - Advanced - 6 months

NOTE TO STORYTELLERS: Creating a completely new path or ritual can open up some serious problems when it comes to org-wide game-play. It is recommended that a new power should rarely have combat applications and care should be taken to avoid approving new Rituals or Paths that duplicate other disciplines. Further, it is suggested to the storytellers that any character that is working on creating a path or ritual, enters each game session several blood and/or Mental traits down. This is to nominally represent the significant demands on the researcher, be it from experimentation, or from prolonged periods of time devoted strictly to study.

LEARNING DUR-AN-KI: PARADIGM CONVERSIONS

Individual *Ashipu*, especially elders, may have “researched” paths and/or rituals from other paradigms that are not included in this packet. If a path or ritual is not included in this packet, it is considered to be a Rarity 3 item and requires Assamite Coordinator Approval.

LORE: DUR-AN-KI

In order to know how a ritual or path of Dur-An-Ki works, an individual must either possess Dur-An-Ki, or possess

the appropriate Lore (Lore: Clan Assamite) equivalent to: $[2 + \text{the level of Rarity of Dur-An-Ki}]$. For example, if a character had Lore: Clan Assamite x4, that character might - at ST discretion - have an idea of the effects of a Rarity 2 Path or Ritual effect. The character may also use Dur-An-Ki Lore for this. They would require 2+ the level of rarity of Dur-An-Ki if they wish to substitute Dur-An-Ki lore in place of Assamite Lore.

Note: Just because you know how something might work, does not mean you understand specifics and we encourage STs to give misinformation to those who do not have Dur-An-Ki or the appropriate level(s) of Lore.

RARITIES: RATINGS OVERVIEW

Not all of the paths and rituals are accessible to every *Ashipu*. As the Path and Ritual rarities increase, so does the level of complexity and difficulties involved in understanding and mastering them. The *Ashipu* must spend a significant amount of time researching and expanding their understanding of themselves and the universe as they seek to ascend the *Ladder of Heaven*.

Learning new Paths and Rituals of Dur-An-Ki require a character to expand himself or herself, spiritually, and Storytellers are encouraged to fully participate in this journey, denying characters who refuse to expand their understanding of themselves, their surroundings, and the universe. Storytellers are advised to ensure PCs have taken the proper steps, making genuine efforts (be it in-character, through down-times, etc.) to develop an expanded understanding of their chosen pursuits.

Common (Rarity 1) - Storyteller Approval

Guides and resources are relatively available for an Assamite of the Sorcerer Caste seeking to pierce the *Veil of Truth* in search of these secrets. This level of spiritual enlightenment represents the basic knowledge of all things to come, and Paths and Rituals at this level make up the fundamentals of Dur-An-Ki. An *Ashipu* at this level will begin to understand the significant amount of effort and understanding required in order to reach the next “rung” on the *Ladder of Heaven*.

Rare (Rarity 2) - Storyteller and Assamite Sorcery Sub-Coord Approval for PCs, Notification for NPCs

As the *Ashipu* progresses up the *Ladder of Heaven*, their journey may lead them to a place that few understand, and even fewer progress onward from. Usually, by learning from the Clan’s vast archives and libraries and/or being guided by those as advanced as a Master of Sorcery, an *Ashipu* can ascend to a level of spiritual enlightenment which is specialized around their unique individual experiences. Many Caste Elders take interest in Sorcerers achieving this level of enlightenment, and will often keep watch on the *Ashipu*’s progress, keeping record of their attempts, failures, and what they do as a result of each.

Exceptionally Rare (Rarity 3) - Storyteller and Assamite Coordinator Approval for PCs and NPCs

Few resources still exist to assist an *Ashipu* in piercing the Veil of Truth that shrouds the understanding of the most obscure of secrets. Those resources that do are considered priceless, and are guarded in the libraries of Alamut, or in the secret archives of the Schismatics. Guides at this level are almost certainly *Distinguished Masters* of Sorcery, and will likely only assist others in search of these secrets at the petition of *their* Elders. Assamite Sorcerers achieving this level of enlightenment almost always have a personal relationship of some kind with their guide(s), and have been watched and mentored for some while to ensure the *Ashipu* is trustworthy of possessing the Clan’s most guarded secrets.

Any unique (i.e. player-created) discovery made by an Assamite Sorcerer or other *Ashipu*, either Path or Ritual, are considered to be at this level of understanding, and Approval from the Elders is always required. Unique (i.e. player-created) Paths and Rituals can only be acquired from the character who created the Path or Ritual, or from a character who acquired it through legitimate means - from the character who first created it. Due to this, any path or ritual not expressly described in this document is to be considered Rarity 3 (Coordinator Approval) for the Dur-An-Ki paradigm for all intents and purposes. This includes player-created Paths and Rituals.

RARITIES: PATHS

All of the Paths included in this packet have their most recent text reference listed in the charts below (which may differ from the actual genre text reference). Any Paths not printed in a Revised MET book are listed in the section directly following the charts. Some Assamite NPCs might possess Paths not listed in this packet, but any character (PC or NPC) who wishes to learn a Dur-An-Ki Path not listed in this packet requires *Assamite Coordinator Approval*.

In the Path Rarity charts below, items noted with an (A) are Assamite-only. This means the Path may only be learned by an Assamite character, unless these exceptions are listed: Paths listed with an (M) are available to the Cult of Mithras with Assamite Coord Approval and paths listed with a (B) are available to Black Hand/TMR *Ashipu*

with Assamite Coord Approval.

Any Paths listed with an (L) are Loyalist only and any Path listed with a (BA) are Bahari Ashipu only.

Rarity 1 - Storyteller Approval

(*Any R1 Path may serve as a Primary Path)

Path	Name	Source
Elemental Mastery*	Annunaki's Command	MET: CG, p.77
Gifts of Faith (Sihir ONLY)	Gifts of Faith	DA: VoN, p. 161
Gift of the Heart (Sihir ONLY)	Gifts of the Heart	DA: VoN, p. 163
Lure of Flames*	Hands of the Magi	MET: LotN:R, p.178
Movement of the Mind*	Enlil's Breathe	MET: LotN:R, p.180
Neptune's Might*	The Covenant of Enki	MET: CG, p.81
Path of Blood*	Path of Life's Water	MET: LotN:R, p.177
Spirit Manipulation*	Suleiman's Laws	MET: CG, p.89
Weather Control*	Nergal's Blessing	MET: CG, p.93

Rarity 2 - Storyteller & Sub-Coordinator Approval

Path	Name	Source
Alchemy	Enki's Gift	MET: StG, p.47
Green Path	The Covenant of Ashnan	MET: CG, p. 78
Hands of Destruction	Fists of the Djinn	MET: LotN:R, p.183
Hearth Path, the	Defending the Mountain	MET: StG, p. 51
Hunter's Wind (A) (B)	Hunter's Wind	BM: SoT, p.123
Music of the Spheres	Music of the Spheres	BS: tTC, p.46
Path of Conjuring	Will of Nammu	MET: LotN:R, p.182
Path of Father's Vengeance	Path of the Ailing Jackal	MET: SG, p.127
Path of Focused Mind	Echoes of Nirvana	MET: StG, p.50
Technomancy	Reading the Sky's Thoughts	MET: CG, p. 86

Rarity 3 - Storyteller & Coordinator Approval

Path	Name	Source
Awakening the Steel (A) (B) (M)	Awakening the Steel	CB:Assamite (Revised), p.74
Blessings of The Great Dark Mother, the (BA)	Blessing of The Great Dark Mother, the	TBH:GttTMR, p86
Covenant of Nergal	Covenant of Nergal	BS: tTC, p.43
Echoes of Allah's Wrath	Echoes of Allah's Wrath	DA: RoH, p.71
Evil Eye, The	Evil Eye, The	BS: tTC, p.44
Ex Inferis (A)	Ex Inferis	OWbN: MoH&E
Path of Blood Nectar	Covenant of Inanna	BS: tTC, p.62
Path of Blood's Curse	Fouling Life's Waters	MET: StG, p.56

Path of Duat	Covenant of Ereshkigal	BS: tTC, p.26
Path of Mars	Way of Ashur	MET: SG, p. 125
Path of Winter's Sorrow (PC)	Path of Winter's Sorrow	OWbN: MoH&E
The Keeper's Way (L)	The Keeper's Way	ToS, p 41
Way of the Levinbolt	Wielding Ishkur's Spear	Dark Ages Companion, p. 94
Whispers of the Heavens	Whisper of the Heavens	DA: LS3, p.123

Schismatic Warrior Paths

** Denotes Starting Path. All paths are learned with Coordinator and Storyteller Approval and may not be learned until the Warrior reaches Rank 4.*

Path	Name	Source
Elemental Mastery*	Annunaki's Command	MET: CG, p.77
Hands of Destruction	Fists of the Djinn	MET: LotN:R, p.183
Path of Blood	Path of Life's Water	MET: LotN:R, p.177
Path of Mars	Way of Ashur	MET: SG, p. 125
Awakening the Steel (A)	Awakening the Steel	CB:Assamite (Revised), p.74

Schismatic Vizier Paths

** Denotes Starting Path. All paths are learned with Coordinator and Storyteller Approval and may not be learned until the Vizier reaches Rank 4.*

Path	Name	Source
Movement of the Mind*	Enlil's Breathe	MET: LotN:R, p.180
Technomancy	Reading the Sky's Thoughts	MET: CG, p. 86
Path of Blood	Path of Life's Water	MET: LotN:R, p.177
Path of Focused Mind	Echoes of Nirvana	MET: StG, p.50
Whispers of the Heavens	Whisper of the Heavens	DA: LS3, p.123

Legend: Path Sources

BM: SoT - Blood Magic: Secrets of Thaumaturgy
BS: tTC - Blood Sacrifice: the Thaumaturgy Companion
CB:Assamite (Revised) - Clanbook: Assamite (Revised)
CB: Tremere (Revised) - Clanbook: Tremere (Revised)
DA: LS3 - Dark Ages: Libellus Sanguinus 3 (Wolves at the Door)
DA: RoH - Dark Ages: Road of Heaven
Dark Ages Companion
MET: LotN:R - Mind's Eye Theater: Laws of the Night: Revised
MET: LoE - Mind's Eye Theater: Laws of Elysium
MET: SG - Mind's Eye Theater: Sabbat Guide
MET: StG - Mind's Eye Theater: Storytellers Guide
TT: CG - Table-top Camarilla Guide
The Black Hand: A Guide to the Tal'Mahe'Ra
Tome of Secrets
OWbN: MoH&E - OWbN Dur-An-Ki: Masters of Heaven & Earth

MET CONVERSIONS: PATHS

Many of the paths listed below were either originally published with mechanics which are not viable for organized gameplay, or originally published without MET Conversion mechanics entirely. As such, some suggested mechanics are listed below.

Awakening of the Steel

[CB:Assamite (Revised), pg.74]

All MET mechanics for this path are available in Clanbook: Assamite (Revised).

Awakening the Steel (Level 5): Strike the True Flesh, can be unbalancing for some games. The following limitations of this discipline can be added to house rules for those games:

- No more than 3 points of damage is unpreventable by this attack
- Only allow this discipline's use once per round
- Only allow this to be used in conjunction with non-wooden edged/slashing weapons

Quietus 2 and 4 are supernatural enhancements for the purposes of this power's limitations.

Blessings of the Great Dark Mother

See The Black Hand: A Guide to the Tal'Mahe'Ra page 86 for description

●Cradlesong

See The Black Hand: A Guide to the Tal'Mahe'Ra page 86 for description

System: Spend 1 Blood trait and make a Mental Challenge retested with Occult versus the target. The spiritual bonds seen through this power look identical and it cannot be used to determine if a character is Infernal. For example, if the Ashipu using this power saw an Infernalist, another Ashipu, and a Cainite with True Faith standing side by side, they would all appear the same with his power.

