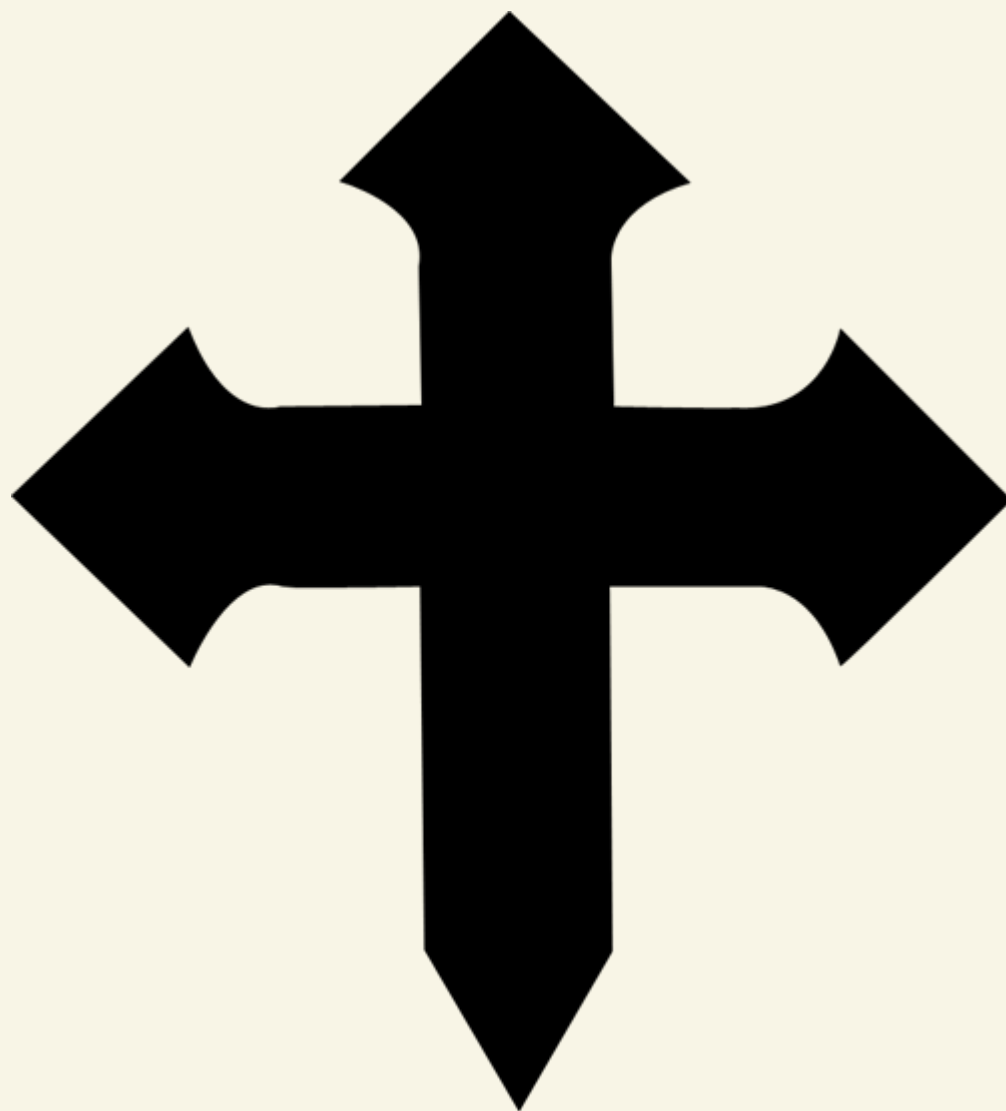


# **Deceivers, Rogues and Seekers**



**An OWbN Guide to Clan  
Raynos**

# Deceivers, Rogues and Seekers

## An OWbN Guide to Clan Raynos

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# Section 1: The Ravnos

This Genre Packet for One World by Night was written to lay a better foundation of who the Ravnos are as a clan and their origins. This packet will go over a few general rules and guidelines to playing a Ravnos in OWbN. This will cover much of the Ravnos genre as it relates to the rules in OWbN, but for a more complete understanding of Ravnos and their history, please see the Revised Ravnos Clanbook and other supplemental books. Any content or information in this packet that contradicts past coordinator approvals may be grandfathered in after local storyteller approval and coordinator notification.

## *Types of Ravnos*

Instead of adding detailed information on each section and group of the Ravnos I have instead added links to the books to gather more information, and general disclaimers. Why? Because the Ravnos are a R&U clan, and before playing one I want players and STs to read the source material for full and detailed information. This genre packet is not meant to replace the information from these books, and please read these sources before attempting to make a Ravnos.

The exception to this is the American Ravnos. These have limited information per source material, and have evolved a good deal over their time in OWBN.

## **The Jati**

Please Read The 3rd Edition Ravnos Clanbook, and Blood Sacrifice for more detailed information

Information on the castes and names are in the Glossary section

## **The Rom**

Please read the 3rd Edition Ravnos Clanbook, and V20 Lore of the Clans.

Information on the families and names are in the Glossary section

In an attempt to revamp the Rom genre within OWBN the packet is being rewritten to purge the older versions of Romani genre.

Please read the 3rd Edition Ravnos Clanbook. Any information that exists before 3<sup>rd</sup> edition will not be used by the Ravnos Coordinator's office. (In exclusion to NPCs)

## **The Ravnos Antitribu**

Please read the 3rd Edition Ravnos Clanbook, and Laws of the Night: Sabbat Guide for more information

The Antitribu can come the Rom, or Jati lines of the Ravnos. Regardless of their membership to either of these groups they are still Antitribu, and hold allegiance to the Sabbat. It is unwise to ignore their sect Allegiance to favor their Bloodlines.

- The Sadhu are also a small group of Ravnos Antitribu who seek out other Ravnos in the Sabbat as well as high ranking priests of the sect in order to spread the teachings of The Eastern Path of Paradox. Not only do these Ravnos Antitribu spread their teachings and recruit priests of the sect in hopes of gaining more influence, they also practice the art of Sadhana. For more information please consult Chaining the Beast. To join the Sadhu of the Sabbat also

requires Ravnos Coordinator Approval. For a PC to join the Sadhu (either in the Sabbat or otherwise) they must be on the Eastern Path of Paradox, and have the appropriate Code of Honor (Hinduism, Buddhism, or Jainism).

- The Dakini are a similar group to the Sadhu, except they are all female. Dedicated to Kali and Shiva this group is more militant than the Sadhu, and hail primarily from Ravnos Anti and Assamite Anti. Instead of being strictly Eastern Paradox they also openly accept the Path of Caine. Due to their nature, and being large practitioners of Sadhana, membership in the Dakini is Ravnos coordinator approval

### **The American**

The majority of this group are Ravnos who were randomly embraced, and are not part of either the Jati or Rom bloodlines

The majority of this group is a part of the Anarch sect

- To be a Camarilla Ravnos requires Ravnos and Camarilla Approval
- There are close ties to the Anarch Members to that of the New Age Anarch group. For more information of the New Age please look at the most recent Anarch Magic Packet
- In addition to the New Age there is a group of Jati who sought out peace in the Anarch movement. They are known as The Court of the Eagle, and are primarily Brahmin Ravnos. They seek to create a future where the old Castes of the Ravnos move forward as one clan.

- In exclusion to the Antitribu the American Ravnos are the most common Ravnos in the world after the Week of Nightmares.



## **SECTION II : Ways of Enlightenm ent**

### **The Path of Paradox (Western)**

The Path of Paradox is derived from the Path of Mayaparisata, but is a more selfish adaptation that the Western Ravnos twisted for their own needs and vices. Many of the Ravnos Rom families took this view of paradox with them as they traveled west, granting them a legitimate reason for disliking other Cainites and helping distance them more from Cainite society. Since the week of Nightmares and the return of the “true” path, very few Ravnos follow its tenants. The Western Path of Paradox, Like Mayaparisatya, teaches Conviction and Self-Control. (test)

### **The Path of Mayaparisatya (Eastern)**

*There are multiple versions of this path now. The one supported in this packet is the old version from Chaining the Beast. The version in V20 can be chosen by your game, but NPCs will act/react per the old version*

Followers of this path believe that all vampires are locked out of the Great Cycle, or Samsara, and this path allows them the opportunity to find enlightenment within the one single truth to this world; It’s all a lie, an Illusion. Within paradox, one finds definition. Though locked out of the cycle of birth and death, vampires on this path view themselves as agents of fate and destiny, their actions a reflection of their svadharma which they must find or interpret themselves. Once they determine their purpose, it is up to them to fulfill it no matter the consequences. Practitioners who advance in this path do so themselves, since each individual has to choose their own way, but must start studying it from a suitable

teacher. This path teaches Conviction and Self Control, for more information see Chaining the Beast and Laws of the Night.

*In addition there is a new path in V20 Lore of the Clans named Samsara. Where it is not added in this section STs and players are allowed to use it at their discretion.*

### **Hinduism and the Path of Mayaparisata/Samsara**

The Path of Mayaparisata has adopted many Hindu principles over the years, but is not a reflection of Hindu culture or concepts. Many tenets and teachings may be attractive to a vampire who was a Hindu in life, but many lessons are also monstrous and wicked, intended to show the student the ultimate lie. Hindus might say that their Dharma is one of peace and compassion, while followers of Mayaparisata may urge it’s followers to indulge in their inhumanity and to slay others of their kind depending on their svadharma. Kindred who practice Hinduism typically fall into three categories; Krishnati, Dakini and Brahmanists. For more information on Hinduism please refer to State of Grace.

## Section III : Lore

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### Ravnos Lore 1

\*You know that the primary Ravnos Disciplines are Animalism, Chimerstry, and Fortitude. Chimerstry is unique to their Clan and is used to create illusions.

\*You know that Ravnos are traditionally prone to thievery and vice, to the point where such actions have become innately compulsive and are not to be trusted.

\* You know that the Ravnos do not ally themselves as a whole with any sect in Vampire society. They are wanderers, much like the Gangrel.

\*You are familiar with the Karavalanisha Vrana (Wounds of the Night's Sword), an ancient Indian epic regarding the history of the Ravnos Clan.

\*You know that the Clan's Antediluvian is either: A) according to Noddist traditions, a man named Dracian; B) according to Karavalanisha Vrana, a creature known as Zapathasura, who was charged by the gods with hunting down a race of demonic entities; or C) according to some folklore, a Rroma named Ravnos.

\*You know that the Clan has strong ties with India and with the Rroma and that several lines of Ravnos were entirely Rroma descended.

\*You know that many Indian Ravnos follow the Path of Paradox, a Path of Enlightenment which espouses loyalty to one's jati, or caste, and fulfillment of Svadharma, or purpose.

\*You know that during 2001, a disaster known as the Week of Nightmares struck

the entire Clan, causing the Ravnos to frenzy and devour each other, except for a bunch of survivors. You know that many claim it was sparked by the rising of the Ravnos Antediluvian.

\*You know if you shut the Ravnos out of a city, they will return in greater numbers and trash it.

### Ravnos Lore 2

\*You have heard that in Noddist mythology, Dracian was Embraced by Irad, a member of the Second Generation, when he was caught stealing from his home. After the fall of the Second City, it is said that Caine cursed him with a insatiable need to sin.

\*You have heard that in the Karavalanisha Vrana, Zapathasura was a dead man wronged by great demonic beings known as the asuratizayya. You heard about the Gods granting Zapathasura immortality and power for him to pursue them to the ends of the Earth.

\*You have heard that in the Story of Ravnos, Ravnos was the son of Tshurka, a wandering Rroma who took Caine (called Kaen in the legends) into his kumpaniya as an act of kindness after they had both left Cainite society. Kaen later Embraced Ravnos after Tshurka was killed by wandering Cainites, and he in turn Embraced many of his kumpaniya.

\*You know that in every legend of the Ravnos progenitor, he is said to have made an eternal enemy of Ennoia, the Gangrel Antediluvian.

\*You know that the Path of Paradox focuses on attaining understanding of the Maya, the grand illusion of life. It claims that all Kindred are locked eternally outside of the cycle of life and death (Samsara), and hence must realign their purpose in life according to their jati and Svadharma (their True Purpose). You know the term Shilmulo refers to adherents of this Path.

\*You know that the Rroma-descended Ravnos practiced a bastardized version of the Path of Paradox, which espoused debauchery and general mayhem, and that Indian elders have, in recent nights, made attempt to revive the old Path.

\*You are familiar with the basic jati (or castes) of the Indian Shilmulo.

\*You know that it was the European Rroma-descended Ravnos who were hit hardest by the Week of Nightmares, possibly because they had a tendency to travel in kumpaniya.

\*You are familiar with the Medieval tradition of "The Treatment", in which mobs of Ravnos gang up on a Domain that has been unkind to them and attempt to spread chaos therein.

\*You have heard of legendary Ravnos such as Durga Syn, an ancient Methuselah who has an ongoing feud with the Nosferatu Baba Yaga, and whose brood was one of the only notable European groups to survive the Week of Nightmares.

