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OWBN Bylaws and R&U

- ❖ Out of Clan Hermetic Thaumaturgy Paths: PC - Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere
 - Learning Hermetic Paths of Thaumaturgy requires a Kindred teacher with it in-clan.
 - Hermetic Thaumaturgy may not be learned through diablerie, even if the diablerie is successful.
 - Learning Hermetic Thaumaturgy Rituals: PC - Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere
 - Hermetic Rituals Classified as R1 may be learned without a kindred teacher.
 - Hermetic Rituals Classified as R2 or higher must be taught by a Kindred Teacher with Hermetic Thaumaturgy in-clan.
 - Rituals of the same name in other Paradigms are not included as part of this regulation.
 - Non-Tremere must already have at least one Path of Hermetic Thaumaturgy to have any Hermetic Rituals.
 - These rituals can not exceed the current highest level of the character's primary path of Hermetic Thaumaturgy.
 - Revenants with Hermetic Thaumaturgy in-clan follow the rarities within the appropriate packets.
 - Ducheski Revenants in service to Clan Tremere follow the Pyramid Loyal Rarities.
 - Tremere Loyal Ghouls in services to Clan Tremere follow the Pyramid Loyal Rarities.
 - Rafastio Revenants follow the rarities provided by the Sabbat Coordinator.
 - This does not include Anarch Hacktivists with Hermetic Thaumaturgy.
 - Anarch Hacktivists may only learn magics from this packet with Tremere Coordinator Approval through the Digital Dracula NPCs, or through other Kindred teachers with it in-clan.
 - Otherwise they follow the availability and rarities of what is printed in the OWBN Anarch Magic packet, not this packet.
- ❖ Tremere Primary Path other than Path of Blood: PC - Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere
- ❖ Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - Anarch Hactivist with Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Tremere
 - Ophanim with Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri and Tremere

- Perdo Magica – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Tremere
- ❖ Sielanic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- ❖ Tremere with Dark Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- ❖ Tremere Combination Disciplines requiring approval - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - Drink the Mind (Tremere Version) - Auspex 4, Thaum-PoB 5 (Players Guide to the Low Clans, p 160)
 - Scent of Caine (Tremere Version) - Auspex 2, Thaum-PoB 1 (Players Guide to the Low Clans, p 164)
 - Spectral Puppeteer - Auspex 5, Dominate 5 (Players Guide to the Low Clans, p 166)
 - Theft of Will - Dominate 3, Thaum-PoB 4 (Lore of the Clans, p 220)
- ❖ Custom Hermetic Paths and Rituals require Tremere Coordinator Approval.
- ❖ Custom Content that duplicates, mimics, or acts in a similar fashion to Thaumaturgical Countermagic (or similarly published powers) requires Tremere Coordinator Approval.
- ❖ Custom Content Utilizing Hermetic Thaumaturgy as a component requires Tremere Coordinator Approval.

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Tremere Thaumaturgy

Thaumaturgy is a discipline, but it is not simply a discipline of the blood like many other vampire powers. With rare exception, only members of House and Clan Tremere may learn Thaumaturgy with the same ease that other disciplines are learned. Hermetic Thaumaturgy is not just learned from books, scrolls, papers, tomes, text or any other media. These may all describe aspects of the process such as the hand gestures, symbols and symbolism required, but they are simply unable to communicate that exacting nature of Hermetic Thaumaturgy. Quite simply, that is why it's magic. The blood of the Tremere which was originally derived from practitioners of true magic allows these kindred to harness and control aspects of the universe around them.

As the foundation of the Tremere's Hermetic principles, the Path of Blood is the primary path for nearly all starting Tremere. Exceptions have been found either due to a natural aptitude for a different path, or due to direct instruction from the superiors within the Pyramid.

There are many challenges to playing a member of Clan Tremere, but there are also specific benefits that those who were embraced Tremere typically have:

- Inherent ability to learn new Hermetic Magics (Secondary Paths/Rituals are paid at In-Clan Cost rather than Out of Clan Cost)
- Typically easier access to teachers and learning materials
- Does not require a kindred teacher for learning new Hermetic Magics
- The creation of new/custom Hermetic Magics.

No Player Characters in OWBN may learn rituals above Advanced per the bylaws. However, elder Tremere NPCs can and will cast elder (and higher) level magics not included as part of this packet.

The Experience Point Cost for those embraced Tremere for Hermetic Paths and Rituals is as follows:

	Paths	Rituals
Basic	3	2
Intermediate	6	4
Advanced	9	6

Requesting and Learning Thaumaturgy within the Pyramid

In order to learn any new path of Thaumaturgy or ritual, Tremere must either seek permission from their superiors or be of sufficient rank to have earned the right to study it on their own. Requests for Thaumaturgy should go up the Chain of Command. If you are a Tremere asking for something listed at a higher Rarity than you are able to learn on your own, you should then seek approval from your direct superior. For requests made that require a higher level of approval than your direct superior, your superior can either deny it or send it to their superior for approval.

