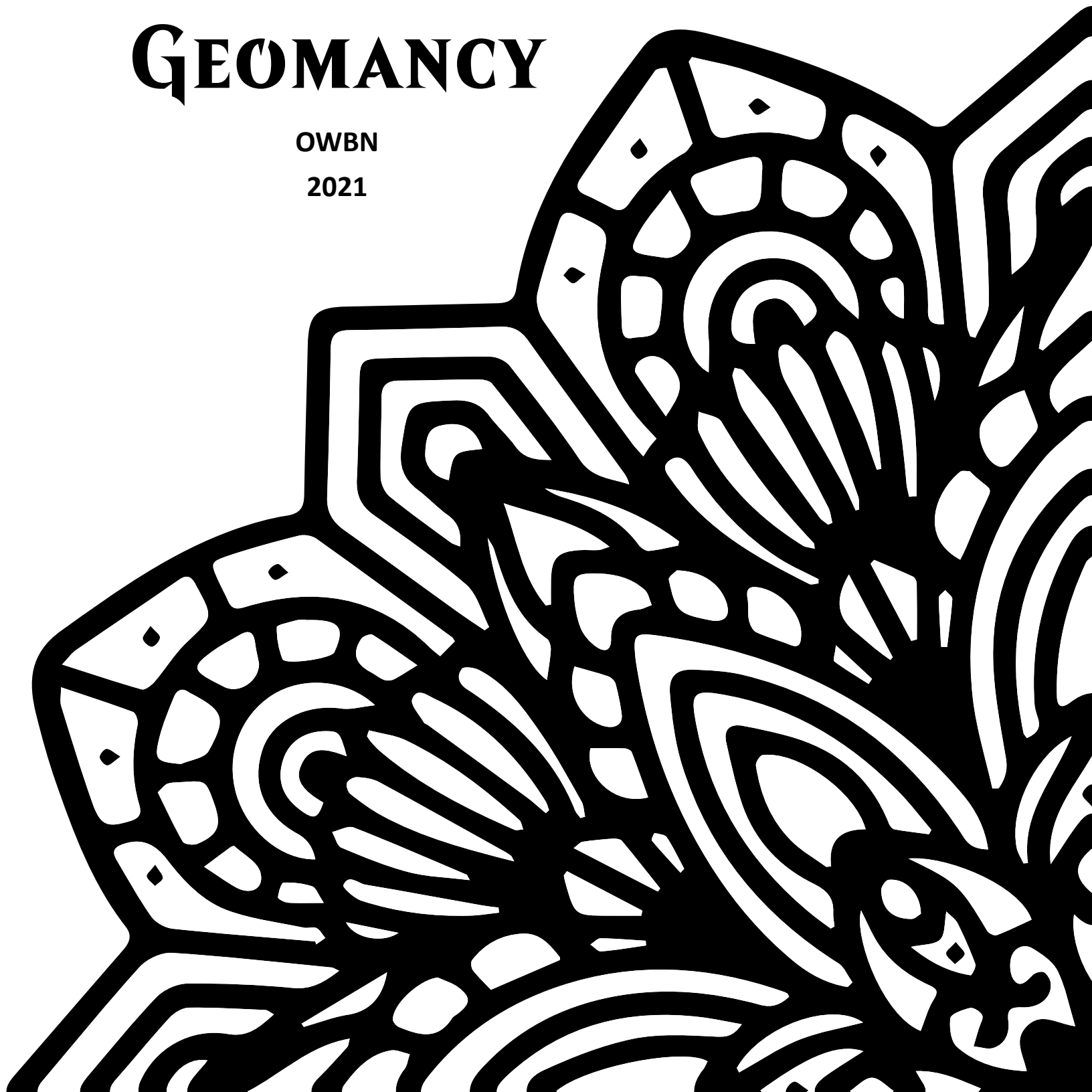


GEOMANCY

OWBN

2021





DARK PACK

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2021. Written by Adam Sartori & Chris Wenzel for One World by Night.



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NOTIFY/APPROVAL/DISALLOW

Geomancy: PC & NPC - Ravnos Coord approval only.