\*You know that honor between Ravnos and freedom are both highly valued.

\*You know of the Right to Challenge when your honor is questioned.

\*You probably know a handful of Ravnos related Rom words, such as: Kumpaniya, Gaje, Phralmulo, Kris, etc.

\*You know that the groups the Rom Ravnos travel in are led by a Baro. You know the local Baro, if there is one in your area, and suspect he may be ruled by others.

### **Ravnos Lore 3**

\*You have heard that in Noddist mythology, Ennoia blamed Dracian for tempting her into slaying the Second Generation, and that they have feuded ever since.

\*You have heard that, in the Karavalanisha Vrana, the Gods both blessed and cursed Zapathasura. You hear that Kali, goddess of war and bloodshed, gave him a thirst for vengeance; that Indra, the god of storms and crops, gave him the gift of fertility in order to make other men to fight for him; that Hanuman, the monkey king, gave him the power to speak to animals; that Devi, the core form of femininity, gave him power over the Maya; and that Himuvaat, god of mountains, gave him the durability of stone. You know, on the other hand, that other gods refused to bless him, saying he was an unclean and polluted thing - being dead. These were Surya, the God of the Sun; Agni, the God of fire; and Brahma, the God of Creation - who left him prone to fire and sunlight, sterile and starving.

\*You have heard that in the Karavalanisha Vrana, the Asuratizayya were once known as the Siddhi, beings who were charged with tending to and protecting humanity. According to the epic, they eventually trafficked with the true demons, and were cast into their fallen state as punishment. You are aware, at this point, that these myths seem to correspond with those of the Cathayans.



\*You have heard that in the Karavalanisha Vrana, Ennoia once, like Zapathasura, was charged with combating the Asuratizayya, but was cursed by the gods because she rejected them after learning the price of her power. As a result Gangrel are thought to be forever barred from fulfilling their proper destiny.

\*You have heard that in the Story of Ravnos, Ennoia was the lover of Ravnos, and the daughter of Lilith, and that she betrayed Ravnos unto death in the hopes of being taken back into the Second City, from which she had been exiled. In the story, Kaen returned after Ravnos' destruction and cursed Ennoia for her treason. You have also heard mention of the figure of Laetshi, Ravnos' sister who was able to see into the future and predict Ennoia's treachery.

\*You know that the cosmology of Path of Paradox is tied in some ways to the Discipline of Chimerstry, and that Shilmulo claim that the power is a way of altering the Maya, or the world.

\*You are familiar with the five alleged childer of Zapathasura from which the major Ravnos Jati evolved. They are: The Black Mother, an old crone from which the Brahman Jati descends; Rakshasa, the great deceiver, who allegedly fled to Africa; Chandraputra, a great warrior from whom the Kshatriyas Jati descends; Ravana, who apparently made pacts with demons and later disappeared; and Ramessu, from which the Vaisya Jati descends.

\*You know that the Brahman develop the Discipline of Auspex rather than Fortitude.

\*You know that the Rroma-descended Ravnos are also known as the Phuri Dae to the Indian Ravnos, and that they originally

were said to have come from the Brahman Jati. Within the group however, they call themselves the Phralmulo and use the term Phuri Dae to refer to those who are able to use Auspex (unbeknownst to them, in the manner of the Brahman). The Phuri Dae also reportedly call their Indian brethren the Brahman.

\*You are familiar with the Phuri Dae tradition of the Kris, in which Rroma-born Ravnos hold communal judgement over one another; and the tradition of Patshiv, in which Rroma-born Ravnos gather to celebrate.

\*You are aware that the Ravnos have been credited with embracing such historical figures as Mata Hari (although this is disputed by the Assamites).

\*You have heard of legendary Ravnos such as Bramaparush and Gayal, two great Ravnos elders credited with the foundation of the Path of Paradox and for siring several of the largest broods of the Clan in Sri Lanka and South Asia; Ivan Krenyenko, who was simultaneously hunted by the Sabbat, Camarilla, Society of Leopold and the KGB due to his exploits; and Esmerelda, a Rroma woman (or series of women) who is said to bear a the crescent shaped birthmark that forebodes Gehenna.

\*You know the Krisnatori who keeps watch over your Kumpaniya and more or less where they are

*The below knowledge is considered a killable offense if known by members of another Clan*

**Ravnos Lore 4 (Coordinator Approval)**

\*You have at some point read a copy of the Karavalanisha Vrana. You are very cognizant of the fact that it refers to deities that did not come into existence until 4,000 years after it was alleged to be written, and that it is probably the work of a collection of Ravnos and not the writing of Zapathasura alone, as is claimed.

\*You have heard legends of the diaspora, in which the Rakshasa, Ramessu, Ravana and the Black Mother all left Zapathasura in turn, leaving Chandraputra as his one loyal Childe. You hear that Ravana gained terrible power from demons at some point and returned to taunt Zapathasura. You know that the Black Mother eventually created the lineages known as the Alexandrites and later the Sybarites, who founded the false Path of Paradox and were both renowned as pirates and brigands. You have also heard of the Phaedymites, a small group of honor-bound Ravnos who served as couriers during the Middle Ages.

\*You have heard of Bashir, and the heretical Christian Paradox cult he founded known as the Bashirites, who sought to bring about the Biblical Apocalypse in the Middle Ages.

\*You hear that it is possible on the true Path of Paradox for some Gangrel to reclaim their Svadharma, and that this belief is known as "The Gangrel Heresy" among the Shilmulo.

\*You have heard of the Sadhu, a scant few Ravnos Antitribu and Elder Indian Ravnos who serve as teachers for the Path of Paradox in its uncorrupted form. You hear that they are capable of performing great acts of blood sorcery known as Sadhana and are to be respected and feared.

\*You have heard of Ravnos Neve, Ravnos that appear to have been native to North America at the time when Europeans first arrived.

\*You have heard of the Wuzho, fanatical Phuri Dae descended from the Rroma bloodline known as the Tsurara who vow to eradicate all the undead from the Earth.

\*You have heard of some of the now mostly extinct Phuri Dae Ravnos families of Europe, including the Spanish Gitano, the English Juna and the German Sinti.

\* You know of the Kris - the Ravnos court.

\*You probably believe in the Kaen's Favored Son legend, as you now have heard much more about it

\*You are fully knowledgeable about the Path of Paradox, and capable of teaching it with some skill.

\*You are familiar with many Ravnos legends, including the Hok-Kanu Baro, the Seeds of Power and families of Vampire hunters among the Rom.

\*You have heard the other two origin tales of the Ravnos and have a view on which one is correct (depending on one's Path and background- Rom likely believe the Rom-based tale, followers of Paradox likely believe the Indian origins, others likely still believe the Cainite version).

\*You know at least one other Baro and more or less where they are.

\*You've heard of most of the Ravnos (you may make a Static Mental Challenge against 7 Traits to recognize the name of an Elder, 9 to recognize Ancillae, and 12 to recognize Neonates or those Embraced for at least 5 years).

\*There was a time very long ago when the Ravnos and some werewolves fought together to protect Rom from harm at the hands of some corrupting force.

### **Ravnos Lore 5 (Coordinator Approval)**

\*You know that Bashir made claims to have had personal contact with Christ and that the Bashirite movement specifically attempted to bring about the end of times by plunging the world into sufficient sin to give cause for Christ's second coming, and as such heavily contributed to the Western bastardization of the Path of Paradox.

\*You have heard of the Yoryari, a small splinter group of the Sybarites who founded a number of now forgotten philosophical variants on the false Path of Paradox.

\*You are aware that the arts of Chimerstry can deal lethal harm to fairies.

\*You may have some idea of the identity of others with as much knowledge as you.

\*You know of the Samadji and the true power of the Amria.

\*You recognize the signs of the passing of a Kumpaniya and can track one. You are familiar with the general travel patterns of the major Kumpaniya.

\*You understand that Phralmulo who feed on their mortal cousins absorb their power, and know of incidents in which kindred have slaughtered their Rom kin out of blood lust.

\*You know most of the Krisnatori and many of the Baros, as well as the region they are currently in.

\*You are familiar with every major decision of any Kris that has transpired.

\*You know the legends of some of the artifacts of Power and possibly the region or area they might be located.

\*You know of the actual words Kaen spoke to Ravnos (or at least the summary).

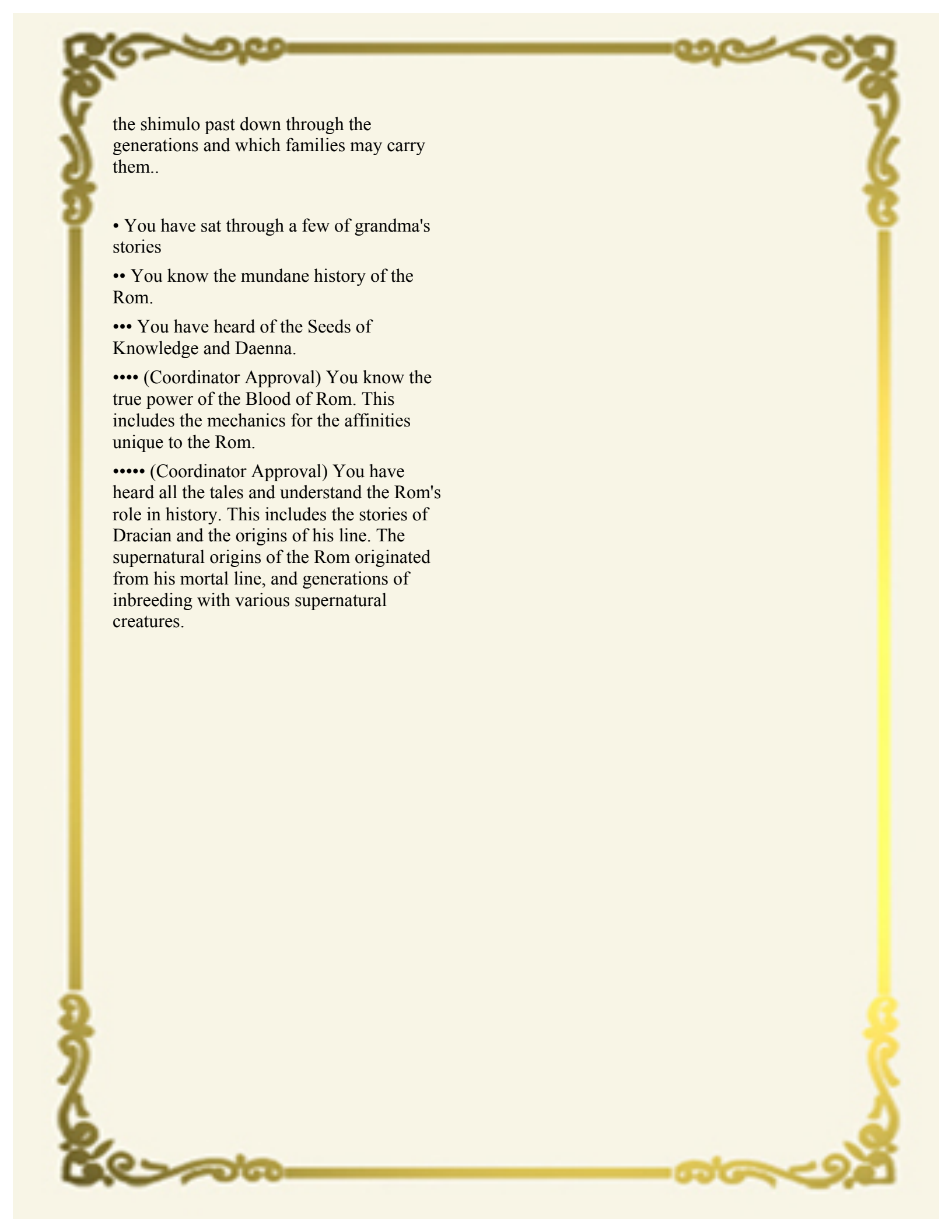
\*You know more or less where to find the Ravnos in any city.

\*You know what caused the week of nightmares, and what resulted from it.

\*All other information in the Clanbook (3rd Edition and Revised), with the key understanding that some of it is composed of half-truths, or flat-out wrong -- you simply don't know which parts.

### **Rom Lore**

This represents the knowledge of Rroma history, culture, and lore. It's most useful when dealing with the Rroma and their culture, which is filled with superstition and puzzlement to outsiders, so you don't offend them while interacting. You can also get information on Draba, powerful artifacts of



the shimulo past down through the generations and which families may carry them..

- You have sat through a few of grandma's stories
- You know the mundane history of the Rom.
- You have heard of the Seeds of Knowledge and Daenna.
- (Coordinator Approval) You know the true power of the Blood of Rom. This includes the mechanics for the affinities unique to the Rom.
- (Coordinator Approval) You have heard all the tales and understand the Rom's role in history. This includes the stories of Dracian and the origins of his line. The supernatural origins of the Rom originated from his mortal line, and generations of inbreeding with various supernatural creatures.