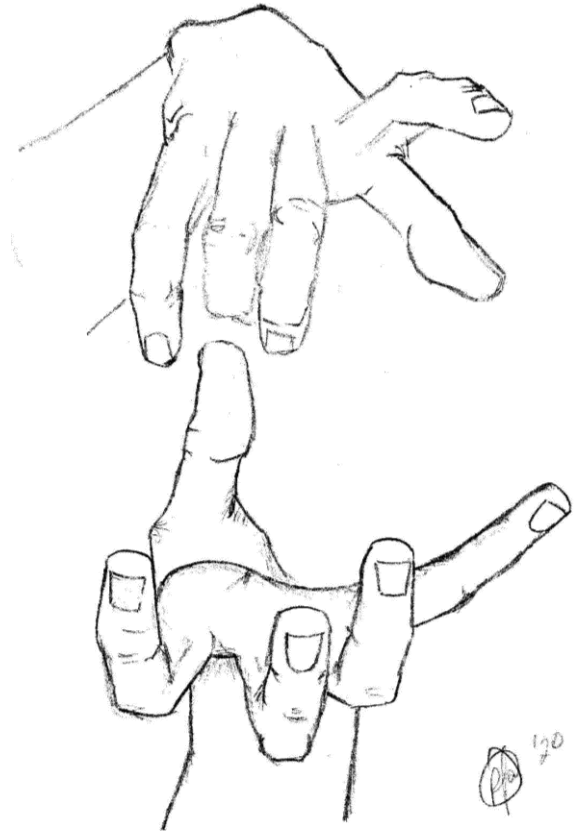
While nepotism exists in the Camarilla and each of her Clans, you don't get something for nothing and you should not expect to be rewarded with rare Thaumaturgy just for existing or for being merely adequate. Requests made may be denied for various reasons, and you are allowed to ask for clarification if denied a thaumaturgy request. Magics that have been lowered in rarity as part of a House benefit follow the guidelines as the rarity level assigned per the House benefit.

While you can ignore the in-character Chain of Command and try to learn something on your own, there are serious consequences for doing so that usually involve a Tribunal and could potentially result in your character's death (depending on how serious the infraction is).

If a superior denies all learning of thaumaturgy, they can be brought to tribunal for violating their Oath. None who have sworn the Oath can be denied access to learning all thaumaturgy, but some superiors may restrict which paths and rituals a subordinate may learn as a form of punishment.

In some cases there are magics usually only available to specific members of Houses or Societies. House Specific Magics will be found in the Tremere House Packet. References to magics available to members of certain secret societies can find them in their society packets provided to them by the Tremere Coordinator when they join.

The rarities for all Paths and Rituals are listed later in this packet. Anything not specifically listed is considered Tremere Coordinator approval.



Teaching Thaumaturgy Out of Clan

In most cases Thaumaturgy is a closely guarded secret by Clan Tremere, but in special cases have found it beneficial to teach allies. Given recent events in modern nights, House and Clan Tremere have relaxed the restrictions regarding the teaching of Thaumaturgy to allies of the Clan or for political gain. Most transactions still require a Blood Contract outlining the basic agreement made between the Tremere teacher and the non-Tremere student. There are some exceptions made where a blood contract is not required, but this type of transaction is only to be approved by a Pontifex. Some Tremere have made the choice to teach Thaumaturgy without permission, but in these cases the one learning will always be considered a rogue thaumaturge.

Learning Thaumaturgy Out of Clan

While the Hermetic method may be taught to non-Tremere, it takes a minimum of three months for those outside of the blood to learn the rudimentary lessons (First basic of the primary path).

For the 'friend' of the Pyramid, the ritual Inherited Affinity will allow the student the ability to learn Thaumaturgy from a Tremere in significantly less time, from a minimum of three months to two weeks. Only the most trusted Tremere are trusted with such a ritual and so the student must place herself at the whim of the Tremere, something which most vigilant Kindred would definitely not do.

It should be noted that all out of clan paths of thaumaturgy are considered Tremere Coordinator approval, and requires the one learning to ingest one blood trait of a Tremere (it does not have to be the teacher). Anyone learning hermetic thaumaturgy out of clan either sanctioned by the clan or not must sign a Binding Agreement with the Tremere Coordinator's office. Learning paths of Hermetic Thaumaturgy out of clan requires a kindred teacher who has it in-clan just like any other clan specific discipline. Although you may be able to find rituals or paths in tomes/books/scrolls/etc., those who do not possess Hermetic Thaumaturgy in-clan are unable to learn paths on their own as their blood is not inherent to the practices of Hermetic Thaumaturgy. However, once taught their primary path in Hermetic Thaumaturgy, a kindred may attempt to learn rituals without a kindred teacher.

Learning Tremere Thaumaturgy Out of Clan is also subject to the Character Regulation Bylaws. Please see the OWBN website for the exact details.

A Roleplaying Note to Learning Thaumaturgy Out-of-Clan

Learning Hermetic Thaumaturgy is not easy, and can be potentially dangerous. You can't just raid a Tremere Chantry, read a book, then spend your XP to learn it. You also can not kidnap a PC and Dominate them into teaching you either. You have to find a willing teacher who has Hermetic Thaumaturgy In-Clan. As per Laws of the Night and because Thaumaturgy is not a

Cardinal Eight Discipline, so your PC will also need to drink a trait of Tremere blood to attune your PC to the new discipline. Once these actions occur, you can now start the IC learning part (learning the motions, the vocal components and everything else).

The out of character component to learning Hermetic Thaumaturgy out of clan is that it requires Tremere Coordinator approval, along with a Binding Agreement with the Tremere Coordinator's office. This does not mean it is impossible to learn magic, but it means you must have a good



reason in character to be able to learn it. In most cases you will have a PC or NPC teacher who has Hermetic Thaumaturgy as an in-clan discipline lined up already. However, in some cases your Storyteller may reach out to the Tremere Coordinator for approval to learn without that already in place. Typically in these cases the Coordinator and Storyteller work out a good in character story for your character to receive teaching in Hermetic Thaumaturgy. Keep in mind that from a genre standpoint it does not make sense to have a NPC willing to teach just anyone Hermetic Thaumaturgy.