MAGIC THEORY AND PRACTICE

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 qi to flow through the building optimally. The practice includes orienting buildings of significance to complement aspects of the sea, bodies of water, 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 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 pupil 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.



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Buddhism is by far the most common spirituality among Geomancers. Buddhism's primary teaching emphasizes that the material world is a trap and is a distraction from spiritual development. Other religions Fengexist 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.

Among the Kindred, there are three distinct ways among those who wish to teach the arts of Geomancy. These reclusive groups of Kindred will only accept students who can grasp the Chinese concepts of Feng Shui and the deep cultural practices associated with them.

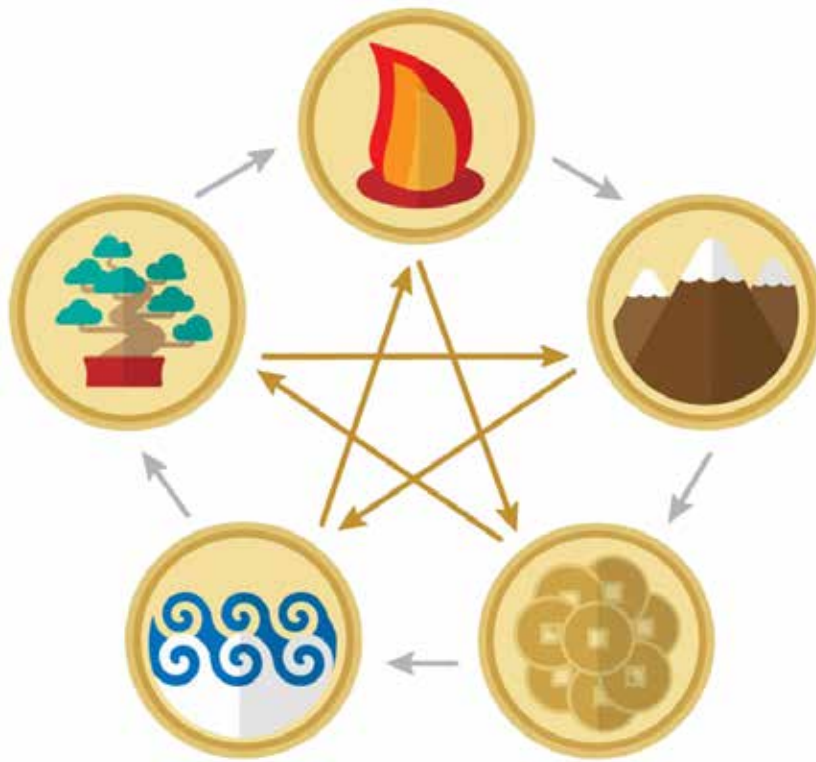
Among the Camarilla, there is a group among the Toreador known as the Jade Guild.

The Anarchs find their instructors of Geomancy among a group of Chinese Triad who were embraced known as the Blood Dragons. This young Anarch gang stole and learned the secrets of Geomancy from China. Long since expelled by the native Keui-Jin, the Blood Dragons now operate in Australia and New Zealand. Seeking a return to their home country they will offer to teach the arts of Geomancy in exchange for support and funding to retake their homeland of China for the Anarchs. Of course, only those who are willing to accept Chinese folklore and tradition can learn this art even from the Blood Dragons.

Finally, among the Sabbat, there is only known to be one vampire willing to teach the arts of Geomancy to members of the sect. A mysterious Cainite known only as the Jade Tiger. Rumors speak of this vampire being either one of the Salubri Antitribu or the mysterious Wu Zao. Regardless of the truth, this ancient enigmatic Cainite seems to take few students and only those who wish to learn her teachings directly. She is a known member of the Sabbat who often keeps to herself and lets fate guide those worthy of instruction to her.

Lastly, there are rumors among the Nosferatu that the master mason Zeilos has stolen the arts of the Geomancy and has been instructing those of his board and like mind in the art of sacred Geometry and ley lines with it.

FengShui



Feng Shui (Chinese:風水), also known as Chinese geomancy, is a traditional practice originating from ancient China, uses energy forces to harmonize individuals with their surrounding environment. The term 'Feng Shui' literally translates as "wind-water" in English, and is taken from a passage of the now-lost Book of Burial recorded in Guo Pu's commentary.