# Section IV : The Ravnos Arts

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## New Abilities

### *Diversion*

You have learned the art of directing the attention of others to where you wish it to be! With a social challenge you can divert your opponents attention to where you like, defender may retest with Empathy. Sample use: Trying to distract an individual just long enough so you can Obfuscate from them without an Obfuscate test (especially useful if you do not possess 'Vanish From Minds Eye').

### *Escapology*

The fine art of escaping! In any situation where you are tied up, manacled, chained or handcuffed, Escapology will be able to assist! Difficulty of test should be equivalent to the type of binding used, storytellers discretion. Escapology may not be used in any situation where the Ravnos is being grappled.

### *Legerdemain*

*Clanbook: Ravnos (1st Edition)*

Legerdemain is the art of using misdirection to fool and trick your opponent.

Legerdemain requires a mental versus physical challenge retest with Legerdemain, defender may retest with Awareness. The Ravnos uses his cunning and crafty ways of deceit to fool a victim when having to touch him or and clothing/equipment they are carrying/wearing. Sample uses: Trying to steal something from someone; like a passport in their coat pocket, or a wallet in their back pants pocket. Planting contraband on an unsuspecting victim.

### *Sleight of Hand*

*Clanbook: Ravnos (1st Edition)*

Sleight of Hand is the art of using nimble fingers and dexterity to trick others. Sleight of Hand requires a physical versus mental challenge retest with Sleight of Hand, defender may retest with Awareness. Sample uses: Basic street magic; making coins dance on your fingers, flipping things through your hands unseen, picking up objects from tables right under someone's nose without them noticing.

## Merits and Flaws

*(Some merits are regulated next to their name. Always check the bylaws for the most up to date regulations.)*

### *Brahmin (1 point Merit)*

*Lore of the Clans*

Mechanics; Once per session, you gain a free retest on a single Academics, Expression, or Ravnos Lore test. You do not have to purchase this Merit to be a member of the Brahmin jati, but only members of the Brahmin jati may have this Merit.

### *Kshatriya (1 point merit)*

*Lore of the Clans*

Mechanics; Once per session, you regain a Willpower when you successfully use a plan through the Tactics ability (see V20, pp. 274-278). You do not have to purchase this Merit to be a member of the Kshatriya jati, but only members of the Kshatriya jati may have this Merit.

*Vaishya (1 point merit)*

*Lore of the Clans*

Mechanics; Once per session, you may call on of your Backgrounds as if you had an extra

dot in that Background (up to the normal maximum of 5). You do not have to purchase this Merit to be a member of the Vaishya jati, but only members of the Vaishya jati may have this Merit.

*Antitoxin Blood (1-5 point Merit)*

*Lore of the Clans (Coordinator Approval)*

No write up edits required.

*Legerdemain (1 point Merit)*

*Lore of the Clans*

Mechanics; You are up 2 traits when using Subterfuge for physical trickery, shell games, card tricks, and so forth.

*Mute Devotion (1 point Merit)*

*Lore of the Clans*

Mechanics; When someone else attempts to command a creature you have previously controlled with Animalism, they are down 2 traits.

*Critters (2 point Merit)*

*Lore of the Clans*

See Lore of the Clans

*Heart of Needles (3 point Merit)*

*Lore of the Clans*

You are up 2 traits against all powers and Social challenges that attempt to manipulate you emotionally

*Phralmulo (1 point Merit)*

*Clanbook: Ravnos (1st Edition)*

Phralmulo represents your Rom family prior to Embrace. With Phralmulo, you are from mortal Rom blood (your sire does not necessarily need to have Phralmulo for you to purchase this Merit as it only represents your mortal bloodline).

Mechanics: Ravnos with this Merit do not need to choose a 'signature crime' as they show a general lack of respect for all laws of the Gaje.

Non Ravnos who take this merit instead gain the ability to use the merit Charmed Samadji, and access Evil Eye (this does not change the rarity of either of these items)

*You do not have to take this Merit to be a member of the Rom, but only members of the Rom may have this Merit.*

*Truth of Rom (3 point Merit) Clanbook:*

*Ravnos (1st Edition)*

You either have a knack for hiding the truth or are truly a very sincere person. Either way lies are believable coming forth from your mouth. You are granted a free retest whenever someone uses an ability or supernatural power against you that would cause them to determine if you are telling the truth..

Note: this Merit has no effect on a Bone of Lies; any other magical items are at the Storytellers' discretion.

*Honeyed Tongue (2 point Merit)*

Lies pass thru your lips as if it were the absolute truth. People tend to believe your lies no matter how insane or made-up they may sound. This merit gives you a two trait bonus when subterfuge is the retest and receive a free retest once per night on any

such challenge. These traits and retests do not apply to any power/discipline based challenge.

*Clear Sighted (5 point Merit)*  
*Clanbook: Ravnos (1st Edition)*

Illusions do not fool you. This vision may be a supernatural gift, an inborn insight or practiced skill. Vampiric Obfuscation, Chimerstry and other Disciplines or gifts that deceive most observers won't work as well as they should with you. You have an additional three traits when trying to pierce through any Chimerical Illusions or Obfuscation and receive a free retest on such attempts. Any other powers are at the discretion of a Storyteller.

*Chandala (1 point flaw)*  
*Lore of the Clans*

Mechanics; You are down 2 traits in Social Tests versus other Ravnos. You do not have to take this Flaw to be a member of the Chandala jati, but only members of the Chandala jati may have this Flaw.

*Family Enmity (2 point Flaw)*  
*Clanbook: Ravnos (1st Edition)*

This Flaw is run in the same manner as the Flaw Clan Enmity except the storyteller must choose one of the Rom families or Indian Jati of Ravnos. Just because they are a smaller group does not mean they are less deadly.

*Marhime (3 point Flaw)*  
*Clanbook: Ravnos (1st Edition)*

Something happened in your past that grievously upset or infuriated one of the Rom families. They will not actively seek you out to cause you discomfort, but should you get wind of them coming into town, it

may be best for you to leave until they have passed through. Any Ravnos with Rom Lore (appropriate level determined by Storyteller) can tell that you have this Flaw and should act accordingly depending on the family you have enraged.

*Renascut (4 point Merit)*

These are those who have been awoken by the blood of life and turned into a Ravnos. They are referred to as Renascut Ravnos, but are of the Rom Lineages. This process must take place at the fountain of life.

System: This merit alters many things, but the main systems are;

- The character mechanically becomes a Renascut Ravnos (bloodline)
- They choose between their old clans in-clans, and the Ravnos in-clans (max of 3)
- They retain their old clan flaw, and gain the Ravnos clan flaw
- Any power/combination power/lore/etc from their old clan that becomes a higher rarity due to this process becomes notify to their previous clan coord
- Any child created becomes a mechanically Ravnos

*Dances with Knives (3 or 5 point merit)*

This merit represents the character's connection to the blood affinity Dances with Knives. Due to this fact it can only be taken at character creation, and only by a Ravnos. It is possible for someone with the Phralmulo merit to purchase this merit, but at **coordinator approval**. At 3 points this merit allows the character to replace one of their in-clan disciplines with Celerity. For 5 points they gain Celerity as a 4th in-clan.



*Descendant of Dracian (4 point merit)*  
*Coordinator Approval*

You are a from the blood of the ancient bloodline of Dracian. This blood has left lingering strength in your very core, and manifests in different ways in different people. Mortals who possess this merit (be it mundane human, kinfolk, etc) have the ability to access affinities, and Pillars of Dracian (see magic section). This line has a drawback as well. The blood carries with it a three-point flaw (minimum), that can never be bought off.

*Note: This merit was formerly called Blooded Rom. To a Rom rewrite it has been removed. It no longer lowers the rarity for non Ravnos Rom to purchase Ravnos regulated items.*

*Connection to Dracian (2 Point Merit)*

The Silent Striders are the largest group of Were-creatures that are related to Dracian's line. With this connection comes certain benefits. This merit allows the Silent Strider to call upon the background Ancestors twice a month. These Ancestors can ONLY be from the line of Dracian.

Any Silent Strider who possess the Merit: Descendant of Dracian Merit may purchase this merit.

*Circle of Trust (3 Point Merit)*

You have been taken into the Circle of Trust of the American Ravnos. This allows the American Ravnos to call upon their brothers and sisters for favors and aid. Once per downtime cycle, the Ravnos may add two levels of Allies, or Contacts, that can be divided up as they see fit. This does not allow them to make actions over level 5 influence.

*Drabane (1 point Merit)*

*Coordinator Approval*

This merit represents a character's ability to use Draba. Only members of the Roma may purchase this merit, and why they are the only ones who can use them remain a mystery. (World of Darkness. Characters don't always know the truth)

**Weapons of the Ravnos**

*The Talith*

The Talith is a large heavy scarf worn around the shoulders. In the hem of the scarf are woven hundreds of small metal or glass shards and is traditionally used to entangle or disarm their opponents. The Talith is wielded by using many spinning dancing techniques. You must have had appropriate training to properly use the Talith. Without the training, the weapon is considered Clumsy x2, and only has one bonus trait. You must have performance x3 with a specialization in Talith to be considered properly trained in the use of this weapon.

Bonus Traits: +2

Negative Traits: Clumsy

Conceal: NA, Can be disguised as a scarf

Damage: 2 Health Levels

Rate: 3 (using elder levels of speed will ruin the Talith)

Availability: Must be Custom Made by an individual with Craft: Talith to be balanced and sewn appropriately. Additional rules regarding crafting are left at Storyteller discretion.

*The Katara*

The katara is a type of punch dagger from India, traditionally used in pairs, it ranges from one to three feet in length, and is designed so the blade sits over the users knuckles as an extension of the hand. The



hilt secures it in place horizontally so the grip sits inside the wielders hand, protecting it and ensuring that disarming would prove very difficult. The triangle blade is a common characteristic in it's many variants, and allows it to puncture even the toughest hides and armors, making it all the more deadly. Typically wielded by one of the Kshatria caste, they are sometimes worn by other Indian castes as a symbol of power or wealth.

Bonus Traits: +2

Negative Traits: Short

Conceal: Jacket

Damage: 2 Health Levels

Special: Armor Piercing

### **New Derangements**

#### *Dissociative Perceptions Syndrome* *Clanbook: Ravnos ( Revised )*

At first the vampire suffers as if from the Dementation power, The Haunting. If the vampire continues to overuse Chimerstry then she starts to experience full sensory hallucinations. These hallucinations can happen at any time, especially moments of great stress. They can range from seeing a friend as an enemy (or vice versa) to seeing a busy street as completely empty. The hallucinations start at relatively low scale and build up over time until they become potentially threatening to the vampires existence. If the vampire realizes she's experiencing hallucinations, the player can spend a temporary willpower trait to negate the hallucination for one scene. Storytellers should be advised that this derangement should not be used as a punishment for a Ravnos overusing Chimerstry unless it is severely warranted

#### *Illusion Addiction* *Clanbook: Ravnos (1st Edition)*

Having the ability to create any image or sensation you want with a mere thought has it's price to those of weak will. Often time wielders become lost in their own illusions, succumbing to their own dark desires all the while becoming more obsessed with the fantasy world they live in. When this derangement is active, the ravnos will sit hours on end subjecting themselves to illusions of all manner, sometimes trapping themselves in these fantasy worlds of pleasure.

# **Section V : Ravnos and Power Information**

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## **Week of Nightmares**

The Week of Nightmares was a horrible, horrible event. It should strike fear, sadness, hatred and in the hearts of all Ravnos when reminded of this fateful week. When writing a background for a Ravnos, never forget to include a description of this week. Your story about this occurrence can be some of the best roleplay you have while playing your Ravnos. Please take note that in OWbN the Week of Nightmares happened in July 2001, not in July 1999. For additional information on what happened during the Week of Nightmares, see the Revised Ravnos Clanbook pages 34-37 and the Laws of the Night Storytellers Guide pages 77-79.

## **Secrets and teaching them to outsiders**

The Ravnos have abilities and powers that are not available to others (with the exception of being taught to them by a Ravnos). Having these secrets gives them a leg up on those seeking their destruction. So why would any Ravnos teach others these secrets? The few Elders of the clan that have survived the Week of Nightmares are watching those that are teaching these secrets and are becoming more and more jealous of all non-Ravnos that are taught the Clan's special powers. The number of Ravnos has greatly diminished since the Week of Nightmares and if the clan has nothing more to offer the Kindred population as a whole, we will have our secrets used against us, and destroyed by those that seek our destruction.

## **The Treatment**

The treatment holds less weight then it once held. Once, even the thought of the Ravnos uniting as a clan and wreaking havoc on a city was enough to cause the opinions of a Prince to sway. With the depletion of numbers and the fright of being around a group of other Ravnos (thanks to the Week of Nightmares), the Treatment has become less of an option and more of an empty threat. Can the clan unite enough in these dark nights, gather strength and prove that they are still a force in Kindred society that should not be pushed around? Only time can tell...

## **Clan Prestige & Organization**

Currently, the Ravnos are not unified or numerous enough to agree on or have a system of Prestige, and even if they were they would most likely not have one. They are in agreement on one thing however, there are some that need to be either avoided or not treated as equals within the family. These individuals are Chandalas. They are low ranking Ravnos and are to be considered Caitiff. They are not allowed to Embrace and are looked down on by all Ravnos and even hunted by others. Most Chandalas are those Ravnos that follow the Path of Paradox and have been caught violating the tenants. But some have been given this moniker by teaching clan secrets to those not of true Ravnos blood.