The Tremere Clan tends to hoard its rare or coveted magics with what some may call obsession. Even established rogue Tremere do not wish to give it away as it could alert the Pyramid to their presence. The Pyramid would like everyone to believe that the combination of incentives and threats keep their secrets safe, but there are always those who think they're smarter than their elders. Most of these Tremere are caught long before they're able to trade any real secrets, but there are a few cases where someone actually gets away with it.

It should be made clear for those that have successfully learned Tremere secrets without the blessing of the Pyramid they are taking on a great risk. It is recommended that those who do so receive the flaw of Dark Secret or Dark Fate (or something similarly flavorful) for such a risk. Although your magic-using friend may have convinced you it was okay for you to have such knowledge, it does not mean they went through the appropriate channels within the Clan to get approval for you to know. Be wise when it comes to your use of thaumaturgy in public if you learned without a blood contract or clear deal with a Tremere elder. You should also not be surprised if you are killed or disappear should you brag of your acquired knowledge publicly.

If you go through the proper channels in character, you will be less at risk than if you didn't. However, just because you go through the proper channels does not guarantee that the elders of the Pyramid will sign off on the deal. Typically this occurs when they feel the benefit to House and Clan does not equal the teaching of Thaumaturgy. It is suggested you sweeten the deal through political sway/alliances, or through equal benefits in teaching of other skills or powers.

Types of Blood Magic

In addition to the general collection of Thaumaturgical paths and rituals Clan Tremere has access to, some paths and rituals stem from subsets of the larger field of Tremere Hermetic Thaumaturgy. These subsets are generally divided into the categories below:

- **Sabbat Thaumaturgy:** Paths or rituals considered “Sabbat” Thaumaturgy were originally created by the followers of Goratrix known as the Tremere Antitribu. These magics were reclaimed for the Pyramid during the annihilation and extermination of the Tremere Antitribu by the Camarilla Tremere. Due to the necessary requirements to learn Hermetic Thaumaturgy, these magics are extremely rare among the ranks of the Sabbat in modern nights.
- **Anarch Thaumaturgy:** As very few Tremere are counted among the ranks of the Anarchs, most have lost access to the libraries and instructors from the Pyramid. From their tenacity and desire to survive, some Anarch Tremere (non-Pyramid loyal) have created their own paths and rituals. As some Pyramid loyal Tremere do operate within the Anarch Movement, they have gained access to some of these powers and brought them back to their elders.
- **Dark Thaumaturgy:** All thaumaturgical paths and rituals relating to the manipulation of Infernal entities are classified as Dark Thaumaturgy. These magics are the rarest within House and Clan, as they are closely guarded by the elders. Some Dark Thaumaturgy magics have been converted to Hermetic Thaumaturgy without the needs for Infernal entities and are more accessible to House and Clan Tremere.
- **Unfavored Thaumaturgy:** These paths and rituals are those that the elders feel do not belong in modern society for various reasons. In most cases it is because these paths are outdated or do not support the morals of Humanity the Camarilla wishes to uphold.

Other Paradigms of Thaumaturgy

It is also important to note that Hermetic Thaumaturgy is not the only kind of blood magic in the vampiric world. In many cases the Tremere find themselves in competition with or at odds with these other practices, as they differ entirely from Hermetic Thaumaturgy practices. Some Tremere focus their studies on the conversion of these other paradigms into a usable form in Hermetic Thaumaturgy, but often find this to be quite laborious. The main exception to this rule would be Sielanic Thaumaturgy, which stems from a bloodline of the Tremere known as the Telyavelic. Some Tremere will be given access to the Paths and rituals inherent to the blood of the Telyavs, but these are considered very rare due to their origins. It is important to note that although some Seilanic Thaumaturgy was converted to Dark Thaumaturgy, Sielanic magics are not considered Dark Thaumaturgy. Some Sielanic magics are being introduced throughout the Pyramid, but it is a slow process and only for those who have earned the privilege. Sielanic Thaumaturgy for non-Telyavelic Tremere is Tremere Coordinator Approval regardless of rank in the Pyramid. For more information about Sielanic Thaumaturgy please refer to OWBN’s Telyavelic Packet.



Path and Ritual Rarity Classification

Rarities by level

Rarities in OWBN are used to describe how House and Clan control the availability of certain magics. Power level is not the only thing taken into consideration when determining rarity, but also how common or uncommon it is. In many cases there are lower rarity paths or rituals that are quite powerful, but also happen to be quite common amongst the ranks of the Pyramid. They may also be powers that the elders of the clan feel those of lower rank should have easier access to. There are some powers that have become more rare over time due to lack of interest, availability of teachers, or they have fallen out of favor with the Council.

The rarities included in this guide also include the in-character aspect of the approvals as well as the out of character aspects. These rarities only apply to the specified grouping of Tremere listed, as Pyramid Tremere have access to more teachers and resources as the benefit of being part of House Tremere. These rarities also apply to those who were not embraced Tremere, but have sworn the Oath to be officially part of House Tremere. In these cases a Binding Agreement with the Tremere Coordinator's office will outline the player's and storyteller's right.

Higher rarity powers will always require in-character justification for the learning, which is given by the one requesting it. Although you may feel that your character deserves a path or ritual, it does not mean that your superiors share this sentiment. This is also where inner clan politics come into play, as a superior can deny requests for rare magics if you have gotten on their bad side. If you feel that you are being treated unfairly, please reach out to the Tremere Coordinator or have your Storyteller request mediation.