Feng Shui is one of the Five Arts of Chinese Metaphysics, classified as physiognomy (observation of appearances

through formulas and calculations). The Feng Shui practice discusses architecture in terms of "invisible forces" that bind the universe, earth, and humanity together, known as qi.

Traditional feng shui is inherently a form of ancestor worship. Popular in farming communities for centuries, it is built on the idea that the ghosts of ancestors and other independent, intangible forces, both personal and impersonal, affect the material world, and that these forces need to be placated through rites and suitable burial places, which the Feng Shui practitioner assists with for a fee. The primary underlying value was material success for the living.

Eight diagrams known as bagua (or Pakua) loom large in Feng Shui, and both predate their mentions in the Yijing (or I Ching). The Bagua or Pakua are eight symbols used in Taoist cosmology to represent the fundamental principles of reality, seen as a range of eight interrelated concepts. Each consists of three lines, each line either "broken" or "unbroken", respectively representing yin or yang, 0 or 1 forming binary numbers 000-111 (0 to 7). The trigrams are related to Taiji philosophy, Taijiquan and the Wuxing, or "five elements". The relationships between the trigrams are represented in two arrangements, the Primordial (先天八卦, "Earlier Heaven" or "Fu Xi" bagua (伏羲八卦), and the Manifested (後天八卦, "Later Heaven," or "King Wen" bagua.

In Yaodian, the cardinal directions are determined by the marker-stars of the mega-constellations known as the Four Celestial Animals:

East: The Azure Dragon (Spring equinox)—Niao (Bird鳥), α Scorpionis

South: The Vermilion Bird (Summer solstice)—Huo (Fire火), α Hydrae

West: The White Tiger (Autumn equinox)—Mǎo (Hair毛), η Tauri (the Pleiades)

North: The Black Tortoise (Winter solstice)—Xū (Emptiness, Void虛), α Aquarii, β Aquarii

The diagrams are also linked with the sifang (four directions) method of divination used during the Shang dynasty. The sifang is much older, however. It was used at Niuheliang, and figured large in Hongshan culture's astronomy. And it is this area of China that is linked to Yellow Emperor (Huangdi) who allegedly invented the south-pointing spoon (see compass).

Instruments and Techniques

The oldest examples of instruments used for Feng Shui are liuren astrolabes, also known as shi. These consist of a lacquered, two-sided board with astronomical sightlines. The magnetic compass was invented for Feng Shui and has been in use since its invention. Traditional Feng Shui instrumentation consists of the Luopan or the earlier south-pointing spoon (指南針zhinan zhen)—though a conventional compass could suffice if one understood the differences. More specifically Geomancers use the following tools to practice their arts:

Sound: A basic foundation which Feng Shui places a great deal of importance. Anything from the sound of chimes swaying gently in the wind, to your favorite music, add a soothing qi to any environment, whether it is your house or office space. It's purpose is to clear the air of stressful energies and bring positive vibrations to anyone in the space.

Lighting: A vital part of improving qi, the caster has many options available to them when deciding how best to add appropriate lighting to a space. From a fireplace that stimulates wealth, romance, or critical thinking. To a window allowing natural light and a beautiful view of one's prized garden for calm. Lighting is critical and oftentimes difficult to master.

Art: When looking to enhance qi, art is the perfect form of personal expression that can be used to add a particular type of Bagua to a space. This can include any form of art. Though generally to promote positive qi, the art should present positive imagery.

Living Things: Living things, like art, are an expressive way for the caster to add qi to a space. This can include anything from cut flowers on a table, to a pet or wildlife incorporated into the space somehow.