## **Horrid Reality & other Advanced-level Chimerstry power**

According to OWBN bylaws these powers can only be learned from a tutor that is at least 8th Generation with Elder level Chimerstry or better. After the Week of Nightmares there were very few Ravnos Elders left in the world, & most of those that

are left only survived because they didn't develop their Chimerstry to a level that was able to destroy them. The others survived by being distant enough from their brethren when the Ravnos Antedilvuian's death cry forced them to seek out each other, in a crazed frenzy bent on their own destruction. Although it has been nearly a decade since that week, the clan hasn't had enough time to rebuild itself enough. Because of this, all PC's learning Horrid Reality Out of Clan, need Ravnos Coord approval before any such power is learned.

### *Disbelief*

This is a tough one - just because a vampire knows that a Ravnos can create illusions is not sufficient reason for a vampire to disbelieve everything a Ravnos does. If the Ravnos draws a coin from her purse, it very well could be a real coin. Belief is not like a water faucet; Characters can't simply turn it on or off at will. In that sense, the simple activation of Auspex isn't reason enough to allow someone to disbelieve every illusion in the room; the player must have a good reason to be sceptical and then declare a specific attempt to pierce the target illusion. Auspex helps to defeat Chimerstry in that it gives the user bonus traits against the Chimerstry. It does not give entitlement to a free 'disbelief' retest. Either way, the fact that someone has a good reason to disbelieve a Ravnos' Chimerstry-created images does not mean those images will vanish. The false nature of such images is obvious to any who can penetrate the illusion, it will remain until confronted by someone with enough presence of mind (e.g. passing her hand through the illusion) or until its nature is otherwise evident by the lack of interaction of the illusion with the environment (e.g. a permanent illusion that keeps dry under a downpour, or crossed by a car, etc.). ST's should question players on

their motivations when trying to establish disbelief.

### *Suggested rules for Chimerstry*

As a guideline for chronicle use, the following suggestions are available as optional rules at storyteller discretion.

- Chimerstry and cameras - As noted in the revised clanbook, Chimerstry does affect modern machinery such as cameras, motion detectors and other sensory devices, but will not trigger spring loaded traps or trip lines.

- Permanency - As stated in the name and description of the power Permanency, all illusions you imbue are permanent until you choose to end them or someone successfully disbelieves it.

- As a guideline a Ravnos can never have more permanent illusions active than his total number of permanent willpower. - Effects made with Horrid Reality cannot be made Permanent.

- Vampires will react to illusions as they will react to the actual thing. Blood may cause hunger, fire or sunlight may cause Röttschreck, suffering your first damage of the evening may cause Frenzy, etc.

- Chimerstry may add but not subtract. Chimerstry may add a wall or shadow for the character to hide in or behind, but cannot make the character obfuscate.

### **Ravnos Combination Discipline**

#### **Common Combination Powers (ST approval for Ravnos, Coordinator Approval for Non-Ravnos)**

*Heart's Desire*

*Revised Ravnos Clanbook, Page 68*



Required: Intermediate Auspex (Telepathy),  
Basic Chimerstry (Fata Morgana)

Cost: 10 XP

System: Use as written in the Clanbook:  
Ravnos (Revised), retests are made with  
Empathy.

#### *Mind of the Wilds*

*Libellus Sanguinis 4, Page 33*

Required: Intermediate Auspex (Telepathy),  
Basic Animalism (Feral Whispers),

Cost: 7 XP

System: This Combination Discipline permits a vampire to reach out with their consciousness, sweeping an area to quickly scout local conditions. The information gained from this act is general, not specific. Storytellers are reminded that, the character cannot determine if the beings in the scanned area are supernatural, only that they are there and if they are dangerous or not. This power is most useful for finding out what kind of animals could be called using Beckoning, for avoiding enemies while in the wilderness, or for finding a place the character can hide from the sun while they sleep. The Challenge to successfully use this power is a Static Mental Challenge against a difficulty of eight Traits. The Ability Animal Ken may be used to retest the Challenge. If used successfully, the character learns about an area about an acre in size. To learn more they must spend Mental Traits as shown on the following chart:

1. The character scans an area about four acres in size (about the size of a suburban school).
2. The character scans an area about sixteen acres in size (about the size of a city block in a major city).

3. The character scans an entire mountain pass, an entire small forest, or an entire neighborhood.

#### *Scourge the Thrall*

*Player's Guide to the Low Clans, Page 159*

Required: Intermediate Animalism  
(Subsume the Spirit), Intermediate Fortitude  
(Resistance),

Cost: 14 XP

System: This power functions exactly like Beast's Vigor, except that the recipient of the transferred damage may be a human ghoul. This power may not be used in conjunction with Beast's Vigor to gain extra "soak" actions on the same damage source.

#### *Sympathetic Agony*

*Revised Ravnos Clanbook, Page 67*

Required: Basic Chimerstry (Fata Morgana),  
Intermediate Fortitude (Resistance),

Cost: 10 XP

This Combination Discipline functions in all ways as described in the original text. It should be noted that this power gives phantom wound penalty's upon its target based off the amount of actual damage the user receives. This phantom damage is always placed after the real damage suffered by the target and Endurance does not block the pain inflicted by this power. Activating Sympathetic Agony is a reflexive action.

### **Coordination Approval for Everyone**

#### *Craft Ephemera*

*Player's Guide to the Low Clans, Page 159*  
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Required: Advanced Chimerstry,  
Intermediate Fortitude (Resistance),

Cost: 15 XP



System: This Combination Discipline functions in all ways as described in text, however the following conversions to the MET system are required. The Challenge to activate this power is a Static Willpower Challenge against a difficulty of eight Traits then expending a number of Mental traits equal to the size and complexity of the object on the chart below. The created object follows the limitations in the original text, but Storytellers should restrict attempts to create complicated modern devices in the same way they restrict making the same devices when players use the Path of Conjuring in their game. If successfully created, the object is for all intents & purposes real, & cannot be seen through or disbelieved unless a character with Elder Auspex has won a disbelief test and then spends a willpower. The object vanishes at sunrise, but remains otherwise real until then. All items created through this power have standard statistics for a normal item of their type. To create especially beautiful, or well-crafted (ie crafts x5) items through the use of this power, the user must possess the appropriate crafts ability at the appropriate level. Object's created with this power can be no larger than the person conjuring them.

1. Simple object, no moving parts (a knife, shield or chair, )
2. Complex object, no moving parts (a whip, talith or Chandelier,)
3. Complex object, moving parts (a gun, chainsaw or vault door,)

#### *Mask of Cathay*

*Revised Ravnos Clanbook, Page 68 - 69*

Required: Intermediate Animalism (Quell the Beast), Intermediate Chimerstry (Apparition),

Cost: 7 XP

System: This Combination Discipline functions as described in the original text,

but Storytellers are reminded that, just as described in the power's description, no matter how powerful & no matter what their origin, this power is effective at thwarting all attempts to discern if the character isn't a Cathayan.

#### *Nightmare Curse*

*Libellus Sanguinis 4, Page 33 - 34*

Required: Intermediate Auspex (Telepathy), Advanced Chimerstry,

Cost: 10 XP

System: This Combination Discipline functions in all ways as described in the original text, however the following conversions to the MET system are required. Attempting to activate this power costs a temporary Willpower. The character using this power must attempt a static mental test versus the traits of the intended victim. The character using this power – but not the target – may retest using the Ability Intimidation. If the victim cannot see the character using this power, but the character using this power has a personal possession, this power may be used up to a mile away by spending a second temporary Willpower.

When successfully used on the victim they see the apparitions described in the descriptive text. Additionally, they must bid an additional trait in every challenge, and are considered to have the Flaws Haunted & Nightmares (if your chronicle uses rules for testing to see if these Flaws are active consider those tests to have failed automatically) The apparitions (and the associated Flaws) remain for a duration based on the amount of blood spent by the activating character. If none is spent the duration is only until sunrise. If any blood is spent, the apparition persists through a number of sunrises equal to the the number of Blood Traits spent. The activating

character can spend multiple turns in continuous concentration to spend large amounts of vitae, but once a turn goes by without any expenditure the duration is set.

### **Ravnos Specific Combination Powers**

(The below powers are specific to one specific group of Ravnos. They are ST approval for those Ravnos (unless stated otherwise), and coordinator approval for everyone else. Any Combination Power marked Rom\* or Jati\* is for Rom/Jati approved bloodlines only (not those with the Pharmulo merit, or of mortal Indian descent)

#### **American**

*We're Not Going to Take it!*  
*Fortitude 4, Animalism 3*

Cost: 10 points

Inspired by the Anarch Ravnos this power allows the new breed of Ravnos to almost shrug off the illusions of the elders that enforce the old ways. Instead of having the old ways forced upon them the American Ravnos have learned to forge their own destiny.

System: This power is always considered active once purchased. It allows the user to expend a second willpower to retest Chimerstry defensively, and gives a free retest to disbelieve an illusion crafted by anyone lower generation than them.

*Modern Illusions*  
*Auspex 2, Chimerstry 4*

Cost: 5 points

Chimerstry of has evolved along with technology. The Anarch Ravnos being from the modern era have found a way to create interactive illusions that weave in and out of the modern age.

System: The Ravnos expends an additional willpower when using Chimerstry 4 on an existing illusion that is some form of "smart device". One imbued the Ravnos sees one thing, and outsiders see another.

Example: Ray the Ravnos has imbued his Android with Modern Illusions. Ray sends a text message that says, "This guy is a damn moron!", but as Bob the Brujah looks over his shoulder he sees, "this guy is really awesome, thanks for having him help!"

*Resist the Old Ways*  
*Chimerstry 5, Fortitude 4*

Cost: 8 points

The Elders of clan Ravnos not only wield illusions, but powerful magic. They have used both throughout history to oppress what they believe to be unclean. The American Ravnos strive to protect themselves from this fear, and have created a way to protect themselves from such magic.

System: This combination power allows the American Ravnos to resist the magics of Sadhana, and Pillars of Dracian. Once purchased it is always considered active. In all situations where they are targeted by either, the American Ravnos gain a free retest to all challenges to defend themselves. This retest may be used in addition to traditional retest (such as occult, or willpower). Finally, this combination power ceases to work if the American Ravnos ever gains either forms of sorcery (but not others).

\*\*There is an existing power within the packet that allows the same retest against Chimerstry

\*\*\*This includes Pillars of Dracian, as per the original plot is, Sadhana was used to help forge it

*Weapons of the Oppressed*  
*Chimerstry 4, Fortitude 3*

Cost: 10 points

Elders of clan Ravnos are fabled to be able to create devastating weapons with the powers of Chimerstry. Where the American Ravnos are nowhere near potent enough to forge such weapons, they have created a way to forge their will into weapons to be feared.

System: This combination power costs one willpower, and one blood to forge the weapon. The weapon can be whatever the creator chooses, but requires a crafting challenge, difficulty 7 (STs can increase this difficulty for more complex weapons). The weapon itself lasts for a scene, or hour, and only the creator may wield it. The weapon itself uses the base stats from the book the game they are in uses (Laws of the Night, Dark Epics, House Rules, etc.). In addition to these base states, the weapon gains a "High Caliber" challenge to add an additional level of Chimerical damage. This "High Caliber" damage may be disbelieved, but until such disbelief comes, this "High Caliber" damage is considered "unsoakable lethal/Armor Piercing". Once this damage is disbelieved, no further "High Calibers" will affect the target.

\*\*This is actually a weaker version than something you can do with Horrid Reality

*Ravnos Don't Lie!*  
*Chimerstry 2, Auspex 2*

Cost: 6 points

Part of survival is being able to lie your way out of many situations. Some call it bending the truth, some call it a silver tongue, but the American Ravnos all have their way to sneak a lie through the most observant detectors.

System: This power costs a blood and a willpower to activate. For the next scene or hour, the American Ravnos is shielded from attempts to determine if they are lying. All powers that do not require a challenge, or are a static challenge, to tell if the American Ravnos is telling the truth (such as Ear for Lies, Aura Perception, etc.), the American Ravnos always reads as truthful. This power does not prevent attempts to "dig" through their mind, such as Auspex 4, or powers that force them to answer questions, such as Dominate.

### **Rom**

*Mediumship (Coordinator Approval)*  
*Auspex 5, Chimerstry 4*

Cost: 14 points

A power forged in a similar manner to The Evil Eye. A group of Matriarchs found a way to awaken this power from their Blooded Rom cousins, and it manifested in a way different within the vampire blood. This power allows the Rom to travel within the Shadowlands, but not without risk.

System: With the expenditure of a temporary willpower the Rom has the ability to project themselves into the Shadowlands in a manner similar to Psychic Projection. While projected the user has as many health levels as temporary willpower, and may interact with the realm of the dead for one night, and are forced back to their body when the sun rises over their resting shell. Their body is empty, and can be possessed



by any spirit or wraith in a similar fashion to Psychic Projection. At any time the user may declare they are returning to their body, but in combat this does not happen till the end of the round in which it was declared.