Rarity 1 (R1): IC Approval: None ; OOC Approval: Storyteller

These are the most commonly available paths and rituals found in Tremere chantries. They are accessible to members of House Tremere of any rank, starting at Apprentice of the First. Members of House Tremere do not require approval from their Regents to learn these magics, as they are those the elders of the clan have deemed necessary or acceptable for all members to have access to. Some of these magics may be considered quite powerful, even more so than those of higher rarity magics, but they are easier to access.

Rarity 2 (R2): IC Approval: Regent; OOC Approval: Storyteller

Paths and rituals of this tier are slightly harder to access, and require Regent approval prior to learning them. Most tomes or scrolls with these magics are kept in the Regent's library, and are only made available to Apprentices with their express permission. These powers tend to be slightly more powerful or complex, and thus require Regent oversight during the Apprentice's

training. Regents may learn these magics without approval from their Lord, as they have been deemed worthy by the Pyramid to learn these magics.

Rarity 3 (R3): IC Approval: Lord; OOC Approval: Subcoordinator

Magics of this tier are more rare and not easily found in most chantries. Although some may be somewhat common among the ranks of Regent, their learning is more restricted due to their origins or capabilities. Apprentices are not disallowed from learning these magics, but they must convince their Regent to go to petition the Lord for approval.

Rarity 4 (R4): IC Approval: Pontifex; OOC Approval: Tremere Coordinator

These magics are the most powerful and rare for the Pyramid, and closely guarded by the elders. It is nearly impossible for Apprentices to be given permission to learn these paths and rituals, as they are either too dangerous or not favored by the elders. In most cases these paths and rituals are limited to worthy Regents and Lords to ensure they are not used without caution. Some of these magics are also inherent to specific Houses or Secret Societies, and therefore are generally more rare outside of the House or Society.

Rarity 5 (R5): IC Approval: Councilor or Content Creator & Direct superior; OOC Approval: Tremere Coordinator

Any magics at this level are considered ultra-rare or require a specific teacher to learn. This rarity encompasses ANY custom content not currently added to this packet, as well as magics that are quite exclusive. Players and NPCs should not typically request magics at this level, except when attempting to find the NPC/PC teacher for custom content. Any approvals for this will be completely dependent on in character roleplay of the player character wishing to learn, and often still may not attain the magic they set out to learn. Most often magics in this category are offered in character to PCs/NPCs to learn either from the creator of the custom content, the head of a House, or the leader of a Society within Clan Tremere. Should you endeavor to learn anything from this category, you may send an OOC request to the Tremere Coordinator stating the exact reason why your PC should be able to aspire to learn it. If the reasoning seems sound, Team Tremere will give you the go ahead to seek out a teacher IC. If it is something that is not appropriate for your PC to simply seek a teacher for, Team Tremere will reject the request. To be clear, most content that is Player created will allow for the PC seeking it to roleplay things out. For material from published works or NPCs, you will likely be denied unless you meet the required prerequisites for it.

Paths or rituals created by PCs or NPCs within OWBN fall within the scope of the custom content bylaws. This packet will include some custom created magics that will be made available at a lower rarity, with their write ups included within this document. Other custom magics not covered in this packet are to be haggled for by the creator or someone who learned

from the creator like any other custom content, and requires Tremere Coordinator approval to learn.

Who can access which rarities?

To put it simply, Apprentices of any Circle may learn R1 powers without their Regent's approval. Rarity 2 paths and rituals are available to Regents and their Apprentices, but Apprentices are required to have in-character approval from their Regent. Rarity 3 magics are typically only available at the Lord level, but Regents may request them for themselves or their Apprentices. Lastly the highest rarity of magics of Rarity 4 are controlled by the Pontifex, and thus require a Lord to make the request on behalf of themselves, their Regents, or their Apprentices. Rarity 5 is unique as these magics require a special kind of approval as noted above.

“Tremere Only” Magics and Custom Magics

Those that are considered to be “Tremere Only” are labeled as such due to the view of Clan Tremere that these should be kept within Clan Tremere only, and not taught to outsiders. Now this does not mean that these are unable to be taught to those outside the clan, nor does it mean that other clans haven't found ways to duplicate/convert them. It is frowned upon to teach these magics to outsiders, and some Tremere traditionalists may view the teaching of them as treasonous (but this is not the view of all elder Tremere). Please note that other packets for other paradigms of magic will have some of these rituals included as part of their paradigm.

Custom magics in OWBN follow their own set of rules per the bylaws, and their inclusion in this packet. Custom magics created by some players can only be taught by the creator themselves, or may only be available to those of specific houses. In other cases, the creators have offered their magics at a lower rarity and do not require they be taught by themselves directly.



If you or your staff are unclear or have questions regarding either of these categories of magics, please reach out to Team Tremere.

Paths of Hermetic Thaumaturgy

Path Listings by Rarity

Note:

- ❖ Any Path with a * indicates it is a custom created path in OWBN, with the write up is available in the Custom Content Database on owbn.net.
- ❖ Any Path with a “T” indicates the path is considered Tremere Only. (Please see above section for more information.)