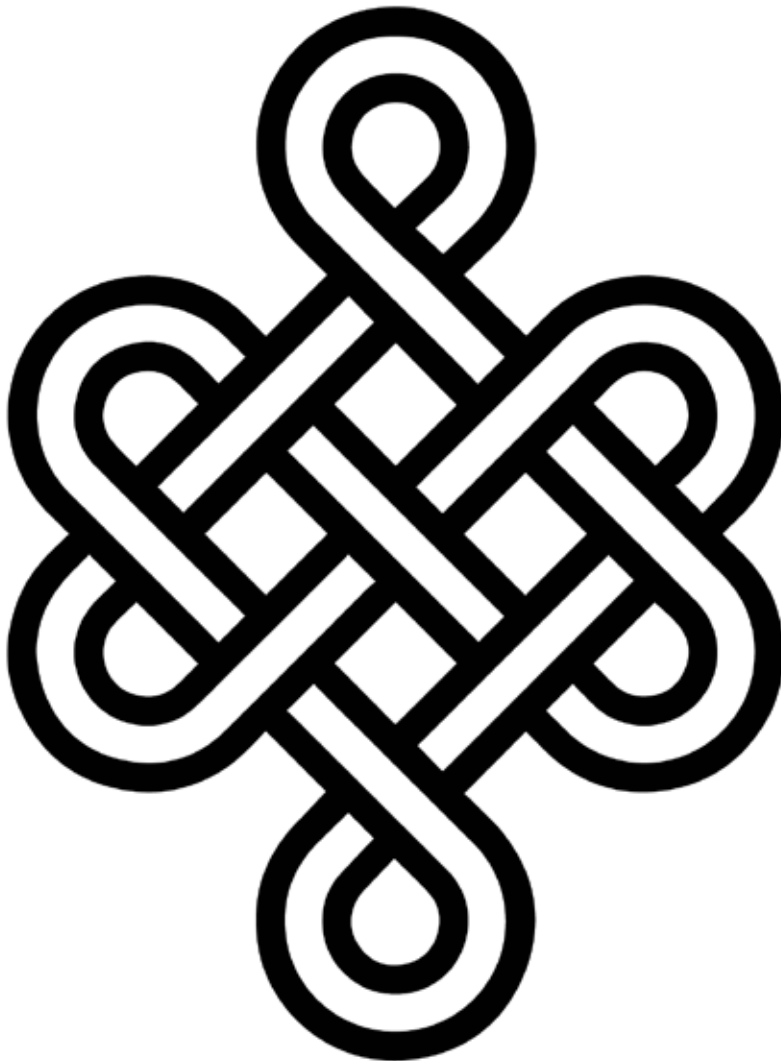
Water: Another fundamental element in Feng Shui, water will help the caster not only stimulate and circulate positive qi, but tie in other aspects such as living things, or lighting.

Mirrors: Mirrors are an important tool for any caster looking to boost qi in their space. If placed correctly a mirror can bring abundance and luck to a caster, however, like lighting it is difficult to

master. Misplacing a mirror can be extremely unbalancing.

Chimes: (Ties closely to sound, get rid of it?) Items such as chimes, flags, banners, and other objects can attract and circulate qi in a space open to the element of wind. A powerful tool for cleansing a space of negative qi.

Crystals: Another tool that can tie in multiple elements to enhance qi in a space. While not part of the more traditional Feng Shui, taking advantage of their powerful vibrations and connection to the Earth can foster positive results when used correctly.



Web of Fate

Among the dead the Web of Fate or the Web of Life, is a Wraith's destiny. It is the strands weaved by the Lady of Fate through their world and into the physical one as well. It is the grand design of the world and the key events that occur in everyone's life and death. The flow of fate can always change directions and while the journey may vary; the destination remains the same. Caine was always going to kill Abel, the Week of Nightmares was always going to happen. The turning of the wheel is eternal.

Vampiric Geomancers use their art to pull on the strands of the Web of Fate. It is why some of their paths and rituals tie so closely to the lands of the dead. The Lady of Fate herself is a mysterious entity, long rumored to not be a Wraith, but something else entirely. While her Web of Fate originates in the Shadowlands, it permeates into all realms of reality.

Geomancers use their blood magic to alter the environment they are in to manipulate the flow of fate to power their magics. By tapping into this primordial web they can perform all manners of miracles and magic. Through the tools and skills of Feng Shui they use this art and the vampiric vitae to give the skill power and affect the world they are in.

Among the vampire Geomancers who deal with the lands of the dead, they find the wraiths tend to either not notice or care about their use of blood magic to call upon the Web of Fate. The exceptions to this are the Oracle Guild and Legion of Fate. These wraiths do not have a friendly stance towards vampire Geomancers for tapping into the Web of Fate.