Otherwise use as printed.

●●Kessep

See The Black Hand: A Guide to the Tal'Mahe'Ra page 86 for description

System: Spend 1 blood trait and a Social Challenge against the target retested with Occult. The target can only be spirits or demons. Otherwise use as printed.

●●●Sotheq

See The Black Hand: A Guide to the Tal'Mahe'Ra page 86 for description

System: Spend 1 blood trait and a Social Challenge against the target retested with Occult. Otherwise use as printed.

●●●●Allah

See The Black Hand: A Guide to the Tal'Mahe'Ra page 86 for description

System: Spend 1 blood trait and a Social Challenge against the target retested with Occult. In addition the target gains a number of Bonus Traits in this challenge equal to the number of spirits or demons they have enthralled with a maximum of 5. Otherwise use as printed.

●●●●●Memo

See The Black Hand: A Guide to the Tal'Mahe'Ra page 87 for description

System: Spend 1 blood trait and a Social Challenge against the target retested with Occult. The caster must risk between 1-5 Social Traits on this challenge. Each Trait risked gives another piece of information, and 5 traits risks

gives you the Demonic True name of the demon. If the 5 traits were risked in the challenge and successful the caster may engage the Demon Social a challenge retested with Occult. Success in that challenge severs the bond between the patron and demon as printed, except it is only severed for one scene or hour, whichever is shorter. Otherwise use as printed.

Covenant of Nergal

[BS: tTC, pg.43]

Most of the powers of the Covenant of Nergal reduce the victim's Physical Traits. These reductions are cumulative with applications of Quietus 2: Scorpion's Touch, but not with other levels of the Covenant of Nergal (unless otherwise noted). Generally, higher level applications of the Covenant of Nergal replace lower-level applications. Where health level loss is noted, Fortitude does not protect against this power, but having it may give an individual affected by this power bonus Traits to resist the wasting effects of the Covenant of Nergal, as noted in each power's description.

Finally, if the target's Physical Traits ever drop to zero because of the application of levels 1 or 2 of this power, the character is immediately moved to the Incapacitated health level (regardless of actual damage). If the target's Physical Traits ever drop to zero because of the application of levels 4 or 5, however, the victim enters Torpor (or dies, if Mortal).

1 - Maskim's Touch

After successfully touching the victim (which might require a Physical challenge) the caster expends between 1 and 3 Mental Traits. For each Mental spent, the victim loses a corresponding number of Physical Traits which return after the scene or hour. Multiple applications of this power will not stack.

2 - Breathe of Ereskhigal

Engage your target in a challenge of your Mental Traits versus his or her Physicals. If you succeed, you may spend between 1 and 3 Mental Traits. For every trait spent, the victim's Physical Traits are reduced by a corresponding amount. This power may be used on a target more than once in a scene, but while the victim is still under the effect of this power, each subsequent application can only reduce the target's Physical Traits by 1.

If a victim restores his Physical Traits lost back to his normal amount with blood, this power is considered to have ended, otherwise, the effects of this power last for the scene, though the Ashipu may extend the effects to last the night with the expenditure of a Willpower Trait. This power may stack with other levels of the Covenant of Nergal.

3 - Nergal's Blessing

The Ashipu must touch the target for at least a minute in order to use this power. Nergal's Blessing will remove all applications of levels 1 and 2 of Covenant of Nergal, and will relieve the symptoms of levels 4 and 5, with the exact effect being up to Storyteller discretion.

4 - Nergal's Wrath

Every Ashipu has their own signature disease which is chosen when Nergal's Wrath is learned. Engage your target in a Physical Challenge; if successful, the caster then expends any number of Mental Traits. For each Trait spent, the victim will suffer from the effects of the disease for 5 hours. If the challenge to inflict Nergal's Wrath is lost by the caster, he or she will then perform a Simple Test. On a loss, the caster will gain his own disease for a minimum of one 5-hour increment.

Every hour, the afflicted victim must make a Physical Challenge, retesting with Survival, with a difficulty of the number of Traits spent by the caster. In this challenge, the victim receives +1 bonus Trait from each level of Fortitude and/or Covenant of Nergal that they have. Each time the victim loses a challenge, they suffer one health level of lethal damage and lose 3 Physical Traits to the disease. Vampires may use blood

to heal the damage. If the victim can accumulate 5 successful Physical Challenges, Nergal's Wrath ends. Only one application of this power (per caster) may affect the victim at a time.

5 - Ill Wind

Spend one Willpower Trait and expend a number of Mental Traits in order to determine the area of effect:

- 1 Trait - Four People
- 2 Traits - Eight People
- 3 Traits - Twelve People
- 4 Traits - Twenty People
- 5 Traits - Everyone in the Vampire's immediate area

The caster then engages in a mass challenge of his or her Mental Traits versus the Physical Traits of everyone in the area of effect, according to the Traits spent. Beginning the next night, the curse takes effect, and the victim loses 3 Physical Traits and 3 health levels per day to a minimum of zero, at this stage. The victim has a chance to recover each day of bed rest (or sleep, for kindred). Each day, the victim makes a Physical Challenge, difficulty 7 plus 1 for every Trait the caster expended on the initial challenge, retesting with Survival. Each success restores 3 Physical Traits, while a failure causes the victim to lose one more Physical Trait. A victim of Ill Wind may be affected by other levels of the Covenant of Nergal. Only one application of this power may affect the victim at a time.

Evil Eye, The

[BS: tTC, pg.44]

All uses of this power require line of sight. Multiple applications of one level do not stack against the same target, though applications by multiple casters do stack, even of the same level of the path. For the effects of all levels except Level 5: *Chasm Zakhm*, the Storyteller - alone - determines the exact nature of the loss.

Characters studied in the occult may attempt to weaken or void a curse with a Static Mental Challenge against a difficulty of [8 + the level of the path being employed], retesting with Occult. A character may perform this test after eight full hours of research and effort. After a number of these challenges equal to the level of the power currently afflicting the victim are won, the Evil Eye curse will be lifted. Alternately, characters with True Faith who have the ability to lay on hands may remove the curses enacted by this path.

1 - Humiliation

Make a Mental Challenge against the target, retesting with Occult. If successful, the victim suffers some major humiliation or embarrassment within the next week. At some point during that time, the victim will do something which will cause some type of social humiliation, determined by the Storyteller. An example of this would be losing a Status or Clan Prestige.

2 - Loss

Make a Mental Challenge against the target, retesting with Occult. If successful, the victim loses both; something of material worth and something of sentimental worth. An example of material wealth being lost would be a Trait of Resources as funds simply go missing or stocks take a turn for the worse. An example of a sentimental loss would be the death of a favorite ghoul or mortal (resulting in a loss of one Trait of Retainer or Herd).

3 - Peril

The Ashipu engages the target in a Mental Challenge, retesting with Occult. If successful, the Ashipu then expends a number of Willpower Traits to determine the severity of the Peril(s). Each consecutive night is highly likely to bring another Peril. The Storyteller performs a Simple test; on a loss, the character will not suffer a Peril that night. If the Storyteller wins the test, the character will continue to encounter the Perils until all Perils have occurred, or until he or she finds a way to lift the curse.

- **1 Willpower** - A Minor Peril

- Example: A mugger holds you up for your wallet and cash
- **2 Willpower** - Two Perils (Minor to Moderate)
Example: A tire blows out on the highway at high speed, causing a car crash
- **3 Willpower** - Three Perils (Minor to Moderate)
Example: Getting caught in a drive-by shooting, being hit by a car in city-traffic
- **4 Willpower** - Three Perils (Moderate to Severe)
Example: A collapsing building, Locked out of haven when it is almost sunrise
- **5 Willpower** - Three Perils (Severe to Catastrophic)
Example: Stumbling across a Lupine Pack, Your haven catches fire during the day

4 - Enemy

Engage the target in a Mental Challenge, retesting with Occult. On a success, the caster then expends a variable number of Willpower Traits, up to a maximum of 5. The traits spent in this fashion are divided between losses in the following backgrounds: Allies, Contacts, Influence, or Retainers; or may contribute towards traits in the Enemy Flaw [LotN:R, p.111]. No more than two Traits may be spent on losses to any one Background or the Enemy Flaw. A victim may only gain one Enemy at a time from applications of this power.

5 - Chasm Zakhm

The player speaks to the target, either telling them what is about to happen to them, or otherwise insinuating their fate; then initiates a Mental Challenge against the target, retesting with Occult. On success, the caster then expends a number of Willpower Traits (to a maximum of 5), to enter into a number of Simple Tests equal to the number of Willpower spent. Each win causes the target to suffer one level of aggravated damage.

Ex Inferis

[OWbN Dur-An-Ki Packet, originally from www.Assamites.com]

The exact origins of this path of Dur-An-Ki are obscured in the mists of time. Some say that Al-Ashrad developed it after the clan's warrior caste's curse at the hands of the Baali. Other rumors are told that this path was incepted by an infernalist Sorcerer who managed to break his bonds of demonic slavery.

Unless otherwise noted, the powers of Ex inferis are retested with the *Theology* ability.

1 - Pervideo (Survey)

Before you can fight the taint of the infernal, you must first find it. The first level of the Ex Inferis path enables the Sorcerer to locate infernalists in his vicinity.

MET Conversion: The Sorcerer makes a static Mental Challenge with a difficulty of the target's current Mental Traits; if successful, the Sorcerer may ask the target player if his or her character is "currently under the influence of any Infernal Taint" and receive a truthful answer.

If used on an individual employing Obfuscate or other such power, the Sorcerer still may throw the challenge, but will only know that an Infernalist is in the vicinity if successful.

Note: Investments which hide Infernalism (such as Mask of Innocence) will nullify this power's effectiveness.

2 - Venatio (The Chase)

Infernalists that have been spotted rarely stick around to suffer their righteous punishment. As such the Sorcerer must have a means by which to track the infernalist. The movements of infernalists that have been discovered by use of *Pervideo* can be tracked by this power.

MET Conversion: On the same night that the Sorcerer has successfully detected an infernalist with the

use of *Pervideo*, he may cast *Venatio*. The Sorcerer engages the target in a Mental Challenge (defender retests with *Subterfuge*). If successful, a trail of light indicating the infernalist's traveled path will be visible to the Sorcerer for the next scene or hour. If the target is *Obfuscated* or otherwise supernaturally concealed, the trail will still lead to the current location of the Infernalist.

While this power is in effect the infernalist will experience a continuous feeling of being watched.

3 - Adversor (Oppose)

Upon attaining this level of the path the Sorcerer can invoke a warding sphere against infernal creatures. Infernalists and demon-possessed beings coming into contact with this ward will be expelled from it and will suffer intense pain, and even injury.

MET Conversion: Spend a Willpower in addition to the normal cost to activate *Adversor*. When the sphere is active, it extends 10 feet around the Sorcerer, and is stationary. Any Infernalist with active Investments or Infernal powers attempting to pass into the warding sphere, already inside the sphere when it is cast, or attempting to affect the area within the warded zone with Infernal powers will need to succeed in a contested Mental Challenge against the Sorcerer. If the infernalist wins, the ward is broken.

If the Sorcerer wins, the infernalist suffers three levels of lethal damage, and will be physically expelled from the warding sphere. The sphere lasts for the scene or hour unless the Sorcerer decides to end the power sooner.

4 - Nominatim (By Name)

The greatest weapon of war is information. With this power the Sorcerer can discover the name of the demonic patron the infernalist is enslaved to. This name can then be used for other sorcerous powers.