Rarity Level	Path Name
Rarity 1: <ul style="list-style-type: none"> ● Storyteller OOC Approval Only 	Path of Blood Lure of Flames Movement of the Mind Green Path Weather Control Path of Conjuring
Rarity 2: <ul style="list-style-type: none"> ● Storyteller OOC Approval ● Regent IC Approval 	Hearth Path Neptune’s Might Elemental Mastery Alchemy Transmutation Oneiromancy Spirit Manipulation
Rarity 3: <ul style="list-style-type: none"> ● SubCoordinator OOC Approval ● Lord IC Approval 	Path of Corruption Biothaumaturgy (T) Faux Path (T) Technomancy Path of Mars Shadow Crafting (T) Focused Mind Hands of Destruction Vine of Dionysus Transitus Velociter/Way of Passage (T) Way of Harmony* (T)
Rarity 4: <ul style="list-style-type: none"> ● Coordinator OOC Approval ● Pontifex IC Approval 	Way of Warding (T) Blood’s Curse (T) Path of Curses Path of Mercury Path of the Levinbolt Soul of the Serpent Spirit Thaumaturgy

	<p style="text-align: center;"> Father's Vengeance Gift of Morpheus Mastery of the Mortal Shell Better Self* Binding the Abyss* Borealis* Path of Solomon's Will* Tricks of the Loa* Power of the Mirror (T) </p>
<p>Rarity 5:</p> <ul style="list-style-type: none"> ● Tremere Coordinator OOC Approval ● Councilor or Content Creator & Direct superior IC Approval 	<p style="text-align: center;"> Perdo Magica (T) Path of the World's Blood (Sielanic) Path of the Shadow World (Sielanic) </p>

Alphabetical Path Listings with references

Path Name	Rarity Level	Reference
Alchemy	2	MET: StG, pg. 47
Better Self*	4	OWBN Arcane Compendium
Binding the Abyss*	4	OWBN Arcane Compendium
Biothaumaturgy	3	MET:StG, pg. 48
Blood's Curse	4	MET: StG, pg. 56
Borealis*	4	OWBN CCDB
Elemental Mastery	2	MET: CG, pg. 76
Father's Vengeance	4	MET: SG, pg. 127
Faux Path	3	BM: SoT, pg. 84
Focused Mind	3	MET: StG, pg. 50
Gift of Morpheus	4	LotN(grey book), pg. 103
Green Path	1	MET: CG, pg. 78
Hands of Destruction	3	LotN: R, pg. 183
Hearth Path	2	MET: StG, pg. 51

Lure of Flames	1	LotN: R, pg. 178
Mastery of the Mortal Shell	4	MET: StG, pg. 53
Movement of the Mind	1	LotN: R, pg. 180
Neptune's Might	2	MET: CG, pg. 81
Oneiromancy	2	MET: StG, pg. 54
Path of Blood	1	LotN: R, pg. 177
Path of Conjuring	1	LotN: R, pg. 182
Path of Corruption	3	MET: CG, pg. 83
Path of Curses	4	MET: StG, pg. 58
Path of Mars	3	MET: SG, pg. 125
Path of Mercury	4	OWBN Arcane Compendium
Path of Solomon's Will	4	OWBN Arcane Compendium
Path of the Shadow World	5	OWBN Telyavelic Packet
Path of the World's Blood	5	OWBN Telyavelic Packet
Perdo Magica	5	PGttLC, pg. 168
Power of the Mirror	4	Frankfurt bei Nacht, pg. 87
Shadow Crafting	3	Tremere CB, Rev., pg. 51
Soul of the Serpent	4	Cairo by Night, pg. 88
Spirit Manipulation	2	MET: CG, pg. 89
Spirit Thaumaturgy	4	MET LoE, pg. 76
Technomancy	3	MET: CG, pg. 86
Transmutation	2	MET: StG, pg. 60
Transitus Velociter/Way of Passage	3	Libellus Sanguinis 2, pg. 63
Tricks of the Loa*	4	OWBN CCDB
Way of Harmony*	3	OWBN CCDB

Path of the Levinbolt	4	Tremere CB, Rev., pg. 51
Way of Warding	4	OWBN Arcane Compendium
Weather Control	1	MET: CG, pg. 93

Thaumaturgical Rituals

These charts will only include non-custom created Rituals. OWBN Custom rituals will be listed in the OWBN certis magicae section with the other custom content. Dark Thaumaturgy rituals will not be included as part of this packet.

These rarities are for those who are considered House Tremere loyal within the Pyramid only.

Ritual Listings by Rarity

Note:

- ❖ Any ritual with a * indicates it is a custom created ritual in OWBN, with the write up is available in the Custom Content Database on owbn.net.
- ❖ Any ritual with a (T) indicates the ritual is considered Tremere Only. (Please see above section for more information.)

R1: OOC Storyteller Approval		
<u>Ritual Name</u>	<u>Level</u>	<u>Reference</u>
Ascension of the Blood	Basic	LotC, pg. 221 (V20)
Binding the Beast	Intermediate	LoE, pg. 82
Blood Mastery	Basic	Tremere CB, pg. 56
Blood Walk	Basic	LoE, pg. 80
Bureaucratic Condemnation (T)	Basic	SoBM, pg. 91
Calling the Restless Spirit	Basic	LoE, pg. 80
Chime of the Unseen Spirits	Basic	RotB, pg. 23-24
Cleansing of the Flesh	Intermediate	MET ST Guide, pg. 69
Communicate with Kindred Sire	Basic	Laws of the Night Revised, pg. 185
Defense of the Sacred Haven	Basic	Laws of the Night Revised, pg. 185
Deflection of the Wooden Doom	Basic	Laws of the Night Revised, pg. 185
Devil's Touch	Basic	LotN:R, pg. 185
Donning the Mask of Shadows	Basic	LoE, pg. 80