While projected the user may use any social and mental power that does not require blood, and should their temporary willpower be exhausted their soul is forced into a state similar to harrowing, and do not return to their body for a month.

### *The Sight*

*Auspex 4, Chimerstry 2*

Cost: 10 points

Long have the Rom been known for their ability to see the future. Be it through the cards, dice, palm reading, or some other medium they can see the destiny of someone. This is not always a good reading, and can turn negative quickly. This can be general information, or based around a task the person is undertaking.

System: The Rom reads someone's destiny via whatever medium they use. This process can take no less than 10 minutes of interaction, and is followed by a static mental challenge difficulty 7, retest enigmas. At ST discretion this challenge can become more difficult based on what situation they are trying to divine. All information given is entirely at the discretion of the ST running the fates, and should not be used as a reason to solve a plot entirely. Multiple uses on the same situation will give no new information.

If successful the fates have blessed the target with good fortune. The STs may give some piece of information about their future, or task, but mechanically will give the target one Luck\* retest on their upcoming scene. This retest can not stack with other Luck/Oracular ability/Prophecy based retests. If the fates turn against you (the

static challenge is failed) the target instead will lose a challenge in the next scene (chosen by the ST). This challenge can still be retested per normal, but will come at the worst possible time

Example of a failure: Bob the Brujah has his fate read, and the fates turn against him. He goes to break into a store, and the security challenge to hide from the cameras the ST decides he automatically loses his initial test. He is allowed to retest, but the initial challenge is simply lost as the fates turn against him.

### *Blood Scent (Coordinator Approval)*

*Auspex 1, Chimerstry 3*

Cost: 7 points

The Tsurara / Wuzho have long been known for their ability to smell their targets via smell. Since they primarily hunt vampires for preying on the Rom they smell the very blood within their system. This power is rare among vampires due to the fact the Tsurara / Wuzho despise them, and it should not be common once embraced.

System: This power works mechanically the same as the combination power Scent of Caine that is outlined in the most current Tremere Packet. The only difference is the user is up 2 traits when using this power on a Ravnos.

## **Ravnos Antitribu**

### *Induce the Nightmare*

*Chimerstry 5, Animalism 5*

Cost: 15

Many of the Antitribu have been embraced after the Week of Nightmares, but an interesting side effect of those that survived



the Week has spread to their mass embraced offspring. Maybe it was through ritae, maybe it was simply random, but either way this power was born. By focusing their rage the Antitribu can cause a blood frenzy similar to one that spread around the world during the Week of Nightmares.

System: This power costs a blood and a willpower, and requires line of sight on the target. Once activated the Antitribu makes a contested social challenge, retest Subterfuge, to use a combination of Horrid Reality, and Drawing out the Beast, to force the target into a state of blood frenzy. Mechanically the target must make a Self-Control/Instincts challenge, difficulty 4 for non Ravnos, 5 for Ravnos, that cannot be ignored by expending a temporary willpower, the challenge must be made. If lost, the target immediately enters a blood frenzy, but will only target other vampires. This frenzy lasts the remainder of the scene or hour, and will not stop frenzying unless a power, such as Quell the Beast, is used on them.

If the target wins the Self-Control/Instincts challenge they still feel the frenzy, but instead are down 2 traits on future Self-Control challenges, from the sight of blood, for the remainder of the scene.

### *The Illusionary Cup*

*Chimerstry 2, Animalism 3*

Cost: 6 points

Many who follow the paths of Paradox can not willingly bound themselves. The Vaulderie is no different (see FAQ for more information). This power was created by those who follow the various paths of Paradox as a way to use deceit to circumvent violating their path every time they perform this Ritae.

System: This power costs a blood and a willpower to use. Once activated it allows the Vampire to conceal the fact that the

blood does not get consumed. Instead, the blood simply runs down their face and disappears as part of the Ritae. This action does not cause the Ritae to be violated, and can only be disbelieved if the challenger has cause to suspect trickery (and then normal disbelief challenges apply). Given that vinculum ratings can fluctuate up or down or even remain the same, the Vampire's attitudes toward the challenger (or another) do not count as "having cause."

### **New Ravnos Affinities**

Affinities are unique powers that may be purchased for those whose blood descends from Dracian. Dracian spread his blood wide and fair, but a character may only descend from one line of Dracian. As such a character may only have one Affinity and they cannot teach it to another.

These Affinities are not limited to any one creature type. Any being who is a Descendant of Dracian may purchase them.

Experience costs for Affinities are based on the character's creature type at time of purchase. It is considered "in" Tribe/Breed/House/Clan cost.

All Affinities are ***Coordinator Approval***

### *The Evil Eye*

Much like the fabled curses that the Descendent of Dracian can wield this power allows the Descendent of Dracian to curse those that oppose them.

Mechanically this power works exactly like the Duranki version of this power explained in the most recent Duranki/Assamite sorcery packet. The exception to that packet is this power is purchased and works mechanically like an affinity, not a path of sorcery. In addition, all uses of this affinity require line of sight.

The character must have between a 1-5 point Flaw: Curse (determined at the time of purchase). Should this curse ever be bought off the power ceases to work.

### *Spirit of the Wolf*

Some of the Rom claim lineage from Lupines and developed this affinity as a result.

- The character spends 1 willpower point and gains 1 additional action in combat for 1 round. This action may only be physical in nature.
- The character spends 1 willpower and makes a contested social challenge retested with occult against a mortal. If they succeed the mortal is immune to the Delirium for one scene or an hour.
- The character spends 1 willpower and gains claws for the next scene or an hour. During that time their brawl attacks do aggravated damage.
- You may choose and activate a basic Tribe or Homid Garou Gift. All costs of rage and gnosis are replaced with willpower. The gifts are from the Tribe chosen at creation. This power may only activated once per scene.
- The character spends 1 willpower and howls. They then make a contested Social challenge against all who can hear the howl retested with Occult. If a victim fails, they will turn and flee as fast as possible. Those who succeed are still down two traits in all challenges against the character. This effect lasts a scene or an hour.

### *The Sight*

The sight allows those Descended from Dracian the ability to see into the past and

the future. When looking into the future STs should be as cryptic as possible.

- The character spends 1 willpower trait makes a static mental challenge retested with occult at a difficulty of 10 for an object or location. Against another person, this challenge is contested. If you succeed the character can see up to two days into the past and two days into the future.
- The character spends 1 willpower trait makes a static mental challenge retested with occult at a difficulty of 12 for an object or location. Against another person, this challenge is contested. If you succeed the character can see up to six days into the past and six days into the future.
- The character spends 1 willpower trait makes a static mental challenge retested with occult at a difficulty of 14 for an object or location. Against another person, this challenge is contested. If you succeed the character can see up to 20 days into the past and 20 days into the future.
- The character spends 1 willpower trait makes a static mental challenge retested with occult at a difficulty of 16 for an object or location. Against another person, this challenge is contested. If you succeed the character can see up to 45 days into the past and 45 days into the future.
- The character spends 1 willpower trait makes a static mental challenge retested with occult at a difficulty of 18 for an object or location. Against another person, this challenge is contested. If you succeed the character can see up to 60 days into the past of future.

### *Mediumship*

This Affinity allows the character to separate her spirit and travel the lands of the

dead. The character must spend 1 willpower trait and her mastery in Mediumship determines how long they may remain in the shadowlands. In all ways, this power works identical to Astral Projection, but for the Shadowlands.

- The medium may remain away from her body for up to six hours at a time. Every hour after that time the characters body takes 1 level of unsoakable lethal damage automatically.

- The medium may remain away from her body for up to twelve hours at a time. Every hour after that time the characters body takes 1 level of unsoakable lethal damage automatically.

- The medium may remain away from her body for up to one day. Every hour after that time the characters body takes 1 level of unsoakable lethal damage automatically.

- The medium may remain away from her body for up to one week at a time. Every hour after that time the characters body takes 1 level of unsoakable lethal damage automatically.

- The medium may remain away from her body indefinitely, although, as always, if her body dies, she dies as well.

#### *Draba*

This affinity allows for the creation of Draba. Determines what level of Draba the character can make. The experience cost of this affinity is equivalent to an out of clan discipline. To create a Draba requires time effort and the cost of 1 willpower trait per Draba created.

- Create a Level 1 Draba.

- Create a Level 2 Draba.

- Create a Level 3 Draba.

- Create a Level 4 Draba.

- Create a Level 5 Draba.

#### *Faerie Threads*

Those with the blood of the Urmen may purchase the Faerie Threads affinity. The experience cost for these affinities are equivalent to out of clan disciplines costs. These powers are unique to each Urmen, but usually manifest in ways of basic or intermediate Charms.

- This power is always considered active once purchased. The character is always considered Enchanted in terms of Changeling the Dreaming. They may use their changeling art once a month.

- You may use your changeling art twice a month.

- You make a static Mental Challenge retested with Occult at a difficulty of 10 to determine if one of the Fae has been at a location recently. Additionally you may use your changeling art three times a month.

- You may use your changeling art four times a month.

- You may use your changeling art five times a month.

#### *Patteran*

Those of the Phuri Dae blood of Dracian have developed a unique ability to understand the threads of reality and understanding that the normal human mind cannot comprehend.

### •Eyes of the Child

When faced with a problem the character cannot solve the character may make a static Mental challenge retested with Enigmas at difficulty determined by the storyteller in relation to the complexity of the problem. If the character succeeds they gain the answer to the problem.

### ••Intuitive Understanding

When holding any piece of writing the character may spend 1 willpower trait and make a static mental challenge at a difficulty of 10 retested with Enigmas. If the character succeeds they gain the intent of the author and what they were trying to convey.

### •••Tales of the Blood

The character spends 1 willpower and tells a tale of a grand nature. When completed all those who listened gain 1 bonus trait on all challenges associated with a specifically chosen ability that relates to the tale told. This bonus lasts for the remainder of the night.

### ••••Noahe's Knot

The character may ask a question and gain an answer. However, they must sacrifice something in relation to the question. If the target of the question is another person; they must have a sympathetic link to that person. The character makes a static mental challenge at difficulty 10 retested with enigmas. During this challenge the character risks 1-5 mental traits on the challenge. If they succeed they will gain information as follows based on the traits risked. Once used, with a win or fail, the sympathetic link is destroyed.

One Trait Risked: The character learns one specific, useful fact.

Two Traits Risked: One general concept also learned.

Three Traits Risked: The character learns a key piece of information about the subject.

Four Traits Risked: The character learns the general history of the subject.

Five Traits Risked: The character learns all information he needs to know about the subject on hand.

### •••••Shadow Walking

The character spends 1 willpower point and allows their spirit to travel into the Penumbra. In all ways this power functions exactly like Astral Projection but for the Umbra instead of the Astral Plane.

### *Blood Sense*

Those of the Tsurara Blood have gained the affinity to sense different types of supernaturals via their blood. All costs for this affinity are equivalent to an out of clan disciplines. The sense the blood of someone the character spends 1 willpower trait and makes a Static mental challenge at difficulty 8 retested with occult.

•The character can tell if the person has Romani Blood, and further more if they have any blood purity what level they have.

••The character can learn if the target is a mage and a rough idea of their Tradition.

•••The character can learn if the target is a vampire or werewolf.

••••Once the blood of a vampire, Rom or werewolf has been first sensed, the character can "smell" the person's blood from up to one mile distant simply by concentrating on it.

•••••At this level the character can sense a known quarry up to three miles distant.



Additionally, the sensor can determine what physical state the subject is in active. Wounded, asleep, etc.

#### *Custom/Unlisted Affinities*

Any and old custom or Affinities not listed here are Ravnos Coordinator Approval.

#### **New Background (Coordinator Approval)**

##### *Blood Purity 1-5*

This represents a Rom's vitae from their mortal cousins known as Blooded Rom. These are an actual creature type, and not a mere human holding heritage to a family. The amount of Blood Purity a Ravnos holds is the amount of Blooded Vitae the Ravnos can hold within their system. This does not go over their generational cap, but this vitae can be used to fuel Draba without the willpower expenditure, or the challenge. This vitae is always used first from the vampires blood pool.

*Note: Only those who possess the merit Drabane may activate Draba.*

##### *Camp 1-5*

This background represents a local camp or carnival that moves through your area of influence. It can be used in the following ways; To mimic 1-5 levels of allies, contacts, or herd. One special note on the herd is if you also have levels of the Blood Purity background you may use these levels to refresh your Blood Purity Pool.

##### *Draba 1-5*

Your family or sire has gifted you with an item of power. You are expected to carry this powerful Draba until you sire your own progeny, then pass the gift on to her. Power levels of Draba vary greatly; an item may

give bonus traits on certain actions, or provide the user the benefit of some basic or intermediate power's. A Draba is activated by spending a genre appropriate trait, or a Willpower trait, with a static Willpower test vs. (level of the background) traits, the effect's last for a scene or hour, whichever comes first. You should work with a Storyteller to determine the power and the final value of the object.