MET Conversion: The Sorcerer must first have spotted the infernalist through the use of *Pervideo*, and must have a direct line of sight to the infernalist when invoking this power. The Sorcerer may then engage the target in a Mental Challenge (defender uses *Subterfuge* to retest).

If successful, the Sorcerer may spend Mental traits to discover information with the number of traits spent determining the accuracy of the information received.

- 1 Mental Trait: The Infernalist's 'Demonic' master's "Nature" will be revealed (Lust, Pride, Greed, etc)
- 2 Mental Traits: Nature, and Primary Name are revealed (this is the name by which the demon is known)
- 3 Mental Traits: Nature, Primary Name, and a vague indication of the demon's power are revealed

While the use of this power is not necessarily obvious to the Infernalist, the demonic master is more sensitive to such inquiries. At the ST's option, the master of the Infernalist being subjugated to this power may become aware that it is being looked into, especially if it feels its identity has become compromised.

This power can be used only once per lunar month on an infernalist and may only be used on an Infernalist that the Sorcerer has already identified through the use of *Pervideo*. In the rare case that an Infernalist has investments or powers from multiple demons, *Nominatim* will reveal information regarding the demon who gave the investment that was last used to identify the Infernalist when the Sorcerer last successfully used *Pervideo*.

5 - Periurium (Break the Oath)

If a Sorcerer has successfully discovered the name of the infernalist's demonic patron, the Sorcerer can temporarily sever the connection between the infernalist and its master, robbing the infernalist of its investments and demonic power.

MET Conversion: The Sorcerer must spend a Willpower, in addition to the normal activation cost, to invoke this potent ability, as the caster is resisting the connection between both the infernalist and its demonic master. The caster may then enter into a Mental Challenge with the infernalist (who may defend with Subterfuge).

If the caster is successful, he may further spend Willpower in order to strip the Infernalist of his investments or powers given by the identified demon, according to the chart below. The infernalist and demonic master are both immediately aware if this power is attempted, successful or not, as the tie between servant and master is too taught for such interference to go unnoticed.

- 1 Willpower – 1 round
- 2 Willpower – 1 scene
- 3 Willpower – 1 hour
- 4 Willpower – The rest of the night

Gifts of Faith

[DA: VoN, p.161]

Use as Printed.

Gifts of the Heart

[DA: VoN, p.163]

Use as Printed.

Hunter's Wind, The

[BM:SoT, pg.123]

All uses of this power will last a scene or hour (whichever is shorter) unless otherwise noted in the individual power description.

1 - Scent of Deception

When active, the caster can mask or completely alter their scent. The Sorcerer receives +2 Bonus Traits on challenges related to avoid being tracked.

2 - Skin of the Chameleon

This power lasts for one scene or hour and works exactly like the Visceratika power, Chameleon Skin (MET: Camarilla Guide) with the stipulation that moving ends the power. If someone would like to try to spot the user of this power, they make a contested Mental Challenge. If the challenger does not have Auspex, the character employing this power gains +4 bonus traits on the challenge.

3 - Unassuming Pose

The sorcerer may use this power to go unnoticed by those pursuing them by fading into a crowd. Once activated, the Sorcerer cannot be detected as long as he remains within a crowd and does not look entirely out of place. (e.g. Dressed like a bum at a board meeting, or a clown at the local biker bar). Just like Obfuscate, Unseen Presence, they will be completely ignored by all those around them, including the crowd they faded into. Exactly how many individuals constitute a crowd is up to Storyteller discretion.

An individual using Auspex to search the crowd is allowed a Mental challenge in a similar manner in which Obfuscate vs. Auspex challenges work (for the challenge, the Sorcerer substitutes his levels in Hunter's Wind for levels of Obfuscate for the purposes of comparing ties).

4 - Whiff of Kalif

The Sorcerer using this power affects those around him, intoxicating them with pleasant hallucinations and blissful feelings of uncaring ignorance. When the Assamite activates this power, he makes a mass Mental challenge against everyone paying attention to him. If the sorcerer succeeds, each individual gains the Negative Trait: Oblivious and becomes blissfully unaware of their surroundings for 15 minutes, or the remainder of the scene (whichever comes first). If an obvious threat becomes present, any physical challenge made against the subject, or a noticeable combat ensues, this power ends immediately.

5 - Ghost Body

This power costs three blood traits instead of the usual one. Once active, for the next scene or hour, the caster becomes completely intangible, inaudible, and invisible (so they cannot be seen, heard, or touched while this power is employed, even through use of Auspex) None of the caster's Disciplines or Sorcery Paths may be active or activated while employing Ghost Body, and there are rumors that strange things are sometimes seen while in this form.

An individual employing Ghost Body may see and enter combat with other individuals employing the same power, and although combat between individuals employing Ghost Body is physical, no disciplines may be activated or used.

Music of the Spheres

[BS: tTC, pg.46]

This Path requires the character possess the Performance ability at a minimum of 3 in either singing or some form of instrument. Any and all who hear the music sense it's occult properties unless the Ashipu has taken steps to conceal it under the guise of "normal" music. To do so, the Ashipu must first play for the intended target(s) for a minimum of one minute before employing any level. When any level of Music of the Spheres is employed this way, the listeners are allowed a Static Mental challenge (with a difficulty of the caster's permanent Mental Traits) to recognize the mystical occult nature of what has been included in the music.

This power affects a number of targets corresponding to the Social Traits spend on the chart below:

- 1 Social Trait: One Person
- 2 Social Traits: Two People
- 3 Social Traits: Six People
- 4 Social Traits: Twenty People
- 5 Social Traits: Everyone in the Vampire's immediate vicinity (such as an auditorium or mob)

**If more targets are in range to hear the music than the number of Social Traits expended, Music of the Spheres affects the targets with the lowest amount of Willpower Traits first.*

If two players use Music of the Spheres against the same target, then the victim is affected by the user who expended more Social Traits. In the case of a tie, the winner is the Ashipu who used the power first. These powers cease to function once the performance has stopped (this includes cease of line of sight or sound). The caster's retest for Music of the Spheres powers is Performance, while the target's retest is Awareness.

A Character may not possess both this power and the discipline Melpominee.

1 - Song of Mercury

Engage any one individual who is currently employing any level of Music of the Spheres in a Social Challenge, retesting with Performance. On a success, the power that the victim is currently using

immediately ends.

2 - Song of Venus

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. All those who you succeed against now feel the effects of Presence 3: Entrancement toward the subject of your song (who you must clearly indicate by your actions if they are present, or by your words or other methods if they are not). When a victim has spent a number of Willpower Traits equal to the Social Traits expended by the caster, the power stops affecting that individual. This power continues as long as the caster continues to sing or play (up to one hour), or until the scene ends.

3 - Song of Mars

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. All those who you succeed against are now overcome with the exact opposite feelings of those provided by Presence 3: Entrancement toward the subject or organization of your song (who you must clearly indicate by your actions if they are present, or by your words or other methods if they are not). Instead of being favorably disposed towards the target or group, the victims now despise the target or group, and feel nothing but anger or aggression towards the target or group. A victim under the effects of the Song of Mars may spend a Willpower Trait in order to ignore these feelings for the round. The effects of this power last for the scene.

If the caster spends another Willpower Trait during activation, when any of the affected victims encounter the target (which may happen immediately if he or she is present), the character(s) must make a Static Self-Control or Instinct Challenge with a difficulty of 4 Traits (difficulty 3 for Mortals), or fly into a Frenzy of rage which is directed at the target. This Virtue test may not be ignored by the expenditure of a willpower trait.

4 - Song of Jupiter

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. As long as the song plays, the listeners are immune to all Presence powers, though powers which were already in use prior are not affected. Any other mind control powers (such as Dominate, other Music of the Spheres powers, etc.), still work but those affected receive a 2 Trait Bonus on all such challenges. Additionally, all listeners also receive a 1 Trait bonus to Self Control or Instinct challenges against Frenzy. The benefits of this power last one scene.

5 - Song of Saturn

Spend a Willpower Trait and engage the target(s) in a mass Social Challenge. If successful, those affected (whether vampire, mortal, or other) must make a Static Courage test with a difficulty of 4 Traits. Those who fail immediately Rotschreck. Mortals who fail must flee in terror. This Virtue test may not be ignored by the expenditure of a willpower trait.

Path of Blood Nectar

[BS: tTC, pg. 62]

As specified in the Ravnos Genre Packet (pg.18), all levels function as published save that activation requires a Mental Challenge (difficulty seven, plus the level of the path being used).

Path of Duat

[BS: tTC, pg.26]

For the MET Conversion, see the OWbN Setite Sorcery Packet.

Each power of this path calls for a Mental Challenge against the victim, for which the Sorcerer's retest is Theology (though the victim may retest with Occult). Attempts to invoke the Path of Duat without use of the required talisman to catch the target's attention in a hypnotic fashion put the caster down two

Traits. All uses of this Path require line of sight to maintain, and total concentration is required; no other actions may be taken while casting or maintaining the effects, and losing line of sight with the target will break the power.

Unlike Followers of Set, who are required to use Blood from a Blasphemy shrine to power the Path of Duat, Ashipu are limited to a total number of uses of powers of the Path of Duat equal their Theology rating each night.

Path of Winter's Sorrow

The once planet Pluto is legendary for his coldness, winter, and ice. As many paths of Dur-An-Ki focus on gaining their powers from the heavens and the planets in them, the Path of Winter's Sorrow is no different. Ascending the Ladder of Heaven the ashipu travels to the farthest reaches of the heavens and seeks covenants with Pluto. This path reflects that covenant. The Ashipu masters the forces of Winter itself and commands them to his will. This is a custom created path that the player is willing to share. This may be learned via ascending the ladder of heaven and making the pact with an appropriate spirit.

•Frost Bite

The ashipu begins to master the art of freezing the air around her. The water vapor begins to condense and form ice around her. With this the ashipu may launch a ball of ice the size of a fist at someone, or freeze any liquid within her line of sight.

System: To fire a shard of ice at a target, the ashipu must engage the victim in a mental versus physical challenge. Success indicates that the victim suffers one level of bashing damage and the negative trait clumsy for the remainder of a scene. Additionally, an ashipu may freeze any liquid in her presence up to the size of her body. This process takes several minutes though.

••Blizzard

The mastery over winter and ice has reached a point where no matter where the ashipu is in the world, she may make it snow. Causing the water vapor in the air around herself, there is no point in which winter can be avoided.

System: The ashipu must spend 1 willpower to make it snow. Additionally, it may cost 1 or more additional willpower to create this snow depending on the outside conditions (decided upon by the storyteller). It may take several minutes for the snow to fall, or the ashipu may spend 1 additional willpower to cause the effect instantly. The snow storm called is large enough to affect one room or a larger area (1 additional willpower per additional room you wish to affect). Those caught in the snow storm suffer the following effects. They must bid four additional traits on attempting to spot anything in the storm (those with Auspex need only bid 2 additional traits). These effects last for as long as the victim is within the blizzard or it ends. Finally those fighting in the blizzard suffer the negative trait clumsy due to the slippery conditions; of which only the caster is immune to. This power lasts one scene or an hour, and may only be used outdoors.

•••Icy Chill of Despair

The ashipu can now concentrate on a victim and freeze the very blood in their veins. For mortals this is lethal, for Kindred it can lead to their deaths if they are not careful.

System: The caster engages the target in a mental versus physical challenge. If successful the caster may then spend up to 5 temporary mental traits and immediately freeze a corresponding number of blood traits in the victim. Each trait spent is rendered unable to be used for one hour or a scene. Mortals affected by this power are instantly killed.