Enchant Talisman (T)	Advanced	Guide to the Camarilla (TT), pg. 113
Encrypt Missive	Basic	MET ST Guide, pg. 65
Expedient Paperwork (T)	Basic	SoBM, pg. 87
Extinguish	Basic	MET ST Guide, pg. 66
Gentle Mind	Intermediate	LoE, pg. 83
Illusion of Peaceful Death	Intermediate	LoE, pg. 84
Impassible Trail	Basic	MET ST Guide, pg. 66
Incantation of the Shepherd	Basic	Guide to the Camarilla (TT), pg. 110
Luminous Vitae	Basic	NY by Night, pg. 48
Open Passage, The	Basic	LotN: R, pg. 185
Power of the Pyramid (T)	Intermediate	Tremere CB, pg. 60
Preserve	Basic	RoftB, pg. 25
Principal Focus of Vitae Infusion	Basic	LotN: R, pg. 186
Purge the Inner Demon	Basic	MET ST Guide, pg. 67
Purify Blood	Basic	Tremere CB, pg. 57
Purity of Flesh	Basic	Cam Guide, pg. 110
Rebirth of Mortal Vanity	Basic	MET ST Guide, pg. 67
Rite of Introduction (T)	Basic	MET ST Guide, pg. 68
Ritual's Recognition	Basic	Tremere CB, pg. 59
Scent of Lupine's Passing	Basic	LotN:R, pg. 186
Seal Egress	Basic	RotB, pg. 25
Serenading the Kami	Basic	SoBM, pg. 91
Stolen Kisses	Intermediate	MET ST Guide, pg. 71
Stone Slumber	Advanced	MET ST Guide, pg. 74
Transubstantiation of Humors	Basic	PGtLC, pg. 170
Unraveling Arcana's Coil* (T)	Basic	OWBN CCDB
Wake with the Evening's Freshness	Basic	Laws of the Night Revised, pg. 186
Watcher, The	Intermediate	LoE, pg. 85
Whispers of the Ghost	Basic	MET ST Guide, pg. 69
R2: OOC Storyteller Approval & IC Regent Approval		
<u>Ritual Name</u>	<u>Level</u>	<u>Reference</u>
Bladed Hands	Intermediate	LoE, pg.82

Blood Contract	Advanced	LotN: R, pg. 187
Blood into Water	Basic	V20 RoB, pg. 145
Blood Mead	Basic	MET ST Guide, pg. 64
Bone of Lies	Intermediate	Laws of the Night revised, pg. 186
Brand of the Paramour	Basic	MET ST Guide, pg. 65
Burning Blade	Basic	Cam Guide, pg. 110
Communicate with Kindred Bond Mate	Basic	Dread Red, Red List, pg. 101
Commune with Cainite	Basic	V20 DA, pg. 304
Confess	Basic	Hunters Hunted, pg. 63
Craft Dreamcatcher	Intermediate	MET ST Guide, pg. 70
Crimson Sentinel	Basic	Laws of the Night, pg. 101
Dante's Urban Legend	Intermediate	RotB, pg. 27
Deny the Intruder	Basic	Tremere CB, pg. 58
Domum Tersus (Cleanse the Home)* (T)	Intermediate	OWBN CCDB
Engaging the Vessel of Transference	Basic	Cam Guide, pg. 110
Escape to a True Friend	Advanced	MET F&F, pg. 209
Eyes of the Past	Intermediate	LoE, pg. 83
Flatline	Basic	MET Anarch, pg. 66
Ghost in the System	Advanced	SoBM, pg. 97
Haunted House	Intermediate	LoE, pg. 83
Imp's Affliction, The	Basic	MET ST Guide, pg. 66
Impressive Visage (T)	Basic	MET ST Guide, pg. 66
Incorporeal Passage	Intermediate	LotN: R, pg. 186
Inferm Inert	Intermediate	MET ST Guide, pg.70
Inscription	Basic	Tremere CB, pg. 58
Jinx	Basic	MET ST Guide, pg. 66
Learning the Mind Enslumbered	Basic	MET ST Guide, pg. 67
Lorem Ipsum Reficere (Rebuild the Room)* (T)	Intermediate	OWBN CCDB
Major Creation	Intermediate	MET ST Guide, pg. 71
Mourning Life Curse	Basic	MET ST Guide, pg. 67
Mundatis Locus (Cleanse the Room)* (T)	Basic	OWBN CCDB
Obscure the Malice (T)	Basic	NY by Night, pg. 48
One Mind of the Covens (T)	Advanced	Second Ed PG, pg. 91
Pavis of the Foul Presence (T)	Intermediate	Laws of the Night Revised, pg. 187
Power of the Invisible Flame	Basic	Players Guide to the Sabbat pg. 117

Preserve Blood	Basic	LoE, pg. 89
Rend the Mind	Intermediate	SoBM, pg. 96
Return the Heart	Intermediate	MET ST Guide, pg. 71
Revertere In Domum (Restore the Home)* (T)	Advanced	OWBN CCDB
Rotten Wood	Basic	Laws of the Night, pg. 105
Rutor's Hands	Intermediate	LotN: R, pg. 187
Sanguine Loadstone	Intermediate	PGttLC, pg. 169
Sanguine Trail	Intermediate	LotC, pg. 221
Sanguinous Phial	Basic	MET ST Guide, pg. 68
Scribe, The	Basic	MET ST Guide, pg. 68
Scry	Intermediate	MET ST Guide, pg. 71
Sense the Mystical	Basic	MET ST Guide, pg. 68
Severed Hand	Advanced	MET ST Guide, pg. 73
Soul of the Homunculi (T)	Intermediate	LotN: R, pg. 187
Splinter Servant	Intermediate	Cam Guide, pg. 113
Stone of the True Form	Advanced	MET ST Guide, pg. 74
Telecommunication	Intermediate	MET ST Guide, pg. 72
Track the Transgressor (T)	Intermediate	MET ST Guide, pg. 72
Translocation of the Vessel	Intermediate	RotB, pg. 27
Transubstantiation of the Seven (T)	Intermediate	Tremere CB, pg. 61
Trima	Basic	MET ST Guide, pg. 69
Unseen Change	Intermediate	LoE, pg. 85
Vigil of the Stone Guardian	Intermediate	RotB, pg. 29
Vitality Hack	Basic	V20 Companion, pg. 60
Ward vs. Ghosts	Advanced	Cam Guide, pg. 114
Ward vs. Kindred	Intermediate	Cam Guide, pg. 113
Ward vs. Lupines	Intermediate	Cam Guide, pg. 113
Warding Circle vs. Ghouls	Basic	Cam Guide, pg. 111
Warding Circle vs. Kindred	Advanced	Cam Guide, pg. 111
Warding Circle vs. Lupines	Intermediate	Cam Guide, pg. 111
What's Yours Is Mine* (T)	Advanced	OWBN CCDB