Demons and Spirits of China

The spirit lands of Asia are wildly different from those in the West. Practitioners of Geomancy often have a hard time using the art to interact with Western Spirits. The spirits of Asia come from the Yang World. A place similar to the Umbra (and is indeed the same place) but one presented and influenced by Asian culture and beliefs. Among the spirits who reside there; the vampiric Geomancers tend to deal with two types; the Shen and the Yaoguai.

Yaoguai: Yaoguai are mostly malevolent animal or plant spirits that have acquired magical powers through the practice of Taoism. The evil ones are usually referred to as guài (literally, "weird") or mó (literally, "demon" or "magic") in Chinese. Their greatest goal is achieving immortality and thus deification. But monsters are not usually thought of in a religious sense. Not all yaojing are



actually demons; some others are of quite unusual origins. In the case of Baigujing, she was a skeleton that became such a demon. Many yaojing are fox spirits, or according to the Journey to the West, pets of the deities. There are also yaoguai kings (mówáng) that command a number of lesser demon minions.

In Chinese folklore, the Chinese hell (Diyu) is a place that is populated by various¹ demonic spawns. Most of these demons are

influenced by the Indian rakshasa or yaksha and bear some similarity to the Japanese oni.

Shen: Shen (神) is the Chinese word for “god”, “deity”, “spirit”, heart, inclusive and community mind, or future mind. The Japanese equivalent is shin. This single Chinese term expresses a range of similar, yet differing, meanings. The first meaning may refer to spirits or gods that are intimately involved in the affairs of the world. Spirits generate entities like rivers, mountains, thunder, and stars. A second meaning of shen refers to the human spirit or psyche; it is the basic power or agency within humans that accounts for life, and in order to further life to its fullest potential the spirit is transformed to actualise potential. A third understanding of shen describes an entity as spiritual in the sense of inspiring awe or wonder because it combines categories usually kept separate, or it cannot be comprehended through normal concepts. In traditional Chinese medicine the physician will describe this as the shimmer or gloss that is seen above the surface of an object. If it has a glow, vitality, and luster it has good Shen.

A starting point for an understanding is that shen is associated with Heaven, therefore yang, and Earth is associated with jing, which is yin. Heaven is the origin of the spiritual aspect of humanity and provides ongoing spiritual influences, therefore associated with the Heart, while Earth is the origin of the physical aspect of humankind and traditionally related to our Kidneys or lower Dan-

tian. The ongoing harmonious interaction of Heaven and Earth creates Qi therefore Human and is essential to maintaining and creating life. It is said in the classics that “The Human is the best creation of Heaven and Earth.” In Traditional Chinese medicine, Taoist, Buddhist and Chinese folk religious tradition, the balance of yin and yang is important to provide external harmony and internal health within life therefore preventing injury, illness or harm to body, mind, spirit or the Environment.

Note: Any spirits from this section are regular Umbral Spirits and Wraiths.

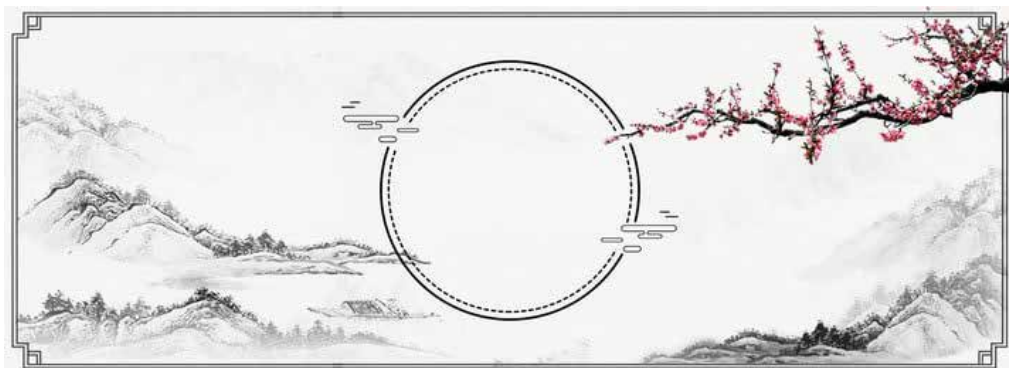
GAME MECHANICS

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 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 otherwise, 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.