••••Frost Blades

Channeling the art of mastery over winter itself the ashipu causes the wind to pick up and a sort of localized winter

to occur around him. In this chill he can forge the Frost blades around him. These swords of ice and snow hang in the air surrounding him creating weapons he can throw with his mind or command to shield him from all attacks.

System: The ashipu spends a number of mental traits to summon a corresponding number of frost blades up to a maximum of 5. These ice blades hang around the caster telekinetically following his will. The Frost Blades will last for one scene or until they are used up. The Ashipu may command the frost blades to attack or to defend him. If used as an attack, the blades lash out at their target; the caster performs a mental versus physical challenge against his target. If he succeeds the frost blades deal 1 level of lethal damage each and inflict the negative trait clumsy for the scene. Each Frost Blade summoned requires a separate attack challenge. If the ashipu commands the ice blades to defend him, they provide one health level of armor protection. Regardless of if they are used for attacking or defending, once they are used they are gone and more need to be created.

••••The Mask of Winters

The final stage of the Winter's Sorrow is complete mastery over winter himself. The ashipu pulls forth the cold within her heart and the air around her. Calling upon the gods of cold, ice, and winter the ashipu assumes the form of the very Avatar of Winter itself. While in this state, the ashipu's hair turns white; his eyes become a rich unnatural blue; his skin becomes paler than normals. Even cracks in his skin form that seem to be of frost and ice. The ashipu carries an aura of cold wintry death about him. When assuming the Mask of Winter's, the ashipu becomes the true master of the art.

System: To take the form of the Mask of Winters the ashipu must spend three blood and one willpower. Once he assumes the avatar of winter form, he gains the following benefits for the remainder of a scene or an hour. The ashipu gains a plus two bonus on all virtue challenges. Additionally the unarmed strikes the ashipu inflicts also saps 1 willpower from his target per strike. Finally the ashipu becomes immune to any cold or chilling effects he may suffer.

The Keeper's Way

See Tome of Secrets page 42 for Description.

•Sense The Ripples

See Tome of Secrets page 42 for Description.

System: The caster must spend 1 Mental Trait per question they want answered. Otherwise use as printed.

••The Gift of Haqim

See Tome of Secrets page 42 for Description.

System: The caster must spend 1 Mental Trait per Blood Trait he wishes to gain. Otherwise use as printed.

•••The Distant Crimson

See Tome of Secrets page 42 for Description.

System: Replace additional success with Mental Traits Spent. Otherwise use as printed.

••••Know the Fate of One

See Tome of Secrets page 42 for Description.

System: The caster must spend 1 Mental Trait per question they want answered. Otherwise use as printed.

•••••Cast Into The Pool of Blood

See Tome of Secrets page 42 for Description.

System: The caster must spend 1 Mental Trait per desired effect below. Otherwise use as printed.

· Individual gain +1 Bonus Traits on relevant actions

- Individual gains 1 Retest on relevant actions.
- Those obstructing the goal must bid 1 additional trait on relevant actions
- Those obstructing the goal are down 1 trait in all relevant actions.

Way of the Levinbolt

[*Dark Ages Companion*, pg. 94]

In order to use this power, the caster must first activate it and then throw a static Mental Challenge at a difficulty of 10 (retested with Occult) and risk 1-5 Mental Traits on the challenge. If successful, the number of Mental Traits risked by the caster determines the length of time needed to generate the electrical charge needed. 1 Mental Trait means it will take 1 minute, 3 Mental Traits means it will take 2 turns, and 5 Mental Traits means it happens instantly. Each use of this power requires the test and risking of mental traits to use. The Storyteller should reduce

the number of traits needed to risk for an instant effect in particularly dry regions or during electrical storms.

To attack, the caster must make contact with the target. This can be achieved through touch or a conducting medium like metal or water.

•*Spark*

A small electrical charge can be snapped from the caster. It is almost akin to the feeling of a rather powerful static shock.

System: The vampire may inflict one level of Lethal Damage as long as they successfully hit the target, as described above. It could also shock a horse or stun a small child.

••*Illuminate*

Once gathered, the electricity around the caster is enough to cause him to glow in a purplish hue, causing a dark room to illuminate.

System: The vampire may inflict two levels of Lethal Damage as long as they successfully hit the target, as described above. This effect can render a mortal unconscious.

•••*Body of Light*

The caster has gathered enough electricity to begin showering herself in sparks.

System: The vampire may inflict three levels of Lethal Damage as long as they successfully hit the target, as described above. This effect can stun a vampire or kill a mortal. (Stun may be ignored by the expenditure of one Temporary Willpower for the round.)

••••*Jupiter's Aegis*

Such electrical might now surrounds the caster that only the mightiest of vampires will not fall before her touch.

System: The vampire may inflict four levels of Lethal Damage as long as they successfully hit the target, as described above. This effect can stun a vampire or kill a mortal. (Stun may be ignored by the expenditure of one Temporary Willpower for the round.)

•••••*Lightning Dance*

The caster is engulfed in shock electricity few can dare to even look upon. Those who do will almost mistake the caster as living lightning itself.

System: The vampire may inflict four levels of Lethal Damage as long as they successfully hit the target, as described above. This effect can stun a vampire or kill a mortal. (Stun may be ignored by the expenditure of one Temporary Willpower for the round.) Additionally, all those that look upon the caster must bid one additional Trait

on all challenges while they do so and none may employ any eye contact powers against the caster during this time.

Whispers of the Heavens

[Libellus Sanguinis:3, pg.68]

The primary focus of Whispers of the Heavens is to prophesize the future. The sorcerer is 2 Traits down in any use of this power in overcast weather, and loses all ties with this power in a storm. This power may not be used if the sorcerer cannot see the sky at all. This discipline should not be a license to Meta-game. BE VAGUE.

•Map the Skies

System: The players throws a static mental challenge at a difficulty of 10. If successful, the players spends 1-5 mental traits to determine the level of clarity to the current location known by the sorcerer. Use the chart below for reference. Otherwise use as printed.

Traits Spent	Area
1	Within 100 Miles
2	Within 10 Miles
3	Within 1 Mile
4	Within 250 yards
5	Within 10 Yards

2 - Read the Heaven's Plans

The Sorcerer must stand in the place on which he would like to use this power, or be touching a person on whom he would like to use this power. The player then performs a Static Mental challenge against a difficulty assigned by the Storyteller (for a place), or the target's current number of Mentals (for a person).

If successful the caster receives premonitions of events that will occur within the near future involving that person or place according to the number of Mental Traits spent:

- 1 – Month
- 2 – Season (the next 3 Months)
- 3 – Year

This power is mainly up to Storyteller interpretation. The sorcerer may see the city ablaze and battle in the streets as a premonition of a major Sabbat offensive, or a vision of a serpent coiled around the Brujah Primogen as a sign that he will be making a deal with the Followers of Set sometime soon.

3 - Call Down the Hunter's Moon

This power allows the sorcerer to predict the best time to perform a given task. The Sorcerer performs a Static Mental challenge versus a difficulty of 8. If successful, the beneficiary is considered three Trait up in any action directly related to the performance of said task (aside from combat challenges) and also

gains one free retest.

For example, Mohamed wishes to kill a prince. He consults the sorcerer who casts this power on him. He tells Mohamed that Friday June 14th will be the best night to make his attack, as the prince will be traveling to a faraway land, and will be away from guards and the safety of his castle. Mohamed takes his advice and uses said night to attack. While sneaking past a guard he is one trait up in the stealth challenge. When picking the lock on the door to the prince's chamber he is one trait up on the security test. However, once he enters combat Mohamed's own skills will have to suffice.

At narrators discretion this power may give a more tangible effect such as giving the time to sneak into the Giovanni mansion when he (the ST) knows the Giovanni player will be visiting another chronicle, or the tempest will be strong and the wraith will be unable to defend it, etc... Storytellers are strongly cautioned regarding this power to strongly consider the benefits it will confer as it can easily lead to, or be viewed as, favoritism.

4 - Trace the Soul's Favor

In order to use this power the sorcerer must know the date of mortal birth, date of embrace, or the birth name of the subject. They then enter a Static Mental challenge with his target. With success, the Storyteller may grant one piece of the following information: Nature, Demeanor, Path (and approximate rating), notable skills or disciplines, or approximate Willpower.

Divination is not a science; therefore numbers should not be given when presenting the information gleaned by this power. Some suggestions on how to present the information to the player are as follows:

- "You sense a great force of will." – High Willpower
- "You see a mighty sword." – High Melee Ability
- "You see chaos all around him." – Nature: Eye of the Storm
- "You see a mask of a king." – Demeanor: Autocrat

If the Sorcerer fails the Static Mental challenge, the target will instantly know that someone is watching him, and if he ever sees the Sorcerer, he will know that the Sorcerer has spied on him before.

●●●●Ripple on the Sea of Stars

System: The caster must defeat his target in a mental challenge to use this power, retested with occult. If the target has been subject to another use of this power previously, the caster gains a free retest in use of this power. If successful the player spends 1-5 Mental traits to determine the potency of this power. Use the chart below for reference. While using this power, the player must bid 2 additional traits on all other challenges. Otherwise use as printed.

Traits Spent	Details
1	The scene appears dimly
2	The scene appears with sound
3	The scene appears as it would were the sorcerer present; allowing use of Auspex 1, 2, and 4 for observation.
4	The sorcerer may use any Auspex or sorcerous path power (though no rituals) to observe or analyze the scene.
5	Any Assamite Sorcery power or ritual may affect the scene if the sorcerer's physical

	presence is not a requirement.
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RARITIES: RITUALS

All of the Rituals included in this packet have their most recent text reference listed in the charts below (which may differ from the actual genre text reference). Any Rituals not printed in a Revised MET book are listed in the section directly following the charts. Some Assamite NPCs might possess Rituals not listed in this packet, but any character (PC or NPC) who wishes to learn a Dur-An-Ki Ritual not listed in this packet (including Custom Rituals) requires *Assamite Coordinator Approval*.

In the Rarity charts below, items noted with an (A) are Assamite-only, unless it's listed with an (M), then it is available to the Cult of Mithras as well. This means the Ritual may ONLY be learned by an Assamite character. Items noted with an (aa) may only be cast on other Assamites. Items noted with an (B) are Black Hand/TMR rituals given over to the Loyalist faction after the defection of numerous elders from the Sabbat subsect, and require both Assamite and Sabbat Coordinator approvals to learn. Items noted with an (L) are Loyalist only, items noted with an (S) are Schism only, and items noted with an (AT) are for Antitribu only. Items may be in more than one category, i.e. they might be (AT) and (B).