R3: OOC SubCoord Approval & IC Lord Approval

<u>Ritual Name</u>	<u>Level</u>	<u>Reference</u>
Abandon the Fetters of Blood (T)	Advanced	Tremere CB, pg. 65
Animated Assistants	Intermediate	V20 DA, pg. 307
Animated Weapon	Intermediate	V20DA, pg. 307-308
Banish Big Brother	Basic	MET Anarch, pg. 66
Beacon of the Self	Intermediate	NY by Night, pg. 38
Bind the Accusing Tongue	Basic	Cam Guide, pg. 109
Blazing Shaft	Intermediate	PGttLC, pg. 169
Blood Allergy	Intermediate	MET ST Guide, pg. 69
Blood Certamen (T)	Intermediate	Tremere CB, pg. 61
Blood Rush	Basic	MET Sabbat pg. 130
Brand	Basic	RotB, pg. 23
Candle of Haunting	Intermediate	V20 DA, pg. 308
Cloak of Blood (T)	Basic	Diablerie Britain, pg. 9
Cobra's Favor	Advanced	MET ST Guide, pg. 73
Consecration of the Sanctum (T)	Intermediate	PGttLC, pg. 173
Counting Coup	Basic	A-Cook, pg. 60
Court of Hallowed Truth	Advanced	MET ST Guide, pg. 73
Craft Bloodstone	Basic	MET ST Guide, pg. 65
Create Corpse Minion	Intermediate	SoBM, pg. 46
Curse of Clytemnestra	Advanced	LoE, pg. 85
Decrypt Missive (T)	Basic	V20 DA, pg. 303
Dedicate the Chantry (T)	Basic	Tremere CB, pg. 57
Detect Authority	Basic	A-Cook, pg. 61
Detect the Hidden Observer	Intermediate	MET Anarch, pg. 67
Dominoe of Life	Basic	MET Sabbat, pg. 130
Draught of the earth's Blood	Intermediate	PGttLC, pg. 173
Enhancing the Curse	Basic	MET ST Guide, pg. 65
Escape to a True Haven	Advanced	V20 DA, pg. 310
Eyes of Babel	Basic	Rites of Blood, pg 24
Eyes of the Beast	Advanced	LoE, pg. 92
Eyes of the Chaotic Past*	Intermediate	OWBN CCDB
Eyes of the Nighthawk	Basic	MET Sabbat, pg. 130
Firewalker	Intermediate	MET Sabbat, pg. 132

Flesh of the Fiery Touch	Intermediate	LoE, pg. 83
Framing, The	Intermediate	A-Coo, pg. 61
Friends of the Trees	Intermediate	LoE pg. 90
Harmonize Building (T)	Advanced	WOD 1, pg. 100
Haunting, The	Intermediate	LoE, pg. 90
Heart of Stone	Intermediate	MET F&F, pg. 208
Illuminate the Trail of Prey	Basic	MET Sabbat, pg. 131
Inherited Affinity (T)	Intermediate	Tremere CB, pg. 59
Iron Body	Basic	MET Anarch, pg. 67
Iron Mind	Intermediate	MET J1, pg. 46
Machine Blitz	Basic	MET Sabbat, pg. 131
Mark of Amaranth	Intermediate	Tremere CB, pg. 63
Mirror Walk	Intermediate	LoE, pg. 91
Preservation of the Sanguine Heart	Intermediate	RotB, pg. 27
Protean Curse	Intermediate	LoE, pg. 84
Puissant Shield	Intermediate	Awakening: Diablerie Mexico, pg. 24
Quicksilver Eel	Intermediate	House of Tremere, pg. 115
Recure the Homeland	Basic	MET Sabbat, pg. 131
Rending Sweet Earth	Intermediate	LoE, pg. 84
Respect of the Animals	Intermediate	LoE, pg. 91
Restore the Etiolated Quintessence* (T)	Basic	OWBN CCDB
Sanctuary	Advanced	RotB, pg. 29-30
Sanguine Assistant	Basic	Guide to the Camarilla (TT), pg. 111
Scry the Hearthstone (T)	Intermediate	V20 DA, pg. 307
Shaft of Belated Quiescence (T)	Intermediate	MET F&F, pg. 208
Steps of the Terrified	Basic	SoBM, pg. 93
Summon Blood Imp	Intermediate	RotB, pg. 27-29
Summon Mischievous Spirit	Intermediate	2nd ed. Sabbat PG, pg. 118
Summon the Guardian Spirit	Basic	LoE, pg. 89
Suspension of Incantation	Intermediate	PGtLC, pg. 174
Touch of Nightshade	Intermediate	MET ST Guide, pg. 72
True Sight (T)	Basic	Diablerie Britain, pg. 9
Umbra Walk	Advanced	LotN:R, pg. 188
Unquenchable Flame of Mars	Advanced	PGtLC, pg. 27
Unweave Ritual (T)	Intermediate	Tremere CB, pg. 64