Paths

*Editor’s Note: All Paths and Rituals that are not detailed in this packet can be found in the OWBN Packet:
Tremere - Arcane Compendium - 2021*

The Geomancers of Asia have mastered several common paths of blood magic into their paradigm that are common to many others. In addition, the Geomancy paradigm has three unique paths of its own. Geomancers may also practice the following paths of blood magic as well:

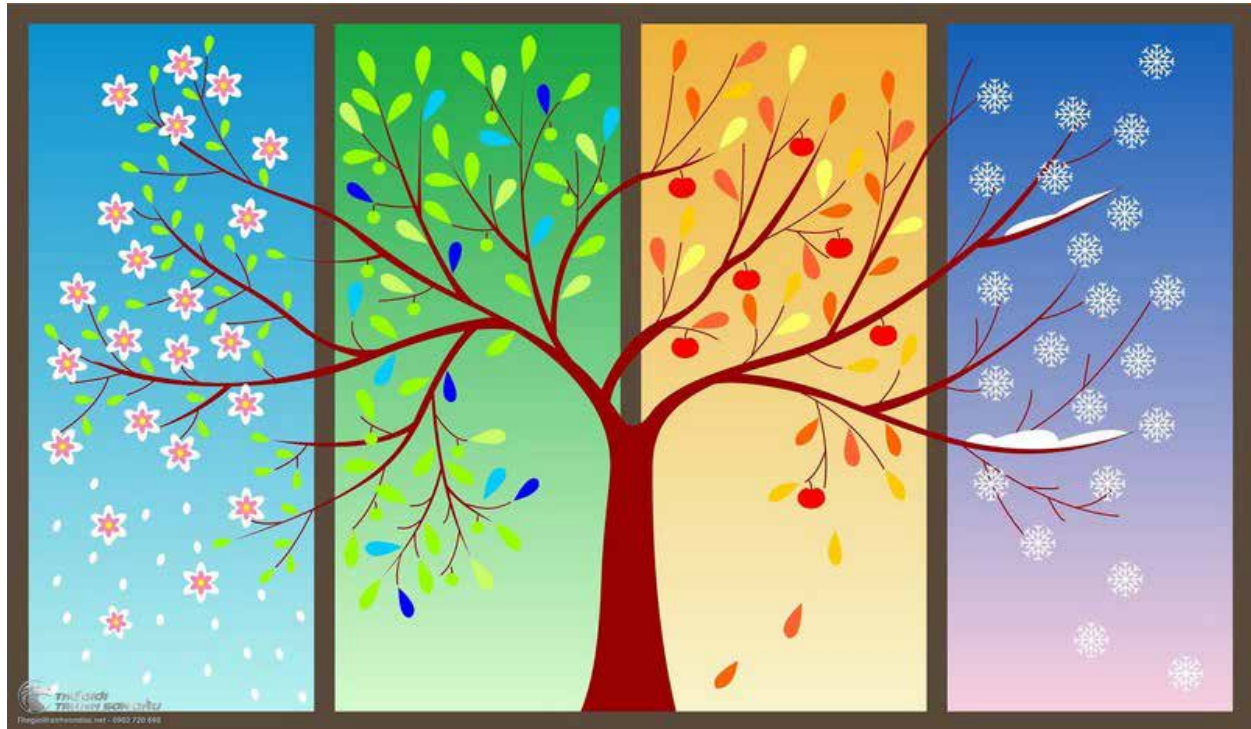


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Rarity 1 (Storyteller Approval): Elemental Mastery, Green Path, Hearth Path, Movement of the Mind, Neptune's Might, Path of Conjuring, Spirit Manipulation, Weather Control

**Any Rarity 1 Path may be chosen as a Primary Path for those who are purchasing their first path of Geomancy.*

Rarity 2 (Subcoordinator Approval): Focused Mind, Geomancy, Onieromancy, Path of Blood, Path of Strands, Spirit Thaumaturgy



Path of Geomancy

Using the art of feng shui a Geomancer can bless or curse an individual. Part animism and part engineering; Feng Shui deals with balance between the artificial and the natural, yin and yang, in order to appease the earth spirits. By using a gnomon the caster can direct the karma of someone as a means to achieve good luck in their life or use it to curse someone.