Rarity 1 - Storyteller Approval

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Bind the Heavens	Bind the Heavens	Basic	BS: tTC, p.48
Blood Rush	Feast of Air	Basic	MET: SG, p.130
Burning Blade	Fuel the Blades Fury	Basic	TT: CG, p.110
Communicate w/ Kindred Sire	Speak w/ Sire	Basic	MET: LotN:R, p.185
Defense of the Sacred Haven	Curtain of Will	Basic	MET: LotN:R, p.185
Deflection of the Wooden Doom	Turn the Impaling Shaft	Basic	MET: LotN:R, p.185
Dowse the Earth's Blood	Dowse the Earth's Blood	Basic	DA: PGtLC, p.180
Exorcise Fever	Exorcise Fever	Basic	BS: tTC, p.47
Eyes of the Nighthawk	Eagles Eye's	Basic	MET: SG, p.130
Encrypt Missive	Loyal Eyes	Basic	MET: StG, p.65
Eye of the Translator	Eye of the Translator	Basic	DA: LS3, p.70
Impassable Trail	Impassable Trail	Basic	BM: SoT, p.93
Incantation of the Shepherd	Shepherd's Silent Vigil	Basic	TT: CG, p.110
Principal Focus of Vitae Infusion	Draught of the Pebble	Basic	MET: LotN:R, p.186
Purity of Flesh	Purity of Flesh	Basic	TT: CG, p.110
Rebirth of Mortal Vanity	Don the Lions Mane	Basic	MET: StG, p.67

Recure the Homeland	Blessing of the Mountain	Basic	MET: SG, p.131
Sanguinary Assistant	Servant of Blood	Basic	TT: CG, p.111
Summon Guardian Spirit	Summon Guardian Spirit	Basic	MET: LoE, p.89
Scribe, the	Scribe, the	Basic	MET: StG, p.68
Strength of Haqim (L)	Strength of Haqim	Basic	ToS, p 42
Wake with Evening's Freshness	Black Sunrise	Basic	MET: LotN:R, p.186
Ward vs. Ghouls	Ward vs. Ghouls	Basic	MET: LotN:R, p.186
Witness of Whispers	Scribe of Belet-Seri	Basic	V20: DA, p.304
Animated Assistants	Animated Assistants	Intermediate	V20: DA, p.306
Approach the Veil	Approach the Veil	Intermediate	BM: SoT, p.125
Awaken Kalif (A)	Awaken Kalif	Intermediate	OWBN MoH&E
Bull of Heaven	Bull of Heaven	Intermediate	BS: tTC, p.48
Candle of Haunting	Visitation of the Gallu	Intermediate	V20: DA, p.308
Firewalker	Ishum's Blessing	Intermediate	MET: SG, p.132
Incorporeal Passage	Incorporeal Passage	Intermediate	MET: LotN:R, p.186
Kafir's Bane (A)	Kafir's Bane	Intermediate	Sins of the Blood, p.102
Kudurru	Kudurru	Intermediate	BS: tTC, p.49
Light of Vengeance	Light of Vengeance	Intermediate	MET: LoE, p.86
Messenger of the Winds (A)	Messenger of the Winds	Intermediate	DA: LS3, p.71
Splinter Servant	Wooden Scarab	Intermediate	TT: CG, p.113
Touch of Nightshade	Haqim's Disfavor	Intermediate	MET: StG, p.72
Ward vs. Kindred	Ward vs. Kindred	Intermediate	TT: CG, p.113
Warding Circle vs. Kindred	Warding Circle vs. Kindred	Intermediate	TT: CG, p.111
Ward vs. Lupines	Ward vs. Lupines	Intermediate	TT: CG, p.113
Warding Circle vs. Lupines	Warding Circle vs. Lupines	Intermediate	TT: CG, p.111
Words of Undoing (A)(aa)	Words of Undoing	Intermediate	OWBN MoH&E
Dedicate the Haven	Blessings of the Lahmu	Advanced	V20: DA, p.310
Enchant Talisman	Craft Foci	Advanced	V20, p.239
Severed Hand	Tithe to Law	Advanced	MET: StG, p.73
Stone Slumber	Stone Salat	Advanced	MET: StG, p.74
Ward vs. Demons	Ward vs. Demons	Advanced	TT: CG, p.114
Warding Circle vs. Demons	Warding Circle vs. Demons	Advanced	TT: CG, p.111

Ward vs. Ghosts	Ward vs. Ghosts	Advanced	TT: CG, p.114
Warding Circle vs. Ghosts	Warding Circle vs. Ghosts	Advanced	TT: CG, p.111
Ward vs. Spirits	Ward vs. Spirits	Advanced	TT: CG, p.114
Warding Circle vs. Spirits	Warding Circle vs. Spirits	Advanced	TT: CG, p.110

Rarity 2 - Storyteller & Sub-Coordinator Approval

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Ambrus Kelemen's Aegis	Djinni's Bauble	Basic	V20: DA, p. 303
Blood Call (A) (aa)	Blood Call	Basic	MET: LoE, p.86
Blood Calls to Blood (L)	Blood Calls to Blood	Basic	ToS, p. 43
Blood of Peace (A)	Blood of Peace	Basic	MET: LoE, p.86
Blood Walk	Sins of the Father	Basic	MET: LoE, p.80
Commune with Cainite	Isimud's Council	Basic	V20: DA, p. 304
Craft Bloodstone	Follow the Lie	Basic	MET: StG, p.65
Donning the Mask of Shadows	Blanket of Night	Basic	MET: LoE, p.80
Earth's Blood Cry	Earth's Blood Cry	Basic	BS: tTC, p.48
Engaging Vessel of Transference	Falsely Sealed Vessel	Basic	TT: CG, p.110
Gift of Mithra's Bull (A)	Gift of Mithra's Bull	Basic	BM: SoT, p.125
Glossolalic Fervor (A)	Glossolalic Fervor	Basic	DA: PGttLC, p.180
Illuminate Trail of the Prey	Covenant of Enkidu	Basic	MET: SG, p.130
Machine Blitz	Compel Machine Spirit	Basic	MET: SG, p.131
Pebble from the Mountain (A) (aa)	Pebble from the Mountain	Basic	BM: SoT, p.125
Ritual of Return (L)	Ritual of Return	Basic	ToS, p. 42
Sense the Mystical	Sense the Mystical	Basic	MET: StG, p.68
Steps of the Terrified	Run to Judgment	Basic	MET: LoE, p.89
Touch the Earth (A) (aa)	Touch the Earth	Basic	BM: SoT, p.124
Ward	Meslamtea's Ban	Basic	V20: DA, p.305
Warding Baptism	Warding Baptism	Basic	BS: tTC, p.47
Astral Portent	Astral Portent	Intermediate	BS: tTC, p.47
Bind the Familiar	Bind the Living Lamp	Intermediate	V20: DA, p.306
Bone of Lies	Stain of Guilt	Intermediate	MET: LotN:R, p.186
Coerce the Profane (A)	Coerce the Profane	Intermediate	DA: PGttLC, p.183
Directing Ahriman's Lance (A)	Directing Ahriman's Lance	Intermediate	BM: SoT, p.125

Heart of Stone	Basalt Heart	Intermediate	MET: LoE, p.83
Infirm Inert	Traitorous Blood	Intermediate	MET: StG, p.70
Mark the Blood Oath (A) (M)	Mark the Blood Oath	Intermediate	DA: PGtLC, p.181
Mirror of Second Sight	Reflection of Truth	Intermediate	MET: SG, p.133
Rite of Marduk Triumphant (A) (aa)	Rite of Marduk Triumphant	Intermediate	BM: SoT, p.125
Scry	Hidden Witness	Intermediate	MET: StG, p.71
Scry the Hearthstone	Portent Ki	Intermediate	V20: DA, p.307
Shaft of the Belated Quiescence	Inevitable Judgment	Intermediate	TT: CG, p.112
Expel the Dark Humors (A)	Expel the Dark Humors	Advanced	DA: PGtLC, p.183
Healing Blood (A)	Healing Blood	Advanced	MET: LoE, p.87
Lesser Trigger	Lesser Trigger	Advanced	LotH, p. 141
Stone of the True Form	Stone of the True Form	Advanced	MET:StG, p. 74
Ward vs. Fae	Ward vs. Fae	Advanced	MET: StG, p.73
Warding Circle vs. Fae	Warding Circle vs. Fae	Advanced	TT: CG, p.114

Rarity 3 - Storyteller & Coordinator Approval

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Blade of Smoke and Shadow	Blade of Smoke and Shadow	Basic	RotB, p. 77
Blood's Cry for Vengeance (A) (aa) n	Blood's Cry for Vengeance	Basic	DA: LS3, p.71 & GtLC, p.180
Corporal Reservoir (B)(AT, L)	Corporal Reservoir	Basic	Caine's Chosen, p.78
Coyote's Smirk (PC)	Coyote's Smirk	Basic	OWbN: MoH&E
Horoscope	Horoscope	Basic	BS: tTC, p.47
Infusion of Kalif	Infusion of Kalif	Basic	RotB, p. 162
Kiss of the Asp (A) (AT,L)(B)	Kiss of the Asp	Basic	Caine's Chosen, p.79
Rite of the Reclamation	Rite of the Reclamation	Basic	RotB, p. 76
Touch of Allah (Sihr Only)	Touch of Allah	Basic	DA: VoN, p.164
Truth in Ink (AT,L)(B)	Truth in Ink	Basic	Caine's Chosen, p.77
A Shield of Mirror (L)	A Shield of Mirror	Intermediate	ToS, p. 43
Animated Weapon	Blade of the Djinn	Intermediate	V20: DA, p.307
Blood and Bane	Blood and Bane	Intermediate	RotB, p. 37
Blood of the Chameleon (A)(PC)	Blood of the Chameleon	Intermediate	OWBN MoH&E

Bound by Oath	Bound by Oath	Intermediate	RotB, p. 77
Fingers Form the Hand (A) (L)	Fingers Form the Hand	Intermediate	DA: PGtLC, p.182
Guidance of Utnapishtim (A) (S)	Guidance of Utnapishtim	Intermediate	OWBN MoH&E
Haven's Passage (PC)	Haven's Passage	Intermediate	OWBN MoH&E
Mask of Allah (Sihr Only)	Mask of Allah	Intermediate	DA: VoN, p.164
Portrait of Passion	Portrait of Passion	Intermediate	BS: tTC, p.48
Return of the Heart	Return of the Heart	Intermediate	V20: DA, p. 310
Sire Impotent, the (A)	Sire Impotent, the	Intermediate	Sins of the Blood, p.102
Strength in Wisdom (L)	Strength in Wisdom	Intermediate	ToS, p. 43
Tamimah (A) (L, AT)	Tamimah	Intermediate	BS: tTC, p.49
Abandon the Fetters	Rift of Arash	Advanced	CB: Tremere (revised), p.65
Accessing the Truth (A) (aa)	Accessing the Truth	Advanced	OWBN MoH&E
Apsu Portal	Apsu Portal	Advanced	BS: tTC, p.50
Blood Contract	Blood Oath	Advanced	MET: LotN:R, p.187
Escape to a True Haven	Flight of Dumuzid	Advanced	V20: DA, p.310
Lilith's Vengeance	Lilith's Vengeance	Advanced	BS: tTC, p.50
Occlude the Western Road (L)	Occlude the Western Road	Advanced	ToS, p. 43
Rite of Marduk Slain and Risen (A) (aa)	Rite of Marduk Slain and Risen	Advanced	BM: SoT, p.125
Seeing with the Skies Eyes (A)	Seeing with the Skies Eyes	Advanced	BM: SoT, p.126
Ward Against Djinn (Sihr Only)	Ward Against Djinn	Advanced	DA: VoN, p. 165
Invisible Chains of Binding*	Invisible Chains of Binding	Intermediate/ Advanced	V20: DA, p.308 MET: Laws of the Night (1997), p106
Allah's Blessing (NPC ONLY)	Allah's Blessing	Elder	DA: VoN, p.165
Evade Curse (NPC ONLY)	Evade Curse	Elder	CB:Assamite (Non-Revised), p.28
From Marduk's Throat (A) (aa) (NPC ONLY)	From Marduk's Throat	Elder	BM: SoT, p.126 & Sins of the Blood, p.102
Jacob's Kiss (A) (L) (NPC ONLY)	Jacob's Kiss	Elder	BS: tTC, p.50
Rebirth in the Light of Haqim (NPC ONLY)	Rebirth in the Light of Haqim	Elder	ToS, p. 43
Trust of Hartom (A) (S)	Trust of Hartom	Elder	OWBN MoH&E

Dampen the Keening (NPC ONLY)	Dampen the Keening	Master	DA: VoN, p. 166
Turn Back the Skies (A) (aa) (NPC ONLY)	Turn Back the Skies	Master	BS: tTC, p.50

*There are two versions of Invisible Chains of Binding. Storytellers are advised to use their best judgement for which is more appropriate for their chronicle.