Note: Only Ravnos/Blooded Rom/Phralmulo may activate this item, as it is attuned to the blood.

System: Multiple versions of this background can be taken to represent multiple items. Levels 1-3 of this background (per item) is simply ST approval, but 4-5 require Coordinator Approval. Draba do not stack, but multiple may be active. (Example: Rob the Ravnos has a Draba that grants him one trait on social challenges, and a separate one that gives two traits on leadership challenges. He will only be able to benefit from one, or the other)

Each level invested provides one of the following;

1 level of the background

+1 trait on a certain type of challenge, or attribute category (Max 3)

2 levels of the background

+1 Health level of armor, or +1 level of damage to a weapon (may not exceed +1)

3 levels of the background

A luck based retest/ability based retest

4 levels of the background (Coordinator Approval)

Unique effect, or basic power

5 levels of the background (Coordinator Approval)

Unique effect, intermediate power, cannon Draba (from printed references such as WoD: Rom)

### Glossary of Terms

*Asuratizayya (a-zoor-ah-tih-zeye-yah)* – The legendary enemy of the Ravnos Clan. Depending on your tradition, these could be the Cathayans, the European Antediluvians, or literal infernal demons. Their name means “demons that can be counted” in reference to their inability to reproduce.

*Brahman (brah-min)* – A Bloodline named for the mortal Brahmans of India, the name is also the term used for the ultimate Hindu god & the Hindu transcendental oversoul. They were created by The Black Mother (see above) & are considered one of the original Jati. Unlike other Ravnos they have an affinity for Auspex & a Malkavian-like capability for prophecy.

*Chandalas (-kahn-dal-ah)* – The Jati that are second-class citizens of the Ravnos. Unlike other Ravnos Jati you become a Chandalas as an eternal punishment for either teaching Chimerstry to an outsider or (if on the Path of Paradox) for grossly violating the Path of Paradox.

*Draba* – An item of power, or a term for any sort of Rom magic.; see WoD: Rom for further information.

*Jati (jah-tee)* – The Ravnos Clan is organized into groups based on a member's mortal extended family. These groups are called Jati (both singular & plural). The term comes from the Hindi word for caste.

*Karavalanisha Vrana (ka-rah-val-an-ish-ah vra-nah)* – “Wounds of the Night's Sword” – Easily likened to the Iliad, this is an ancient epic poem that has been handed down within the Ravnos Clan. Traditionally, an Indian neonate would learn the Clan's origin story by reading this poem.

*Kshatriya (kshat-ree-ya)* – Named for the mortal Kshatriya of India. They were created by Chandraputra (see above) & are considered one of the original Jati. Their mortal families were almost wiped out during a mortal civil war. Their job is to lead the war against the asuratizayya.

*Kumpaniya (koom-pan-eye-yah)* – A group of Rroma mortals that travel together, often concealing a Ravnos or a Ravnos coterie within them. Mortals once called them Rom because many of them claimed allegiance to the Alexandrites (who were based in Egypt).

*Mayaparisatya (meye-ah-pair-iz-awt-yah)* – The name for the Ravnos Clan's “Eastern” or “true” Path of Paradox.

*Phuri Dae (fur-ee day)* – A lineage of the Brahman Bloodline, their name is the Romani term for an “older woman.” They left India & traveled to Europe along with a dark age immigration of the Rroma.

*Samadji (sah-MAHD-jee)* – Literally, “heirloom”. A powerful artifact or “draba” passed from sire to child among the Rroma Ravnos.

*Shilmulo (shil-mool-oh)* – Any vampire (be they a Ravnos, a Kindred, or a Cainite)

*Sudra (shoo-dra)* – The formal term for a ghoulish that is kept by a Ravnos. Named for the mortal Sudras of India, who were responsible for doing untrained labor (unlike the other Hindu Varnas the etymology of the word Sudra is not known).

*Svadharmā (svad-har-mah)* – This term falls somewhere between your nature & your destiny. Usually this is a role you're supposed to be fulfilling. In the big picture

this is the single reason that fate needs you to exist. Everyone is believed to have one.

*The Week of Nightmares* – A roughly one-week span of time in the year 2001. During this week the Ravnos Clan's progenitor was attacked by unknown supernatural forces using several nuclear devices. While he was being attacked the entire Clan snapped awake (even from torpor), lost control of their Chimerstry, and suffered Chimerstry-created illusions of the combat. Everyone that knew Elder-level Chimerstry or better at the time is believed to have been destroyed by their own uncontrollable illusions.

*Vaisya (vays-ee-ah)* – Named for the mortal Vaisyas of India, the name means “to live.” They are considered one of the original Jati. They are charged with protecting the Masquerade & influence over mortal society. Rroma Families

*Kalderash* - The Kalderash have taken to the lands in the far east, traveling where most of their kind fear because of the Kuei-jin., specifically Japan and China. The family itself is fairly wealthy and prides itself on their amassed riches of samadji and trinkets from lands of the east. Being so far from the rest of the families has made them strange and distant to the rest of the Rroma, seldom do they attend Patshiv.

*Lupines* - The Lupine Rom family has close ties and dealings with the Garou and keep far from Kindred whenever possible. No Ravnos is Embraced from the Lupine Rom without at least the enemy, or hunted, flaw.

*Phuri Dae* - The fortune-tellers and spiritualists of the Rom, the Phuri Dae are exceptional seers. They closely guard all the stories of the Rom told for many generations. These gifted tricksters replace Fortitude with Auspex as one of their starting in clan disciplines.

*Ravnos* - Most Rroma Ravnos come from this family. The Rom mortal family of

Ravnos houses the most Kindred Rom Ravnos. Unlike most other Kindred, the Ravnos from the Ravnos Rom lineage keep track of their mortal families and stay in touch with them over their unlife.

*Tsurara / Wuzho* - This Rom line is a small, tight knit bunch of Vampire hunters. They embrace from all of the Rom families, forming their own family called Wuzho. The Wuzho are the self-proclaimed protectors of the Ravnos. They are solely determined to end the existence of all Vampires.

*Urmen* - The Urmen have relationships with the faeries, or Changelings. They will chase them and follow them for years just to study their ways. Some Urmen are even said to possess the blood of the Fae. They are a small family that is currently located solely in Russia and Greece. The Urmen must learn Chimerstry as far as possible before learning any other discipline; they may not expend experience points on any other discipline until this pinnacle has been reached.

Indian Jati Jati is the Hindi word for caste. From the Indian Ravnos, these bloodlines were just as important as their mortal lineage. Since the Week of Nightmares however, the bloodlines have become less important, survival becoming more important on their list of things to worry about.

*Brahman* - The Brahmans are the keepers of the secrets of “Ways of Mayaparisatya” and have the gift of sight. They are spiritual advisors, philosophers and serve as advisors to the other castes. The Brahman work very closely with the Kshatriyas to divine the locations of their enemies. Brahman Ravnos replace Fortitude with Auspex as one of their starting in clan Disciplines and traditionally follow the Path of Paradox.

*Kshatriyas* — Kshatriyas are the Indian Ravnos' traditional warriors. They are more militaristic in their nature and are the first line of defense against the asuratizayya.



During the Week of Nightmares, many of the Kshatriyas fell, but they have been rebuilding their numbers in recent years. Most Indian Ravnos fall into this category.

*Vaisyas* - The Vaisyas are Embraced from the merchant class and are best suited for dealing with the mortal populace. They usually have many contacts and influence with mortal society even before their Embrace and maintain them afterward. Their typical and more troublesome role is, handling masquerade issues after the Kshatriya 's "Military maneuvers ", for which they have become adept in dealing with.

*Chandalas* - Chandalas are the lowest ranking caste and it's members are forbidden to Embrace, so they don't spread their impure blood and ideals. Caitiff are considered to be Chandalas also, as well as any member of a clan outside the Ravnos who comes to India. Sometimes Ravnos caught breaking the tenets of Paradox are demoted to this caste, though eventually given opportunities to improve their standing through duties.

*Sudras* - Sudra are not actually a true jati, rather a description of those who serve, Ghouls and Mortal retainers. Ravnos never embrace from this group, if the individual was meant to be worthy of the embrace it would have happened rather than becoming a servant. Unfortunately they also tend to be a Ravnos scapegoat, getting left behind to take the blame for others deeds.

*Ravnos Antitribu* - The Ravnos of the Sabbat function much the same as their independent brethren, typically keeping to a nomadic lifestyle with few restrictions on their freedom. The majority of the Antitribu are Gaje, or foreign. Very few Rom or Indian Ravnos joined with the Sabbat during its formative years, so those ethnic groups have far less of a presence in the Sword. After the Week of Nightmares, however, a greater

amount of Indian and Rom Ravnos are seeking protection and safety within the auspices of the Sabbat. These recent converts, in many cases, still keep in contact with their independent counterparts.

*Renascut*-Those who have been changed from their embrace clans into a Rom Ravnos



# **Section VI : Sadhana / Rom Sorcery Guidelines.**

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## **Introduction**

Although there is no associated game mechanic, some sources state that these Ravnos (when they lived in India) were more likely to practice a style of Indian Thaumaturgy called Sadhana. They do not have access to this Discipline inherently – neither as a Favored Discipline nor in the way that the unrelated Samedi Bloodline have access to Necromancy – but in India they once learned these magics. When the Ravnos traveled to Europe this style of blood magic died out in the Western portion of the Clan. As modern members of the Clan move out of India there are new opportunities to learn this magic, but a character has to learn Sadhana from someone who already knows its ways. The additional requirement for Ravnos who practice Sadhana is following the Path of Mayaparisatya (Path of Paradox) as well as possessing the merit (Code of Honor : Hinduism, Buddhism, or Jainism) to reflect their beliefs. Sadhana is found in several places not covered in the current Setite Sorcery packet. Though the majority of this packet takes from that packet, it changes a few minor things to better reflect the difference between Daitya Setites and other practitioners of Sadhana. As only the Daitya Setites use the Sadhana section of the Setite Sorcery packet, this packet was necessary to bridge the gap.

## **Sadhana**

Sadhana is detailed in Chapter Three of Blood Sacrifice: The Thaumaturgy Companion. In order to teach, learn, or use Sadhana, practitioners must possess the Merit Code of Honor: Hinduism, Buddhism, or Jainism to reflect the faith in those religions.

Teaching Sadhana requires the teacher to have Three Advanced paths of Sadhana, the ability Occult x5, and the ability Lore: Sadhana x3.

Like Hermetic Thaumaturgy, Sadhana paths call for a Mental Challenge (unless otherwise noted) and rituals function the same. Unlike Hermetic magi, a sadhus must learn the Meditation ability to practice her sorcery. A Sorcerer cannot employ path magic at higher level than her Meditation ability rating, though they may perform rituals at a higher level. They still know their primary path to the level that has been purchased; they simply lack the spiritual force or focus to use it. When the player raises their character's Meditation Trait, they can use the path to a higher level. At Storyteller's discretion, a sadhu's player can retest Sadhana with Meditation instead of Occult—but at the cost of the power taking as much time as a ritual of the same level. Meditation it is not quick.

\*In exclusion to Daitya, all others are considered \*Rogue\* learning all Sadhana paths and rituals at Coordinator Approval.

## **Pillars of Dracian**

This magic originates from the ancient known as Dracian. Many stories are told of him, but one part that seems to be true is his innate connection to the World Tree. This connection gave him magical prowess beyond that of any mortal of his time.

Due to the fact Dracian was a normal human prior to this his descents are from all different walks of life. Many have become other creatures, many are normal humans with no idea of their origins, and some believe Dracian is secretly the founder of clan Ravnos.

This paradigm comes in two forms. One is a style of Blood Magic (previously known as Rom Sorcery), and the other is an Affinity that works exactly like Hedge Magic. This is designed to make these backgrounds available to other genres besides vampire. Vampires may only have Blood Magic.

The rarities of Pillars of Dracian are identical to Sadhana. The only difference is Sadhana specific paths and rituals are not available to Pillars of Dracian.

### **Rom Sorcery**

Rom Sorcery was unlocked by a Ravnos Antitribu named Sam "Wyldcard" Sullivan. He believed it to be tied his heritage as a Romani, but in reality, he found a way to activate his access to Pillars of Dracian. Where Rom Sorcery is no longer a paradigm it gives, them access to the Awakening Charm.

The Awakening Charm was the original catalyst for unlocked Rom Sorcery. Now? It is what a "Rom Sorcerer" needs continue Wyldcard's work. Each Awakening Charm is a minimum of three pounds, and must entirely cover an eye. The center of the charm is red glass, and is used to view magic in a fashion similar to Thaumaturgy Sight. Instead of being able to identify magic the user is able to attempt to "steal" it for themselves.

If a ritual is purchased they purchase it at an increased cost. Similar to Aljusuri, the ritual

is purchased at one level higher, and one point higher. Example: Steve buys the basic ritual: Trees are Awesome. Since its outside of the Pillars of Dracian paradigm it must be purchased at intermediate opposed to basic. In addition, there is an additional point added (Total cost being 5 points)

### *Awakening Charm (Draba) 5 point Background.*

Mechanics; See write up in the Backgrounds section of this packet.