The caster may grant bonus traits or force an opponent to bid more traits for certain challenges,

this effect lasts for the scene or an hour. To bless or curse an individual requires the caster to make a contested Mental Challenge retested with Occult. If they succeed the caster may either force an opponent to bid an additional 2 traits from the associated attribute, etc. from the list below (for a

curse), or grant an additional 2 traits of the chosen attribute, etc. (for a blessing). There are no individual levels per se for this path, each level dictates what can be affected. Each use of this power costs one willpower trait in addition to the normal blood trait cost associated with blood magic. A character may only have one blessing or curse at a time placed on them. These blessings or curses last for one scene or an hour.

Example: Bob wants to Curse Jane with Geomancy. Bob makes a contested Mental challenge against Jane retested with occult. Bob Chooses level two of the path before throwing. Bob wins. Jane must now bid two additional traits Social traits on all Social challenges while they are under effects of this power.

●○○○○ **Resistance to magic**

●●○○○ **Any Social Attribute**

●●●○○ **Any Physical Attribute**

●●●●○ **Any Ability**

●●●●● **Any Attribute or Ability.**

Path of Strands

By viewing the possible strands from the Web of Fate the caster can attempt to manipulate them



to their own benefit. By doing so they are able to see the outcomes of most events and help select the course of action they desire. However, manipulating the Web of Fate can be dangerous and fate can choose to backlash against the caster if they pull too hard. Any botch using the Path of Strands results in the caster suffering a number of aggravated damage equal to the path level they were using when the botch occurred.

●○○○○ **Blessing of Fate**

The caster takes a moment of concentration to view all the possible strands of fate for their next immediate future. This simple yet effective spell allows the caster to avoid any immediate peril or dangers that might cause them tragic events.

System: On the casters next immediate challenge they gain one free retest. Once used this is gone and this power must be cast again. This power does not stack.

●●○○○ **Eye of Fate**

The caster's ability to view the web of fate begins to become clearer to them. As the strands appear before the caster they can almost guarantee they will succeed on their next course of action.

System: The caster may cancel any retest called upon by an opponent on their next immediate challenge. Once used this power is done and must be cast again. This power does not stack. This power cannot be used on the same challenge where blessing of fate was used

●●●○○ **Avoid Misfortune**

The caster can view the strands of fate a bit further and deeper than their next immediate course of action. They may now view many possible outcomes at once for a short period of time and choose the action they view as the best outcome possible.

System: During the next scene or an hour the character gains 3 bonus defensive traits to be called on one single challenge. This has to be entirely defensive in nature, and may only be activated once per scene.

●●●●○ **Twist of Fate**

Because of the caster's ability to see the strands of the Web of Fate to such a degree they can become better at most actions they take as they know the outcome with almost perfect clarity.

System: The character gains 2 bonus traits on any challenge based on the ability chosen at the time of activation. This power does not stack with itself.

••••• Hand of Fate

Few things are beyond knowing or mastering for a caster with this ability. They excel at nearly all actions they take as if they knew everything that was going to happen before it occurs.

System: Hand of Fate costs one temporary willpower in addition to the normal cost of blood magic. Within the next scene, or hour, the Geomancer will automatically succeed a single activation challenge for an item created with their Geomancy. This power may only be used once per scene, and the item still requires the normal activation costs associated with it.

Rituals

Geomancers have created their own Rituals unique to their paradigm that reflect their beliefs and practices. They also, however, may learn many of the common rituals associated with blood magic. Some of the rituals of blood magic they may learn in addition to their own unique ones are:

Rarity 1 (Storyteller Approval):