Disallowed for PCs and NPCs

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Samira's Kihanah	Samira'a Kihanah	Advanced	ToS, p. 117

Schismatic Warrior Rituals - Coordinator and Storyteller Approval upon reaching Rank 4

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Burning Blade	Fuel the Blades Fury	Basic	TT: CG, p.110
Deflection of the Wooden Doom	Turn the Impaling Shaft	Basic	MET: LotN:R, p.185
Encrypt Missive	Loyal Eyes	Basic	MET: StG, p.65
Impassable Trail	Impassable Trail	Basic	BM: SoT, p.93
Principal Focus of Vitae Infusion	Draught of the Pebble	Basic	MET: LotN:R, p.186
Illuminate Trail of the Prey	Covenant of Enkidu	Basic	MET: SG, p.130
Steps of the Terrified	Run to Judgment	Basic	MET: LoE, p.89
Infirm Inert	Traitorous Blood	Intermediate	MET: StG, p.70
Words of Undoing (A)(aa)	Words of Undoing	Intermediate	OWBN MoH&E
Stone of the True Form	Stone of the True Form	Advanced	MET:StG, p. 74

Schismatic Vizier Rituals - Coordinator and Storyteller Approval upon reaching Rank 4

<i>Ritual Name</i>	<i>Preferred Name</i>	<i>Level</i>	<i>MET Rules Reference</i>
Communicate w/ Kindred Sire	Speak w/ Sire	Basic	MET: LotN:R, p.185
Defense of the Sacred Haven	Curtain of Will	Basic	MET: LotN:R, p.185
Deflection of the Wooden Doom	Turn the Impaling Shaft	Basic	MET: LotN:R, p.185
Eyes of the Nighthawk	Eagles Eye's	Basic	MET: SG, p.130
Encrypt Missive	Loyal Eyes	Basic	MET: StG, p.65

Eye of the Translator	Eye of the Translator	Basic	DA: LS3, p.70
Principal Focus of Vitae Infusion	Draught of the Pebble	Basic	MET: LotN:R, p.186
Bone of Lies	Stain of Guilt	Intermediate	MET: LotN:R, p.186
Messenger of the Winds (A)	Messenger of the Winds	Intermediate	DA: LS3, p.71
Mirror of Second Sight	Reflection of Truth	Intermediate	MET: SG, p.133
Splinter Servant	Wooden Scarab	Intermediate	TT: CG, p.113
Accessing the Truth (A) (aa)	Accessing the Truth	Advanced	OWBN MoH&E

Legend: Ritual Sources

BM: SoT - Blood Magic: Secrets of Thaumaturgy
BS: tTC - Blood Sacrifice: the Thaumaturgy Companion
CB: Assamite (Revised) - Clanbook: Assamite (Revised)
CB: Tremere (Revised) - Clanbook: Tremere (Revised)
DA: LS3 - Dark Ages: Libellus Sanguinus 3 (Wolves at the Door)
DA: PGtLC - Player's Guide to the Low Clans
DA: RoH - Dark Ages: Road of Heaven
DA: VoN - Dark Ages: Veil of Night
LotH: Lair of the Hidden
MET: LotN:R - Mind's Eye Theater: Laws of the Night: Revised
MET: LoE - Mind's Eye Theater: Laws of Elysium
MET: SG - Mind's Eye Theater: Sabbat Guide
MET: StG - Mind's Eye Theater: Storytellers Guide
RotB: Rites of the Blood
TT: CG - Table-top Camarilla Guide
Tome of Secrets
OWbN: MoH&E - OWbN Dur-An-Ki: Masters of Heaven & Earth
V20 - Vampire the Masquerade 20th Anniversary ed
V20: DA - Dark Ages Vampire 20th Anniversary

MET CONVERSIONS: RITUALS

The rituals listed below have been converted from their original White Wolf table-top source books, or created specifically for MET play in One World by Night.

Accessing the Truth [Advanced] [OWbN Dur-An-Ki Packet]

This ritual is required in order for a sorcerer to gain access to the contents contained within the Schismatic Assamite's CD archive. Any attempts to access the information contained in these archives without first performing this ritual will result in an immediate, if not deadly encounter with Nar-Sheptha, the enigmatic entity that willingly serves as a guardian for this portable Great Library. This ritual is only taught to Ashipu who have attained the rank of Full Master (Rank: 5).

Ashipu of this rank have shown extreme dedication towards achieving greater understanding of the universe, and as a result, a healthy respect for the perils that many have faced in hopes of gaining greater knowledge to share

with the rest of the caste – they understand fully the importance of this great library to their fellow Schismatic brothers and sisters.

Nar-Sheptha is WW NPC that is spiritually networked and bound to any and all copies of the Schismatic Assamite's Great Library, and as such under direct control of the Assamite Coordinator – in short accessing the data (eg. instruction on paths, rituals, lores, et cetera) will require Assamite Coordinator contact. In character this guardian/library is a disquieting blend of high technology and ancient sorcery with adaptation of privacy rituals to ensure that any attempts to copy the data fails: A straight data copy crashes hard drives and burns out processors, while more indirect attempts like taking notes from the monitor meet with other equally expensive mechanical failure. No other means of accessing the data contained within these libraries beyond use of this ritual is known. If any non-Assamite hand touches the disks or attempts to access their contents, something described as a vaguely humanoid whirlwind of blood droplets manifests. (See WW NPC – Nar-Sheptha: Assamite Clanbook, revised, pg. 72, 99-100)

**This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting.*

Ambrus Kelemen's Aegis [V20: DA, pg. 303]

This ritual gives levels of the *Alertness* ability, or it may soak levels of Bashing or Lethal damage, equal to the levels of the caster's primary path. Otherwise, use as printed.

Animated Assistants [V20: DA, pg. 306]

This ritual's duration is one night. Otherwise, use as printed.

Animated Weapon [V20: DA, pg. 307]

This ritual's casting time is twelve hours. Once activated, the weapon will remain animated for as many rounds as half the caster's permanent Mental Traits. The weapon possesses as many Physical Traits as the caster's permanent Mental Traits, and it possesses as many dots in the Melee ability as the caster has the Occult ability. Anyone attempting to attack the sword does so at a 5 Trait penalty. It has three health levels and ignores wound penalties. If the weapon is wooden and staked its target, a Static Medicine Challenge, at a difficulty 9, is required to remove the wooden splinters. Otherwise, use as printed.

Approach the Veil (A) [BM: SoT, pg. 125]

This ritual takes 8 hours to cast. After casting, the Sorcerer will automatically succeed on his or her next challenge for Sorcery or Rituals. If the sorcerer does not take advantage of the ritual's benefits before he loses/uses his next blood point, it is wasted (also note that one Blood Trait is expended on waking). This benefit does not apply to challenges against other players, only static difficulties such as ritual challenges and Whispers of the Heavens.

Apsu Portal [BS: tTC, pg. 50]

This power requires no MET conversion, use as printed.

A Shield of Mirror [Tome of Secrets, p.43]

Use as Printed.

Astral Portent [BS: tTC, pg. 47]

The number of pieces of information you receive from this ritual is equal to the total number of Mental Traits that the caster expends before they perform the ritual test (to a maximum of 3). This ritual only works on a willing target or targets.

This ritual is variable-level, with a Basic, Intermediate, and an Advanced version being available for purchase. The

Basic version works on one individual per casting, the Intermediate version works for a small group, such as a Coterie or small business, and the Advanced version works for large groups like the Kindred residents of an entire city or a large business. The caster must use the proper level version for the size of the group that he or she is attempting divination for.

Awaken Kalif [Intermediate] [OWbN Dur-An-Ki Packet]

Kalif derives from leaves and resins of a plant grown through sorcerous means; its consciousness-altering properties make its mundane cousin, the cannabis plant, seem tame by comparison. Through the use of this ritual the sorcerer mystically infuses the roots of the cannabis plant by saturating the soil at the base plant in their own vitae. This costs the sorcerer one Trait of Blood per plant they seek to imbue. The sorcerer then calls upon the goddess Ashnan to honor the covenants between her and the Assamites, by requesting her to awaken the kalif. The sorcerer must win a Static Mental challenge against a difficulty of 6 in order to successfully perform this ritual. Note: See the Methods of Trance section of this packet for description of the effects of kalif upon an individual.

**This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting.*

Bind the Familiar [V20: DA, pg. 306]

Instead of "gaining one dot of Intelligence," this ritual gives the familiar 2 bonus Traits on all Mental Challenges. Otherwise, use as printed.

Bind the Heavens [BS: tTC, pg. 48]

The number of months that this ritual prevents rain from falling on the land of the victim is equal to the total number of Mental Traits that the caster expends before they perform the ritual test (to a maximum of 3). If the caster does not place the necessary ritual component into a well owned by the victim first, they are considered 2 Traits down on the ritual challenge.

Blade of Smoke and Shadow [Rites of the Blood, p.77]

Use as Printed.

Blood and Bane [Rites of the Blood, p.37]

The target engages the victim in a contested Mental Challenge retested with Occult. The caster must risk 1-5 Mental traits in this challenge. Should he succeed the number of traits risked equals the amount of Thaumaturgy lost by the target. Otherwise use as Printed.

Blood's Call [MET: Laws of Elysium, p.86]

See the additional note in Blood's Cry for Vengeance

Blood Calls to Blood [Tome of Secrets, p.43]

Use as Printed.

Blood's Cry for Vengeance [Libellus Sanguinis: 3, pg.71]

This power requires no MET conversion, use as printed.

**it is recommended that anyone who casts Blood's Call or Blood's Cry for Vengeance on another PC or NPC contact the Coordinator's office and be placed on the "master list" for all parties involved in the ritual. This way the Coordinator can assist STs in distributing the appropriate information if/when one of the circle dies.*

Bound by Oath [Rites of the Blood, p.77]

This ritual grants a plus 5 to Initiative in terms of traits calculated to determine combat initiative only. Additionally this ritual grants 2 Bonus Traits on all alertness related challenges. Otherwise use as printed.

Bull of Heaven [BS: tTC, pg. 48]

This power requires no MET conversion, use as printed.

Burning Blade [TT: CG, pg. 110]

The ashipu 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 ashipu 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.

Candle of Haunting [V20: DA, pg. 308]

This ritual requires 1 to 3 Blood Traits to cast, each Blood Trait represents the number of times the candle can be used. This ritual lasts for an entire night where the poltergeist that is summoned will harass the victim intermittently using Basic Outrage. Once during the evening, the poltergeist will attempt to frighten the victim causing the victim to flee the scene in terror (mortals may instead suffer a heart attack) with a contested Social Challenge versus the victim’s Willpower, retested with Intimidation. The poltergeist summoned by this ritual is otherwise a baseline wraith.

Coerce the Profane [PGtLC, pg. 183]

In order to cast this ritual, the caster, and 2 other Ashipu who know the ritual are required. Working together over the course of 4 hours, the Ashipu draw a holy symbol out of the soil from the target location, each spend 1 Blood Trait, and each must succeed in a standard Ritual challenge.

Once successful, each Ashipu may then spend up to 5 Mental Traits each in order to set the number of nights that this ritual lasts. When active, the ritual's effect will extend from the spot where the soil was collected, out for 100 yards per Mental Trait spent.