The Awakening Charm was the catalyst created by Wyldcard to steal magic from his victims. The Draba itself must have some form of red class within its build.

Once activated, the user may look through this glass and attempt to "steal" magic from others. They must witness it several times, and in more than one occasion.

These rituals come at a cost. They are purchased at one level higher, and one point higher. Example: Bob the Rom watches Steve the Tremere use Ritual of Awesome several times. Ritual of Awesome is a basic ritual. Bob the Rom must purchase the Ritual of Awesome at intermediate, and one additional experience (total of 5 points)

### **The Sadhu**

Sadhu is the traditional Indian name for those who practice Sadhana. Traditionally, the primary clans in India who practice this magic are Daitya Setites, Brahman Ravnos, and Ventrue from the Danava line in India. These core groups of Vampires do not commonly leave India, and their brand of blood magic is hardly known outside the subcontinent. Western vampires are far more likely to run into Sadhu inside India than anywhere else. This is often a dangerous proposition, as large amounts of the

subcontinent are under Independent Ravnos rule, when they aren't actually controlled by the Cathayans. As such all Non-Daitya Sadhana practitioners require Ravnos Coordinator Approval. For more in depth information on the blood magic of India, please consult Blood Sacrifice: The Thaumaturgy Companion.

### The Alchemist Guild

The Children of Dracon are renowned Alchemists. After stealing the research of Wyldcard they were able to create a potion that altered their very blood. Doing so allowed them limited access to sorcery.

This paradigm is mechanically Pillars of Dracian, but as they are trying to alter their blood it is never as potent. They may not purchase the background Blood Purity, and only gain access to rituals.

Once they gain the merit Dragon Blooded (see the Sabbat Factions packet), they may then gain access to Paths.

### Paths and Rituals

Rarity System

Rarity 1: Storyteller Approval

Rarity 2: Ravnos Sadhana Subcoordinator Approval

Rarity 3: Custom Paths and Rituals; Ravnos Coordinator Approval

*\*Primary Path: Path of Blood (Path of Kali)*

Path Name	Rarity	Location
Alchemy (Rasayana)	1	LotN Storyteller's Guide
Path of Blood (Path of Kali)	1	LotN Revised
Path of Blood Nectar	3	Blood Sacrifice
Path of Conjuring	1	LotN Revised

(Brahma-Vidya)		
Elemental Mastery (Yaksha-Vidya)	1	MET Camarilla Guide
Focused Mind (Echos of Nirvana)	2	LotN Storyteller's Guide
Hands of Destruction (Hands of Mahakala)	1	LotN Revised
Path of Karma	3	Blood Sacrifice
Movement of the Mind (Rishi's Hand)	1	LotN Revised
Oneiromancy (Lakshmi's Wishes)	2	LotN Storyteller's Guide
Path of Duat (Path of Yama)	2	Blood Sacrifice
Path of Praabti	3	Blood Sacrifice
Snake Inside (Temptation of Mara)	1	Blood Magic
Spirit Manipulation (Asura-Raja)	2	MET Camarilla Guide
Lure of Flames (Breath of Agni)	1	LotN Storyteller's Guide

### *The Path of Blood Nectar*

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion pg. 62. All levels function as published save that activation requires a Mental Challenge (difficulty five + level of the path being used).

### *The Path of Karma*

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion pg. 63. All levels function as published save as detailed below.

•Threads of the Past

System: This power requires a Static Mental Challenge against the target.

••Weave of the Future

System: This power requires a Static Mental Challenge against Traits.

•••Certain Fate

System: This power requires a Static Mental Challenge against the target.

••••Past Lives

System: This power requires a Static Mental Challenge against the target to use on others, or a Static Mental Challenge against eight Traits to use on one’s self. Using the power on himself allows the sadhus to gain one Ability Trait of her choice (no single Ability may be raised above three) for one scene. The types of Abilities obtainable through this power are limited to those that would reasonably have been available to the character during a prior lifetime.

•••••Master of Samsara

System: All uses of this power require a Mental Challenge against the target, and the expenditure of a permanent Willpower Trait upon the successful Challenge. OWbN Bylaws and R&U standards must still be followed when using this power.

*The Path of Praabti*

The original Publication of this path is in Blood Sacrifice: The Thaumaturgy Companion page 64. As it requires no MET conversion save that it uses Mental Challenges as detailed for Sadhana, please use it as published. The difficulty of the Mental Challenge matches the distance travelled, with the difficulty increasing as higher levels are necessary (5 traits for the Basic levels, 7 traits for the Intermediate,

and 9 traits for the Advanced). Teleportation to a destination the magician has never seen or been to before is problematic; If attempting, a simple test is made upon successful casting. A win indicates the character ended up where intended, a tie indicates a small variation but close to target, and a loss indicates a catastrophic failure to be determined by the ST.

Path of Praabti is an ancient sorcery. It cannot be simply stopped by a trinket or device. Praabti may not be prevented by magical items, combinations powers, or other means.

The few means that DO work include; Thaumaturgical Counter Magic, Sadhana custom content that specifically includes Praabti as a pre-requisite, and True Mage Rotes.

*Path of Duat*

Please consult the Setite Sorcery packet for the MET conversion, with the exception of the Blasphemy Shrine, which is not required in Sadhana.

*Snake Inside*

Please consult the Setite Sorcery packet for the MET conversion.

**Rituals**

Unless otherwise noted, Sadhana rituals require a Static Mental Challenge retested with Occult, against five Traits for Basic, seven Traits for Intermediate, and nine Traits for Advanced rituals.

Ritual Name	Rarity	Level	Location
Animaa	1	Basic	Blood Sacrifice
Armor of Diamond Serenity	1	Basic	Blood Sacrifice



Ash of Agni's Curse	1	Basic	Blood Sacrifice
Aurava	1	Intermediate	Blood Sacrifice
Bladed Hands	2	Intermediate	Laws of Elysium
Blood Walk	1	Basic	Laws of Elysium
Clinging of the Insect	2	Intermediate	MET Sabbat
Craft Bloodstone	2	Basic	MET ST Guide
Deflection of the Wooden Doom	1	Basic	LotN Revised
Defense of the Sacred Haven	1	Basic	LotN Revised
Destiny's Call	1	Intermediate	Blood Sacrifice
Eye of Mahakala	3	Methuselah	Blood Sacrifice
Eyes of the Past	2	Intermediate	Laws of Elysium
Firewalker	3	Intermediate	MET Sabbat
Flesh of the Fiery Touch	2	Intermediate	Laws of Elysium
Garimaa	1	Basic	Blood Sacrifice
Impassable Trail	1	Basic	MET ST Guide
Impressive Visage	1	Basic	MET ST Guide
Incorporeal Passage	1	Intermediate	LotN Revised
Jinx	2	Basic	MET ST Guide
Leper's Curse	1	Intermediate	Blood Sacrifice
Lion Heart	3	Advanced	Laws of Elysium

Loom of Vishnu	1	Elder	Blood Sacrifice
Milk of Puutanaa	1	Intermediate	Blood Sacrifice
Purity of Flesh	2	Basic	MET Camarilla Guide*
Rakta-Maya Rituals	1	Basic	Blood Sacrifice
Scry	2	Intermediate	MET ST Guide
Severed Hand	2	Advanced	MET ST Guide
Steps of the Terrified	2	Basic	Laws of Elysium
The Open Passage	1	Basic	LotN Revised
Transcendentally Satisfying Body Filling	1	Advanced	Blood Sacrifice
Ward (and Warding Circle) vs. Kindred	1	Intermediate	MET Camarilla Guide*
Ward (and Warding Circle) vs. Demons	1	Advanced	MET Camarilla Guide*
Ward (and Warding Circle) vs. Ghosts	1	Basic	MET Camarilla Guide*
Ward (and Warding Circle) vs. Ghouls	1	Basic	MET Camarilla Guide*
Ward (and Warding Circle) vs. Spirit	1	Advanced	MET Camarilla Guide
Warded Womb	1	Intermediate	Blood Sacrifice
Water Walking	1	Basic	Blood Sacrifice

\*Use MET conversion from current Tremere Thaumaturgy Packet

Any published ritual not on the above chart requires Ravnos Sadhana Coordinator approval. Any and all Unique/Player created rituals, listed or not listed, are Rarity 3.

### **Basic Rituals**

#### *Animaa*

System: This ritual requires no conversion to MET, please use it as published with the chart below for the magnification based on Mental Traits spent when invoking the ritual.

#### Traits Spent Magnification

- 1 Mental Trait 10x
- 2 Mental Traits 30x
- 3 Mental Traits 50x

#### *Armor of Diamond Serenity*

System: If the ritual succeeds the magician becomes immune to Frenzy and Rotschreck for the rest of the night.

The character is also up two traits on Willpower challenges. On the other hand, the magician cannot expend vitae to gain Physical Traits while this ritual remains in effect.

#### *Ash of Agni's Curse*

System: The caster spends a number of Mental Traits. For each trait spent, they gain one use of the Ash, and may spend no more than 5 Mental Traits per casting.

#### *Craft Bloodstone*

System: This ritual has the additional requirement of a blood sacrifice at its casting for sadhus.

#### *Deflection of the Wooden Doom*

System: This ritual has the additional requirement that the wood fragment used

have been passed through a sacrifice's heart prior to use for sahus.

#### *Garimaa*

System: If the ritual succeeds an effective 17 Physical Traits resists any force that attempts to move the magician against his will. The caster does not actually gain these Traits, and may not actively utilize them.

#### *Rakta-Maya Rituals*

System: Unlike other Sadhana rituals, these illusions call for a Static Social Challenge against the difficulty of an audience member's traits (Storytellers should select an average audience member at random).

#### *Water Walking*

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

### **Intermediate Rituals**

#### *Aurava*

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

#### *Destiny's Call*

System: This ritual requires no conversion to MET, please use as published.

#### *Incorporeal Passage*

System: This ritual requires a bloodied blade, rather than a mirror fragment for sadhus.

#### *Leper's Curse*

System: This ritual requires no conversion to MET, please use as published.

#### *Milk of Puutanaa*

System: This ritual requires no conversion to MET, please use as published.

*Warded Womb*

System: This ritual requires no conversion to MET, please use as published.

**Advanced Rituals**

*Lion Heart*

System: This ritual has the additional requirement of the sacrifice of a lion for sadhus.

*Transcending Satisfying Body-Filling*

System: This ritual requires no conversion to MET, please use as published.

**Master Rituals**

*Loom of Vishnu*

System: This ritual requires no conversion to MET, please use as published.

**Methuselah Rituals**

*Eye of Mahakala*

System: Invoking this power against another character requires a Mental Challenge against a difficulty of the target's total number of Background Traits.

## Section VII: Revenants

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# Buryat

In what is now modern day Siberia, Russia, and Mongolia is a long tradition of Shamanism. Over the generations, the traditions of this style of Shamanism evolved with the entrance of Buddhism into the various regions. Instead of paying homage to gods based on which region they came from, they instead replaced them with the Buddhism pantheon, while maintaining their roots in their style of traditional Shamanism. One notable Priestess that held to this faith is Durga Syn. After years of interaction in Transylvania, with the elder Vlad Dracula, Durga Syn was gifted a group of Revenant Ghouls to accompany her back to Russia to battle the forces of Baba Yaga. In 1991, when the Shadow Curtain fell over Russia these Revenants were changed, imbued, with an ancient power that awoke their Shamanism into something more.

The Buryat family itself comes from the times of the Mongol empire. As the Mongolians spread across the earth in the world's largest empire they adapted new cultures and peoples; forging one Mongrol race. The Buryat's were originally Tengrism Shamans that traveled with the Golden Horde across their lands. Providing ritual and wisdom of the gods in the Great Blue sky. With the collapse of the Mongol Empire, the Buryat found themselves trapped in the foreign lands of Transylvania. As is the Mongol way the Buryat breed with the native the people and absorbed their cultures and ways; taking them into their own. When they finally returned to Siberia,

Russia, and Mongolia they brought with them what they had learned. The Buryat are by their natures a faithful people who follow Tengrism, Yellow and Black Buddhism of the lands. To them all beneath the great Blue Sky is theirs to keep safe and conquer in the ways of the Mongols so long ago.

After the fall of Baba Yaga it fell to Durga Syn and her Buryat revenants to finish the fight against her armies. Even with their leader dead the Army of the Night, Conversion, War, Despair, Arcane, and Void remained to threaten Russia. However over the following years many of the forces that opposed The Hag have nearly exterminated most of her armies. The Army of the Void has survived in a new form though an escaped the others fates. Now lead by her Demon Bezariel his cult/army grows in power and corruption across Russia. The legacy of Baba Yaga festers like a sick wound in the motherland; one that taints all that it touches.