Basic

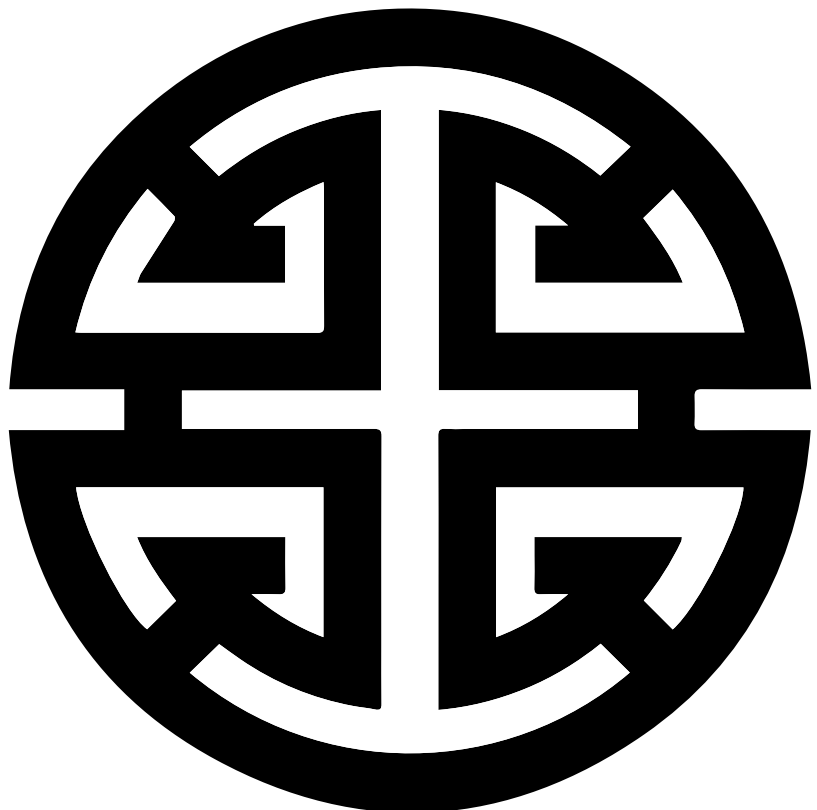
Defense of Sacred Haven, Enhancing the Curse, Impressive Visage, Jinx, Protect the Tomb, Sanguineous Phial, The Open Passage, Ward Magic, Ward Versus Ghouls, Warding Circle Versus Ghouls, Whispers of the Ghost

Intermediate

Cleansing the Flesh, Major Creation, Incorporeal Passage, Ward Versus Kindred, Warding Circle Versus Kindred

Advanced

Ward Versus Ghosts, Ward Versus Spirits, Warding Circle Versus Ghosts, Warding Circle Versus Spirits



Rarity 2 (Subcoordinator Approval):

Basic

Engaging the Vessel of Transference

Intermediate

Craft Dream Catcher, Curse the Outcast, Mirror of Second Sight

Advanced

Enchant Talisman, Harmonize Building

Basic Rituals

Protect the Tomb

A gravesite must be dug or constructed in a proper location and rituals for burial performed. After the body is interred, the geomancer performs a three hour ritual, burning incense and inscribing Feng Shui sigils into the grave. After which all attempts to effect the ghost of the buried with any power has their difficulty increased by 5.

Ward Magic

Through this ritual the geomancer can create a protective talisman for themselves or another against all forms of magic. The geomancer constructs the amulet out of rare materials such as gold or ivory. After which they perform a 15 minute rite over the charm. While a person wears the amulet, all attempts to affect them with magic they gain 2 bonus traits to defend against. These charms last for two weeks.

Intermediate Rituals

Curse of the Outcast

The geomancer must collect a piece of paper touched by their intended victim on 10 consecutive days. Each day the geomancer must spend 1 hour writing on the same paper, which is then burned. On the 11th day the geomancer must fast and perform a 12 hour ritual. At its conclusion the caster makes a contested willpower challenge against their target. For each temporary willpower trait spent the victim is down a corresponding number of social traits for all social challenges (max of 3). This curse is visible in the victim's aura. It will gradually fade at the rate of one point a month, or more quickly if the victim leaves the geomancers community.

Advanced Rituals

Harmonize Building

The geomancer must be involved from the planning stages of construction and take elaborate steps to properly site a building using Feng Shui techniques. The geomancer will add approximately 50 percent to both the time and cost normally required for the construction. During the performing of this ritual the geomancer chooses one ability they want associated with the building. All challenges using the chosen ability are at a +2 Bonus Traits when used in the building.



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