The effects of the aura of profanity radiated by a Demonic Agent are up to Storyteller discretion, and Storytellers are encouraged to read the source material [PGtLC, pg. 183] for ideas on how to integrate uses of this ritual into their chronicle.

Commune with Cainite [V20: DA, pg. 304]

Use as Printed.

Coyotes Smirk:

R3 Basic Custom - This is being made available via the packet at the player’s request

This ritual was designed by an ashipu with a connection to the animal spirits. He called upon Coyote one night to see how he could increase his family’s social presence. Coyote just gave him a smirk and ran off, but from that the Ashipu realized that sometimes having the smirk of a coyote is the best offense and defense.

Mechanics:

Material Requirements: Coyote tooth on red cord around the neck, must always be on person after cast, if it is removed the ritual breaks and must be recast, this ritual may be cast on other people.

After a successful casting of this ritual the caster or recipient will receive +2 Manipulative Traits.

Dedicate the Haven [V20: DA, pg. 310]

Use as Printed.

Directing Ahriman’s Lance [BM: SoT, pg. 125]

This ritual requires 2 hours to cast, and either an accurate image of the target or a personal possession of theirs. After cutting the item from the Ashipu's belly (which will cause a minimum of 1 lethal), the individual in possession of the image or object is 2 traits up on all non-combat challenges that would bring you closer to killing the target (ST discretion).

Dowse the Earth's Blood [PGtLC, pg.180]

If cast successfully, this ritual allows the Sorcerer to locate sources of water, and to possibly tell the existence and source of impurities according to the number of Mental Traits spent at casting time:

- 1 Mental - General Direction and Distance to Water
- 2 Mentals - Knowledge of any Impurities
- 3 Mentals - Source of all Impurities

Earth's Blood Cry [BS: tTC, pg. 48]

This power requires no MET conversion, use as printed.

Enchant Talisman [V20, pg.239]

Prior to the ritual, the ashipu 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 ashipu enters one extended challenge per week. The challenge is 10 static mental challenges against 16 traits. The ashipu must win or tie 20 times over the course of the 4 sets of challenges. Failure means that the effort has been wasted, and the ashipu must start over. If successful, the ashipu now has a potent weapon and tool. With the following benefits (as long as the Talisman is in the hands of the ashipu):

1. The ashipu is considered 2 traits up on any Magical attack made against her.
2. The ashipu is considered 3 traits up on any challenge with her chosen path.
3. The ashipu is considered 2 traits up when casting her rituals.
4. The caster is considered 2 Traits up when using the talisman as a weapon.

If another person takes this item, as it is inscribed with your true name, they are considered 3 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 the general direction and distance. You know if it is destroyed. You can only have one talisman in existence at a time.

Engaging the Vessel of Transference [TT: CG, pg. 110]

This ritual's casting time is three hours. Anyone noticing the sigil upon the vessel may make a Static Mental Challenge, difficulty 12 & retested with Occult, to identify that it is a ritual object (if they also possess an appropriate Lore, they instead identify the vessel for what it is).

Escape to a True Haven [V20: DA, pg. 310]

Use as Printed.

Eye of the Translator [Libellus Sanguinis: 3, pg. 70] [PGtLC, pg. 179-180]

After successfully casting this ritual, the caster engages in a Static Mental challenge, with the difficulty determined by the storyteller based on the complexity and how difficult the translation is. If successful, he can translate the writing on the page or surface. This ritual lasts until one page or surface of text is translated, or until the Sorcerer leaves the page or surface for more than 10 minutes. This ritual will not grant the user the ability to speak the language (though it may justify the caster beginning to learn it).

Exorcise Fever [BS: tTC, pg. 47]

This ritual may only cure diseases which include the symptom of having a fever. After successfully casting this ritual, the Ashipu performs a Static Mental challenge versus a difficulty set by the Storyteller. For example, while the Storyteller may set the difficulty of the common cold at 4, or the flu at 7; more aggressive diseases such as tuberculosis, yellow fever, or cholera may receive a much higher difficulty. Depending on the stage of the disease,

this ritual may need to be applied multiple times.

Expel the Dark Humors [PGtLC, pg. 183]

This hour long exorcism ritual must be cast in the presence of the target. Once the ritual is successfully cast, the caster enters a contested Mental challenge with the Demon. If this challenge is successful, the target of the ritual immediately suffers 10 lethal damage (which may be reduced with Fortitude, if possible), minus one level per Mental Trait spent at casting time as the Demon is ejected from the host. A full week of preparation will give the user a +2 trait bonus on comparison of ties on this Mental challenge. If the caster fails the Mental challenge, the demon will be aware of the potential threat that the Sorcerer poses.

Once ejected, the Demon suffers one unsoakable aggravated damage per Mental Trait spent and is barred from escaping from the mortal world for a number of hours equal to the Mental Traits spent; the demon is aware of this.

If the caster fails the ritual challenge (not the Mental challenge) the Demon may initiate a Mental Challenge against the Sorcerer (retest Occult). If the Demon wins the challenge, it immediately kills the target, forcing its way out into the world.

Fingers Form the Hand [PGtLC, pg. 182]

This ritual takes 6 hours to cast, and can affect a maximum number of ghouls (human or animal) equal to the number of Mental Traits spent at the time of casting (max 5). Any attempt to influence the minds of the ghouls instead target the caster (who wins all ties on the challenges); all other benefits of this ritual are as written and need no conversion.

Should the ritual activation test fail, each ghoul who drinks the converted vitae takes 1 aggravated damage for each blood they drink, and will be 2 traits down on all physical challenges not related to soaking damage until they get 8 hours of uninterrupted rest.

Gift, the (NPC Only) [MET Journal #1, p. 45]

This power requires no MET conversion, use as printed.

Gift of Mithra's Bull [BM: SoT, pg. 125]

This power requires no MET conversion, use as printed.

Glossolalic Fervor [PGtLC, pg. 180]

With this ritual, the caster creates a potent poison with a trait of his blood, which he must force the target to drink. After this, the Sorcerer enters a Mental challenge with the target. With success, the Sorcerer may interpret what the target says as the spirits force the target to shout seemingly random strings of syllables which are actually knowledge that the target knows about the past or present. When the ritual ends, the target suffers 7 bashing damage, minus the Sorcerer's ranks in their Primary path of Sorcery.

This ritual works best on Mortals. Ghouls gain a +1 Trait bonus on the Mental Challenge, and Kindred targets gain a +3 bonus on the Mental Challenge. Each subsequent time a Sorcerer casts this ritual in a month, they suffer a -2 (cumulative) negative on every Mental Challenge they make.

Guidance of Utnapishtim [Intermediate] [OWbN Dur-An-Ki Packet]

As the Ashipu can climb upon the rungs of the Ladder of Heaven so too can they advise others on taking their first steps. Much like Utnapishtim gave counsel to Gilgamesh, the Ashipu may take on a student to mentor onto their ascension of the Ladder. However, as Gilgamesh failed to obtain Immortality so too does the student fail to truly ascend and are not a true Ashipu. They find any attempt to Ascend further to be a failure.

System: When this ritual is cast upon a student, the student must Ascend the Ladder of Heaven and create a Covenant for a path just as if they were learning to ascend normally. However, the student may only learn paths that the caster has already Mastered to Advanced level.

Restrictions such as Sect, Bloodline, or Assamite exclusive still apply and those not of the appropriate classification cannot be taught those Paths/Rituals. The student is treated as a Non-Assamite Sorcerer learning Dur-an-Ki and must therefore receive the initial approval from the Assamite Coordinator to learn Dur-an-Ki as well as get approval for all paths and rituals to be learned.

A student mentored in this way cannot learn any further Paths without subsequent casting of this ritual or having the Elder ritual, Trust of Hartom cast upon them.

All Paths learned this way are at Out of Clan cost.

**This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting.*

Horoscope [BS: tTC, pg. 47]

This ritual requires that the caster make a Mental Challenge versus the target. Each use of this ritual requires a sympathetic link and grants one piece of information about the target.

Invisible Chains of Binding(V20) [V20: DA, pg. 308]

As per MET: Laws of the Night (1997), pg. 106, except this version is Intermediate instead of Advanced and the target is not required to spend a Willpower to attempt to break free of the ritual.

Impassable Trail [BM: SoT, pg. 93]

By enacting this ritual and carrying the necessary components on his or her person, once before the end of the night, the Ashipu may pass through even the densest woods without a trace. The only clue which could be used to pick up the caster's trail is a faint odor. Those searching for the Ashipu by scent may perform a Mental challenge versus the Physical Traits of the caster to detect the scent.

Incantation of the Shepherd [TT: CG, pg. 110]

To properly cast this ritual, the ashipu, while intoning the names of her Herd, must hold two small glass objects to her eyes and spin in a slow circle. . If the ashipu 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 ashipu's Herd Background, or 5 miles if she does not have any Herd background.

Infusion of Kalif [Rites of the Blood, p.162]

This is an extended Physical challenge against a static difficulty of 12 retested with Survival. The number of successful challenges equals the number of rolled as described. Otherwise use as printed.

Kafir's Bane [Sins of the Blood, pg. 102]

An Assamite who has successfully cast this ritual will be able to "ride the wave" of frenzy just as if they had the Virtue of Instinct (as opposed to Self Control) for the first combat that incites his or her frenzy. Instead of testing for frenzy as normal, the Assamite is considered to have automatically succeeded on the challenge. This ritual expires at sunrise if it is not used before then.

Kiss of the Asp [Caine's Chosen, pg. 79]

This power requires no MET conversion, use as printed.

Kudurru [BS: tTC, pg. 49]

This power costs one Permanent Willpower Trait to enact, and Storytellers are cautioned to limit the maximum size of the area to 3 blocks, or less. Otherwise, this power requires no MET conversion.

Lesser Trigger [Lair of the Hidden, p.141]

Use as Printed.

Lilith's Vengeance [BS: tTC, pg. 50]

This ritual requires the caster to have a sympathetic link. The caster must spend a Willpower and engage in the normal ritual activation challenge. After consuming (and destroying) five separate holy relics, and taking an unsoakable level of Aggravated damage in the process, the caster must then engage in a Rotschreck test with a difficulty of 5. If the caster is successful, he or she may then engage the victim in a Mental Challenge.

If the Ashipu wins, the caster may then name a discipline which he or she believes the target to possess. If the target does not possess this discipline, the ritual has no effect. If the victim does possess the discipline, he or she will lose their highest level in that discipline for a period of one month. A victim may not be targeted by this power more than once. The same caster, or other casters, must wait for the ritual to end before enacting it again.

Mark the Blood Oath [PGtLC, pg. 181]

This ritual requires a sympathetic link. When cast, the Sorcerer may discover some personal information about the target, the first of which is always the Cainite's Sire (if he or she has not been destroyed). The caster may also divine, if the Cainite is under any level of blood bond, who the bond is with one bond at a time

Messenger of the Wind [Libellus Sanguinis: 3, pg. 71] [PGtLC, pg. 182]

In order to cast this ritual, the Sorcerer requires a sheet of clean linen, an eagle feather pen, a white silk cord, and enough of the recipient's blood to write their name on the cord with. The message cannot be enchanted in any way. If successfully cast, the message will be carried by the wind and delivered into the recipient's possession at exactly noon of her next day of slumber. If this ritual fails, the message is still carried off, but is delivered to some random recipient who is connected to the recipient in some way.

Occlude the Western Road [Tome of Secrets, p.43]

Use as Printed

Pebble from the Mountain [BM: SoT, pg. 125]

This ritual requires an hour and a half to perform, a stone from Mount Alamut (specifically the Eagle's nest), and one blood trait from both the caster and the recipient - both of which must be present during the initial casting.