The elder Durga Syn and her Buryat recognize the dangers of Bezariel and sickness it continues to spread across the land. The memory and wounds of the Hag still rest within Russia, and it falls to the Buryat to combat them. In this the Buryat have called upon the ancient faiths and beliefs of the people of the land. In particular to combat Bezariel and his forces they have rekindled their relationship with the god Tengri to grant them the might they need to hunt the forces of the void and the coming apocalypse. Through their blood sacrifices and dedication of faith both Durga Syn and the Buryat hope to cleanse Asia of the taint of Baba Yaga once and for all.

**Disciplines:** Auspex, Animalism, Shamanism



**Advantage:** Due to the long-held traditions of this lineage all Buryat begin play with Code of Honor: Buryatia

**Disadvantage:** The effects of the Shadow Curtain were positive, and negative. After years of being trapped in Russia the Buryat are tied to the location. Every Buryat has the Tzimisce clan flaw, but the soil must always be from Siberia, Russia, or Mongolia.

**Quote:** *“Every corner of the land beneath the great Blue Sky is ours for the taking.”*

**References:**

[https://en.wikipedia.org/wiki/Mongolian\\_shamanism](https://en.wikipedia.org/wiki/Mongolian_shamanism)

**Coordinator:** Ravnos

## Shamanism

The Shamanism discipline is just another name for the Blood Sorcery arts of Sadhanna. To the Buryat this is the more simplified name they have given their art that has traveled from India, to Eastern Europe and then to Mongolia. Shamanism uses the same path and ritual rarities found in the Ravnos Clan Packet.

## Path of Tengri

The deity Tengri is a prime deity among those who practice Tengrism, Yellow and Black Buddhism of Siberia, Russia, and Mongolia. The Father in Heaven watches over all from the great blue sky and guardian of his people. Many similarities between Tengri and Dyeus of the proto indo European people. Upon the fall of the Shadow Curtain of Baba Yaga, the Buryat line was able to reconnect to the ancient sky god and seek his favor once more. Tengri rewards his warriors and followers with strength. The Buryat who discovered this

path spill the blood of their enemies in honor to Tengri, who turn grants them his blessings; making them some of the fiercest vampire warriors in the east. As soldiers in the war against the remnants of Baba Yaga’s armies; the Buryat find this path particularly helpful in their quest for battle.

**•Blood of Tengri**

The first blessing of Tengri to his warriors is to make sure it is their blades that hit the hardest and dig the deepest. By taking a moment and offer up their blood to Tengri, a Buryat spills their blood upon a blade. With this divine coating the Buryat’s weapon will be guided by Tengri himself to strike down his foes.

**System:** Spend 1 blood trait and coat any weapon in it. For the next scene or an hour the weapon receives one additional bonus trait and inflicts one additional level of damage.

**••Gift of Tengri**

A warrior of Tengri should always be ready for battle and still spill blood. A warrior without his arms or armor is one who is unprepared to face death. Luckily Tengri blesses his warriors to never be without such things. By spilling their own blood a Buryat can forge their own weapons and armor in an instant. Such armor and weapons forged are very physical and real. They appear as if one could make blood into a metal and forge weapons and armor from it.

**System:** Spend 1 Blood to activate this power. Once used the user may craft from their blood any weapon they desire (Use the appropriate weapon stats for the item summoned) or covering their body in blood armor. This armor has three health levels. All weapons and armor summoned have no negative traits associated with them.

Additionally this power may be activated twice to summon forth both armor and weapons.

### ••Tengri's Blessing

By calling upon the favor of the Sky Father a Buryat may be lifted up by him and allowed to continue a battle long after they should have been defeated. The blessing of Tengri grants the Buryat a means to constantly be healing wounds while in battle. This causes many of the Buryat to only be killed and finally put down by only the most devastating of attacks. There are stories of Buryat warriors who were able to fight until the coming of the sun itself.

**System:** Spend 1 blood and 1 willpower trait to activate this power. For the next scene or an hour the user will automatically heal one level of lethal or bashing damage a round without the use of further blood traits to do so.

### •••Tengri's Rage

All the Sky Father of the Great Blue Sky Tengri encourages the bloodlust in his warriors. By invoking his name and tapping into the very beast within themselves, the chosen of Tengri can call upon his strength to control and harness his beast and force them into an almost berserk state of combat. However, Tengri's Rage cannot simply be cast whenever one feels like. His power only rewards his warriors in the heat of battle.

**System:** Spend 1 Blood to activate this power and must either already be engaged in combat or your next action is to engage to do so. For the next scene or an hour you gain the following benefits. You gain the following physical traits, *Brutal, Relentless, Savage, Ferocious, and Vicious*.

Additionally while in this state you may not

be made to either frenzy of Rotschreck by any means. You may not take any form other than your base human form while this power is active. This power lasts for a scene or an hour

### ••••Tengri's Blades

The final blessing Tengri bestows upon his chosen warriors is to turn their blood in a whirlwind of blades. When a Buryat activates this power their blood pours from their body and forms dozens of blood forged daggers that surround and move with them. As they attack these blood daggers strike and distract an opponent making it all but impossible to dodge the actual attack of the Buryat themselves.

**System:** Spend 1 Blood and 1 Willpower to activate this power. The characters next physical brawl or melee attack is unable to be dodged and defenders may only rely on Stamina related traits to defend themselves with against their attacks. Those who are attacked with this power may not call upon powers such as Celerity that rely on speed to evade an attack when defending. This power lasts for one attack only, and must be used again for subsequent attacks.

## Katila

The Children of Yama, or Katila, are an ancient Revenant family created by the Ravnos Methuselah known as Yama. In the early nights of India the Ravnos and Tzimisce clans warred with each other for control of the land. While many elders and their children were lost in the war; in the end the Tzimisce methuselah Kartarirya and its surviving brood were forced to retreat to what is now known today as the country of Sri Lanka. As they tzimisce retreated from India to regroup and plan to retake what they

viewed as their homeland; several of their servants were left behind. In particular one of the Methuselahs Revenant families.

Though few survived the war between the Ravnos and Tzimisce, those that did found shelter under the Ravnos Methuselah known as Yama. During those early nights only a few of the original Katila family remained from the war. Needing fresh blood and new humans to breed with, Yama decided to rebuild the broken family in his own image. Shedding whatever name the Tzimisce had for them, as well as their culture, the family started to breed with Yogas and Lama's of the Hindu faith in the country dedicated to the god Yama above all others. Over time, the Katila no longer remembered their Tzimisce past; as the last bit of that clan's blood left their line and was replaced by that of the Ravnos. Still there is another tale a few of the Katila whisper of their origins. One shrouded in far more mystery than the more accepted story of their origins.

Buried with the few remaining ancient texts of the Katila speak of a group of vampires known as the Nagaraja. This bloodline of vampires, if they even existed at all, were said to once have been Indian death mages who stole the secrets of vampirism for themselves. It is said, the Katila revenant family was born from these experiments; not from a Tzimisce Methuselah. That is was with the disappearance of the Nagaraja, it was the Tzimisce who took them in. If these stories were indeed true; it would seem the Katila revenant family is one of orphans who trade clan patrons over time. However, which story is true is most likely lost to time itself.

Since that time the Katila family has grown and spread throughout India. They hide in

the shadows of the mortal world and Hindu faith. They have become the High Priests and Priestesses of a sub faction of Hindu worshippers whom focus on Yama and death above all other deities. To them while Brahma and Vishnu weave and create life, the cycle of reincarnation cannot continue without Yama and death. It is their sacred duty as his children to see to it the proper rites and rituals are performed when one dies. They seek to guide souls to Yama so they may be returned to the cycle and be reborn once more.

Tonight the ancient Ravnos Yama slumbers, but remains active in other ways. His revenant family tends to his resting place and his cults throughout India. The cycle of Slumber and Activity is a natural one to the Katilia, and in all ways they seek to support their master. The Katilia lead small sects of the Hindu faith dedicated to him and to teach. Their culture and traditions are an oral one passed down to each new generation.

The family is also had to become a group of necromantic warriors in a sense. The Pishacha (see Vampire the Dark Ages 20<sup>th</sup> Anniversary Companion page 97.) threat to India has one that has always been present. These abominations have become an increasing plague across India. Their numbers multiple and spread across the country to consume the flesh and blood of the dead. It has fallen to the Katila family to meet this threat and combat it. Using their mastery of the Eastern Necromatic arts learned over generations, the family strikes back against the Pishacha; hoping to stem the tide of a supernatural epidemic.

Though the Katilia are a Ravnos Revenant family, they remain primarily concerned and



faithful to Yama. Most will seek out a Ravnos master among the Jati of India, or the Sadhu of the Sabbat Ravnos in India. Some Katlia revenants find homes among the Davana and Dayita of India as well. Very rarely a Katila will be gifted to another vampire from the Ravnos clan as the sign of forging with an alliance with an outsider. There are other stories of members of the family being stolen or kidnapped by a mysterious bloodline of vampires known as the Nagaraja. Though these stories have become something of a tale of the boogeymen to young Katlia to keep them in line among the family.

**Disciplines:** Animalism, Fortitude, Eastern Necromancy

**Weakness:** As children of Yama are marked by death. Their skin is pale and lifeless, and they exude an aura of death itself. Mechanically, this represented by the flaw *Eerie Presence*, which the character may never buy off.

**Quote:** *“Death was always a foregone conclusion from the moment you took your first breath.”*

**Coordinator:** Ravnos and Giovanni

## Path of Yamarāja

This path of Necromancy was created by the Children of Yama in their Eastern Necromancy Arts. As the children of the Hindu god of Death, the Katila revenant family focused their necromantic arts on the power of their undead blood and state. The wielders of this path channel the dead energies within their blood to manipulate and control those necromantic energies in others. Almost like a dance of transference of death, necromancers with this path play a

dangerous game of toying with the very fabric of death that holds all undead together.

### •Sagacity Demise

To know Yama is to know to know is realm of death. The necromancer focuses for a moment and recognize all those touched by the hand of Yama. They extend their senses and feel the necrotic energies the undead give off. Hidden feelings and waves others do not notice. The lack of breath or heartbeat of a vampire. The chill of a Ghost. When a child of yama focuses, all these can be revealed to them.

**System:** The player spends 1 blood trait and may through a static mental challenge difficulty 10 retested with occult. For the next scene or hour, the Necromancer will know if there are any Undead or ghost within 10 feet of them, but not be able to specifically identify who without further investigation.

### ••Sanguine Phage

A Necromancer knows that their blood is dead and powers their very undead state. A vampire with this power can draw this power out of a victim and have it travel to them. Victims attacked by this power have their blood leak from their body as it pools on the ground before them and crawls along the ground towards the necromancer. Ghosts feel their ethereal essence drained like wisps as their essence climbs towards the necromancer to give them power.

**System:** Engage your target in a contested Physical Challenge retested with Occult. If you succeed the target suffers one level of lethal damage and loses one blood trait or pathos trait. This power also works on Wraiths.



### •••Expulsion

Rather than attacking a ghost to drain their essence, a Necromancer can pull upon the energies of death in an area and apply it to their own blood. In this way they may feed, in a sense, their blood to a ghost and nourish and empower them.

**System:** After spending one blood trait to activate this power, the character may then for the next scene or an hour spend 1 blood trait to transform it into one Pathos trait that can be given to a wraith.

### •••Turning the Wheel

A vampire with this art can take the necromantic energies of a corpse and transfer it to themselves. They drain the raw material components that remain in corpse and reduce it to ash. By transferring this necromantic energy the vampire can strengthen their own body for a time.

**System:** Spend 1 blood and 1 Willpower trait to activate this power. You must drain a corpse thus reducing it to ash (this has not effect on living or undead creatures. It must be a dead corpse). For the next scene or hour you gain three additional Healthy Health Levels that may be healed and damaged as if they were your normal health levels.

### ••••Blight

The final mastery of the Path of Yamarāja is the most dangerous one. The necromancer looks within themselves and focuses their own Necromatic energy that animates their very form. After harnessing this energy, the Necromancer unleashed this wave of death in a blast around them. All those bound by undeath or are specters within the blast zone of the blight feel their very undead energies that hold them together pulled and rendered apart. Indeed, even plant life around the

necromancer immediately withers and dies from the explosion of necromantic energy.

**System:** Spend 1 Blood Trait and engage in a mass mental challenge retested with occult with everything that is either undead, a zombie, or a ghost. The range of this attack is 20 feet. Everything within that radius and fails that challenge takes two levels of lethal damage. All plants in the affected area also immediately wither and die.

# Section VIII : References and Credits

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## FAQ

Q. What about the new Ravnos Clan Flaw?

V20 redefined the Ravnos Clan Flaw. It can now be any compulsion. This has to be a detriment to the character, but it is not always required to be a vice.

A. The Setite Sorcery packet only covers the Daitya, and no other users of Sadhana (Which the Daitya Setites are only one of). As all other Sadhana users fall to the Ravnos coordinator, this packet was necessary to expand upon that.

Q. Whats with all this Dracian?

A. This packet did a major rewrite to change a 1<sup>st</sup> edition book into something removing many racist outlooks. To do so, the genre had to be reinvented. This was the best way to not erase many longstanding characters in OWBN. A plot is being run to alter the genre, but it something that is needed to alter the culture in the org.

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Lore of the Clans

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