

Geomancy

The art of feng shui (wind and water). Geomancy is complicated in its application. The Geomancer uses their skills based on many factors ~ a building must face a certain direction, there must be so many windows, specific colors, acceptable layout, and even unique shapes and angles are implemented to allow the mystical chi to flow through the building optimally. Feng shui is a pseudoscience which claims to use energy forces to harmonize individuals with their surrounding environment. Common practice includes orienting buildings of significance to compliment aspects of the sea, bodies of waters, stars, and compasses.

This magic has survived the eons by rooting itself in a major world trading hub – Hong Kong. It has been passed down by word-of-mouth across the generations. Within modern nights many practitioners have evolved to add computers, engineering, and technology to their layouts and designs.

It is often common for powerful Geomancers to hide their abilities until they are able to find a worthy to continue the tradition. This passing on of skills keeps the relative number of talented Geomancers small. As with any blood magic, competition and power keeps secrets private and few, if any, are willing to teach their arts to those who do not show the tradition the deep respect it deserves.

Buddhism is by far the most common ideology among Geomancers. Buddhism's primary teaching emphasizes that the material world is a trap and is a distraction from spiritual development. There are other religions that exist within Geomancer's ranks such as: Tin Hau, a Chinese god who protects those who make their living from the sea or Mazu, a Chinese goddess, worshipped by ancient shamans that protected the coast and waters. There is also Taoism, which emphasizes living in harmony with your surroundings. These are not the only options but by far the most common. In truth a Geomancer could worship any of these religions or none of them, but the arts are based around these fundamental principles.

Mechanics

Geomancy is a standard blood magic which requires the typical casting and blood expenditures. Casting within Geomancy requires some form of balance found among the art, requiring a minimum of performance, or Feng Shui abilities of 3. Some use design, some use religious context, and some use the new found technology to find their center to perform these feats. Regardless of choice, the caster must use some form of feng shui within their casting method. The retest, unless stated different, is Occult. At ST discretion, performance or crafts may be used for rituals. If a caster of Geomancy spends time to perform Feng Shui when casting their blood magic they may use the Feng Shui Ability as a retest in all challenges. They must however take the time to perform the art for this to apply.

Rarity Chart

Initial Approval: Ravnos Coordinator

Rarity 1: ST approval

Rarity 2: Sub-Coordinator Approval

Rarity 3: Coordinator Approval

Rarities with Geomancy are largely based around how hard it is to find. Since Geomancers tend to only share information via word of mouth and often only shifu to student, the goal is to find a suitable teacher to guide them on their new method. While it is technically possible to learn these paths on your own through spiritual enlightenment of some form, the fastest and most reliable method is finding a teacher. Remember, it is common place for geomancers to hide their knowledge! The Blood Magic of Geomancy is Ravnos Coordinator Approval.

The primary path of Geomancy is any chosen rarity 1 as outlined below.

Path Name	Rarity
Path of Blood	2
Path of Conjuring	1
Elemental Mastery	1
Focused Mind	2
Geomancy	2
Green Path	1
Hearth Path	1
Neptune's Might	1
Oneiromancy	2
Spirit Manipulation	1
Spirit Thaumaturgy	2
Weather Control	1

Any path not listed is considered Rarity 3

Ritual Name	Level	Rarity
Defense of the Sacred Haven	Basic	1
Enhancing the Curse	Basic	1
Engaging the Vessel of Transference	Basic	2

Jinx	Basic	1
The Open Passage	Basic	1
Protect the Tomb	Basic	1
Sanguineous Phial	Basic	1
Ward Magic	Basic	1
Ward/Circle versus Ghouls	Basic	1
Whispers of the Ghost	Basic	1
Cleaning of the Flesh	Intermediate	1
Craft Dream Catcher	Intermediate	2
Curse of the Outcast	Intermediate	2
Incorporeal Passage	Intermediate	1
Major Creation	Intermediate	1
Mirror of Second Sight	Intermediate	2
Ward/Circle versus Kindred	Intermediate	1
Enchant Talisman	Advanced	2
Harmonize Building	Advanced	2
Ward/Circle versus Spirits	Advanced	1
Ward/Circle versus Ghosts	Advanced	1

Any ritual not listed is considered Rarity 3

Conversions

Path of Geomancy

With this path a Geomancer may bless, or curse, and individual, raising or lowering the target's difficulty on a particular task. To accomplish this on an unwilling subject the caster must defeat them in a contested mental challenge. The duration of such blessings/curse is a scene or hour. Physical contact, or telepathy is required to use this path on a subject, willing or not.

Each level of this paths allows the Geomancer to bless/curse a different statistic. Regardless of choice, these powers do not stack in the same category (a target may benefit from a boost in strength, and knowledge, but not strength and the brawl ability). Each trait added, or subtracted, costs the Geomancer a temporary mental trait, max of 3.

Level 1: Resistance to Magic

Level 2: Social Trait

Level 3: Physical Trait

Level 4: Ability

Level 5: Mental Trait

Rituals

Protect the Tomb (Basic Geomancy Ritual)

This ritual takes 3 hours to perform, and requires a gravestone or marker to be inscribed with symbols, and covered with incense. After the ritual is finished, any attempt to affect the dead mortal's spirit (through any supernatural means) is increased in difficulty by 3. This ritual ends if the grave is defiled or defaced. This ritual does not affect Kindred, or their havens.

Ward Magic (Basic Geomancy Ritual)

The Geomancer crafts a small charm, usually in the form of a piece of jewelry, out of exotic and expensive materials. Once completed, the Geomancer performs a 15 minute ritual, similar to the basic level of Geomancy, this attunes the charm to the wearer (which does not have to be the caster). The charm bearer will have the same bonuses as Geomancy up to level 3, based on the mental traits expended at casting. This charm is empowered for a period of two weeks.

Curse of the Outcast (Intermediate Geomancy Ritual)

This ritual requires paper touched by the target daily for ten days (any paper will work). Each day, the Geomancer writes on the paper, and then burns it. On the 11th day, during which the Geomancer must not imbibe any vitae, a 12 hour ritual is performed. The Geomancer then makes a contested willpower challenge against the target. Should the Geomancer be successful, the target gains the negative social traits: Outcast x3. The ritual will slowly fade over time at a rate of one trait per month. However, if the target leaves the city in which it was cast for longer than a week, ritual will be broken. This curse is visible in the targets aura for its duration, showing as a sickly yellow miasma.

Harmonize Building (Advanced Geomancy Ritual)

Masters of feng shui are known for the blessing and design of grand architectural structures in Hong Kong. This harkens back to the ancient structures of Kowloon. This ceremonial art is still practiced today, and it is considered not only very auspicious, but often a necessity for a Geomancer to bless new buildings. For this to be successful the Geomancer must be intimately involved in the creation, design, construction, and

decoration of a building. Once completed, based on the building's purpose, anyone within the building gains a free retest on said ability once per challenge. This ability is chosen by the caster at the time of creation.

Example: A brokerage that works on stocks or accounting would grant a bonus retest on the finance ability to anyone performing that action within its halls.

References

A World of Darkness

Laws of the Night (Revised)

Laws of the Night (Storyteller's Guide)

Laws of the Night (Camarilla Guide)

Clanbook Ravnos