Once successfully cast, the blood is absorbed into the stone, and remains there until the pebble is destroyed, or the caster (who has possession of the pebble) ends the ritual. While the blood is in the stone, the blood pool for both contributing parties is reduced by one in a manner similar to the Basic Ritual: Inscribe.

When the recipient places the stone in his or her mouth and repeats the incantation, a mystical link (similar to that of Touch the Earth) is created between caster and recipient. The user of the Pebble may speak to the Sorcerer and may hear his responses, regardless of distance (though only the user of the Pebble may initiate this contact).

While linked, the Sorcerer may activate any Sorcery power or cast any ritual on the user of the Pebble which he otherwise could only use on himself. The actual activation of each power still requires all appropriate expenditures on the part of the Sorcerer. For example, the Sorcerer may use Hunter's Wind: Skin of the Chameleon, to aid another Assamite in infiltrating a haven, however, they would not be allowed to grant Lure of Flames: Flame Bolt, as the power does not affect the Assamite recipient.

An Assamite Sorcerer may only have a number of Pebbles equal to half their permanent Willpower total (rounded-down) in game-play at any one time. Storytellers are advised, but not required, to only allow use of this ritual when both caster and recipient of the ritual are signed into the same game.

**Alamut (the Eagle's Nest), is Coordinator controlled territory. If a player is seeking to gain a pebble, they must have appropriate means to do so.*

Portrait of Passion [BS: tTC, pg. 48]

This power requires the caster to have at least Crafts: Painting at level 3 or more. The Ashipu must have a sympathetic link in the form of a drop of blood (for a Vampiric victim) or a bit of saliva (for a Mortal). For one

month per Mental Trait the caster expended after successfully crafting the painting and activating the ritual, the victim will be under the described effect when he or she sees the painting - they must spend all their time searching for the individual portrayed in the painting. A Willpower Trait may be spent by the victim to delay the search for one night, but the Storyteller is advised to only allow this if the character has an appropriate reason..

Purity of Flesh [TT: CG, pg. 110]

This ritual functions as printed with no MET conversion being necessary.

Rebirth in the Light of Haqim [Tome of Secrets, p.43]

Use as Printed.

Return of the Heart [Vampire the Dark Ages 20th Anniversary Edition, p.310]

This ritual requires a contested Mental Challenge retested with Occult versus the victim. Otherwise use as printed.

Rite of Marduk's Slain and Risen [BM: SoT, pg. 125]

The Sorcerer casts this ritual on another Assamite who specifies a target prey that he or she wishes to diablerize. This ritual may only be cast if at least 3 other individuals who know the ritual are present, each of which deals a bashing to the caster in accordance with the description.

If the prey is successfully diablerized within one month following the casting; the sire, brood mates, childer, and all those blood bound to the victim of diablerie all immediately lose one blood and three temporary Willpower. The diablerist gains all of this (up to his or her max) with the excess going to the Sorcerer (with all excess being lost). For the next month, for every 10 minutes that each of these individuals is in the presence of either the Sorcerer or the diablerist, they will lose a temporary Willpower and suffer flashbacks of the victim's demise.

Rite of Marduk Triumphant [BM: SoT, pg. 125]

Only Assamites of weaker generation than the caster may participate in this ritual. For each participant, the Sorcerer imposes a -1 trait penalty on any action taken by an Assamite (no greater than half the sorcerer's total Mental Traits rounded down). This penalty comes in the form of trait reductions for ties and overbids and is only applicable for any action which threatens the life or position of the Sorcerer (Storyteller's Discretion). This ritual takes one hour to cast plus 20 minutes for each additional participant – these effects last 1 month.

Rite of Reclamation [Rites of the Blood, p.76]

Number of Nights equals number of Mental Traits at time of casting spent. Otherwise use as Printed.

Ritual of Return [Tome of Secrets, p.42]

Use as Printed.

Sanguine Assistant [TT: CG, pg. 111]

The ashipu 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 ashipu's mental traits. The servant will follow the orders of the ashipu, and will take on the personality and mannerisms of the ashipu. When the ritual expires, it will return to the bowl it was summoned in, and fall apart. The ashipu may re-summon the same servant and it will retain its personality and memories.

Seeing with the Skies Eyes [BM: SoT, pg. 126]

In addition to the requirements described in the ritual (an accurate image of the target or an object once owned by them),-the Sorcerer must also have a sympathetic link from the target. Once this ritual is successfully cast, the Sorcerer will learn the target's precise, current location, no matter where, on Earth, the target is.

Scry the Hearthstone [V20: DA, pg. 307]

This ritual's duration is one month, it must be used upon the caster's Haven, and the recipient may be the caster or another of their choosing. This ritual functions per Visceratika: Scry the Hearth-stone with the exception that the ritual is not limited to stone.

Shaft of the Belated Quiescence [TT: CG, pg. 112]

The stake must be of rowan wood, coated in three traits of the ashipu'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 ashipu 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, lose 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 Serpents Adv. : Heart of Darkness (or similar power that completely removes the heart), the stake will do normal combat damage on the initial hit, but the tip will not break off, and the ritual is not expended.

Sire Impotent, the [Sins of the Blood, pg. 102]

This ritual may only be used against a Kindred who is a descendant of the Sorcerer, or against a Kindred whose fang or tongue is in the possession of the Sorcerer. In addition to the normal ritual challenge, the Sorcerer makes a Mental challenge against their intended target. If the sorcerer succeeds in the challenge, the subject is unable to sire childer for one year and a night, or until the Final Death of the Sorcerer, whichever comes first. Any potential childer drained of blood will simply die if the Kindred attempts to Embrace them. Whether the ritual succeeds or fails, the fang or tongue is destroyed in the process.

Splinter Servant [TT: CG, pg. 113]

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 to 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 ashipu, a number of melee equal to the ashipu'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.

Strength of Haqim [Tome of Secrets, p.42]

The target gains a number of Bonus Traits equal to the Caster's Dur-An-Ki rating (1-5) to resist mind altering disciplines or spells. Otherwise use as printed.

Strength in Wisdom [Tome of Secrets, p.43]

This ritual grants 2 Bonus Traits and 1 Retest. These only apply to defensive challenges. Otherwise use as printed.

Tamimah [BS: tTC, pg. 49]

The caster must diablerize the victim as part of this ritual. When the diablerie is complete, the caster gains all of the negative effects of diablerie, but no benefits. If the ritual challenge is successful, the Ashipu creates a talisman with one non-Thaumaturgical discipline level (which must not be above first Intermediate) that the caster names, which he or she believes the victim to have possessed. If the caster names a power that the victim did not possess, the ritual fails.

An Ashipu may only have one Tamimah talisman at a time, and the talisman's power ceases to function after an amount of time equal to one month per Permanent Willpower Trait the caster has, at the time of casting. A Talisman may be used or given to someone else, who may use the discipline just as if they had it themselves. The talisman will only work for one character per scene.

Once an individual creates or utilizes a Timimah, he or she gains the Clan Flaw of whatever Clan was diablerized to create the Talisman for the duration of that Tamimah's existence (except the Tremere, who gain a third eye). The caster retains all of the negative effects of diablerie for as long as the Tamimah exists, as does anyone who utilizes the Timimah.

Touch the Earth [BM: SoT, pg. 124]

The caster ritualistically cuts the throat of an animal in accordance with the ritual description. For the rest of the night, or until the caster ends the ritual, the caster may speak to the target and may hear his responses, regardless of distance (though only the Sorcerer may initiate this contact). Also, the Sorcerer may activate any Sorcery power or cast any ritual on the target which he otherwise could only use on himself. The caster must still spend appropriately and activate each power or ritual as normal, but the target gains the benefits, once active. One final benefit of this ritual is that the Sorcerer may send to the recipient any object that is of a small enough size to fit in the palm of his hand.

This ritual may only be used on Assamites of higher-generation than the caster, and the Sorcerer and recipient must be present for the initial casting of the ritual. As such, it is suggested, though not required, that Storytellers only allow use of this ritual when both caster and recipient of the ritual are signed into the same game.

Trust of Hartom [Elder] [OWbN Dur-An-Ki Packet]

This ritual frees a student that had Guidance of Utnapishtim cast upon them. One must be in very good graces of the clan for an elder to even consider casting this upon them.

System: Three elders must cast this ritual at the same time for it to have an effect. Once cast upon a student that learned Dur-an-Ki through Guidance of Utnapishtim, they are free to attempt to climb the Ladder of Heaven and learn new paths without having Guidance of Utnapishtim recast upon them.

**This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting.*

Turn Back the Skies (NPC Only) [BS: tTC, pg. 50]

The Ashipu may not alter history, just observe it. Otherwise use as printed.

Ward [V20: DA, pg. 305]

With a successful casting Challenge, a warded object or space cannot be moved or breached even slightly by a subject who does not meet the Willpower requirement as set by the caster. All wards are tied to the Willpower of the caster when she enacts the ritual. In order to pick up a warded object or cross into a warded room, a subject must possess Willpower equal to or higher than the level of the Ward. If she so desires, the caster may designate a password that, when mentally in-toned while touching the Ward, allows others to bypass its Willpower requirement. Wards last for a number of weeks equal to the amount of Mental Traits spent at the time of casting. At the cost of one Willpower Trait per attempt, a subject prevented from interacting with a warded object or space may perform a Static Willpower Challenge equal to the caster Willpower at the time of casting, requiring an amount of Willpower spent equal to the caster's level of their primary path to break an individual ward. A broken ward is accompanied by the sound of shattered glass, which the caster can hear regardless of their location. Thereafter, the ward is completely nullified and any may interact freely with the object or within the space.

Warding Baptism [BS: tTC, pg. 47]

This power requires no MET conversion, use as printed.

Warding vs. X Creature [TT: CG, pg. 114]

The use of this ritual does not create a personal item for either the ashipu 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. Otherwise use as printed.

Warding Circle vs. X Creature [TT: CG, pg. 111]

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, etc.). The ashipu determines the size of the warding circle in the following manner. It starts at a base of 10' [3 meters] radius (20' [6 meters] diameter). The ashipu may spend one mental trait and one-blood traits to increase the radius by 10' [3 meters].

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 ashipu, 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' [6 meters] diameter smaller than the one they are inside of, and must be of different types.

Witness of Whispers [V20: DA, pg. 304]

Use as Printed.

Words of Undoing [Intermediate] [OWbN Dur-An-Ki Packet]

This ritual allows the Assamite to commit suicide if necessary to avoid capture (and to prevent closet teachers for Sorcery, Quietus, and Assamite lore 5). System: The sorcerer may cast this ritual upon himself or another. He does so by soaking the recipient's weapon in a mixture of their own blood, the venom of a scorpion, and ashes of nightshade. The sorcerer then uses the weapon to trace the symbol of death over the recipient's heart. Once cast, the recipient of this ritual may at any time immediately destroy himself, this is not considered diablerie and he does not become a wraith. So long as the recipient of the ritual is conscious and willing, (no coercion of any kind) he may activate this effect. Once cast this ritual is active until used.

**This ritual has been created specifically for OWbN in order to more accurately represent Assamite genre in an MET setting.*

COMBINATION DISCIPLINES

Mystic Sight (DA: PGtLC, p.163) [Auspex 2, Dur-An-Ki Sorcery 2] Cost: 3xp

This power functions exactly like Thaumaturgical Sight from Clanbook: Tremere (Revised), pg.47. Those with Dur-An-Ki may purchase this version.

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- Tome of Secrets
- V20 - Vampire the Masquerade 20th Anniversary ed
- V20: DA - Dark Ages Vampire 20th Anniversary

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