Verdant Blade (T)	Advanced	A&T, pg. 146
Vistas of the Mind	Basic	Arcane Compendium
Ward Circle vs. Ghosts	Advanced	Cam Guide, pg. 111
Ward Circle vs. Spirits	Advanced	Cam Guide, pg. 111
Ward Magic	Intermediate	WOD 1, pg. 100
Ward vs Cathayans	Intermediate	SFbN, pg. 130
Ward vs. Demons	Advanced	Cam Guide, pg. 114
Ward vs. Fae	Intermediate	MET ST Guide, pg. 73
Ward vs. Spirits	Advanced	Cam Guide, pg. 114
Warding Circle vs. Demons	Advanced	Cam Guide, pg. 111
Widow's Spite	Basic	MET Sabbat, pg. 132
Wielding the Spear of Damnation	Intermediate	V20 DAC, pg. 117
Will o' the Wisp	Basic	LoE, pg. 89
Witness of Whispers	Basic	V20 DA, pg. 304-305
Writ of Protected Passage	Intermediate	SFbN, pg. 130

R4: OOC Coordinator Approval & IC Pontifex Approval

<u>Ritual Name</u>	<u>Level</u>	<u>Reference</u>
Amulet of Mnemosyne (T)	Intermediate	RotB, pg. 26
Asymmetrical Reproduction (T)	Advanced	RotB, pg. 109
Awakening the Verdant Thorn (T)	Intermediate	PGtLC, pg. 170
Banning Rituals (T)	Variable	V20 DAC, pg. 116
Bestow the Way* (T)	Intermediate	OWBN CCDB
Bind the Familiar (T)	Intermediate	PGtLC, pg. 170
Blood Test* (T)	Basic	OWBN CCDB
Bottled Voice	Intermediate	LoE, pg. 90
Brotherhood of the Cup (T)	Intermediate	LotC, pg. 221
Clinging of the Insect	Intermediate	MET Sabbat pg. 132
Create Demonbound (T)	Advanced	Blood Magic, pg. 136
Create Razor Bat (T)	Advanced	Blood Magic, pg. 137
Create Stone Dog (T)	Advanced	Blood Magic, pg. 137
Curse Belated	Intermediate	MET ST Guide, pg. 70
Dominion	Advanced	LoE, pg. 92
Eldritch Glimmer	Intermediate	LoE, pg. 90

Fire in the Blood	Intermediate	LotN, pg. 105
For the protection of a Chantry by Spiritual Essence*	Advanced	OWBN CCDB
Hell's Calling	Intermediate	MET Anarch, pg. 68
Innocence of the Child's Heart (T)	Intermediate	MET LoE, pg. 86
Invisible Chains of Binding	Advanced	LotN: R, pg. 106
Keening of the Banshee	Intermediate	LoE, pg. 91
Lion Heart	Advanced	LoE, pg. 92
Magic Mirror* (T)	Advanced	OWBN CCDB
Mindcrawler	Advanced	LoE, pg. 92
Mirror of the Second Sight	Intermediate	MET Sabbat, pg. 133
Mirror Prison	Advanced	RotB, pg. 29
Nectar of the Bitter Rose (T)	Advanced	LotN: R, pg. 187
Night of the Red Heart	Advanced	Tremere CB, pg. 65
Paper Flesh	Advanced	MET Sabbat, pg. 133
Peace of the Dead (T)	Intermediate	DC: Cloven Hoof Coven, pg. 118-119
Raven Watcher (T)	Intermediate	DC: Cloven Hoof Coven, pg. 118-119
Ravens Walls of Ceoris (T)	Advanced	V20 DAC, pg. 117
Rhumer's Aggregate Argot* (T)	Intermediate	OWBN CCDB
Ritual of Darkness* (T)	Intermediate	OWBN CCDB
Sigil of Authority	Basic	RotB, pg. 24
Soul Yoke (T)	Intermediate	DC: Cloven Hoof Coven, pg. 118-119
Spirit of Torment	Advanced	LoE, pg. 93
Thirst Unquenchable	Advanced	LotN: R, pg. 106
Veils of Kirophet, The (T)	Basic	DC: Cloven Hoof Coven, pg. 118-119
Vires Acquirir Eundo (T)	Advanced	SoBM, pg. 98
Ward vs Celestial Beings	Intermediate	OWBN CCDB
Ward vs. Vitae	Intermediate	MET Anarch, pg. 68
Warding Circle vs Celestial Beings	Advanced	OWBN CCDB
Way of the Wendigo	Advanced	RotB, pg. 30-31
R5: OOC Coordinator Approval (These are all considered Tremere only)		
<u>Ritual Name</u>	<u>Level</u>	<u>Reference</u>
Alter Blood*	Basic	OWBN CCDB

Amulet of False Aura*	Intermediate	OWBN CCDB
Bind the Host*	Intermediate	OWBN CCDB
Bring Forth the Light Within*	Basic	OWBN CCDB
Chaining the Beast of Hell*	Advanced	OWBN CCDB
Chairs of Water*	Basic	OWBN CCDB
Charoum's Stone of Exile*	Advanced	OWBN CCDB
Craft Spirit Bloodstone*	Advanced	OWBN CCDB
Deny the Sun's Weight*	Intermediate	OWBN CCDB
Diamond's Doom*	Advanced	OWBN CCDB
Empathetic Jar*	Intermediate	OWBN CCDB
Epistula Phasma*	Basic	OWBN CCDB
Ex Libris*	Basic	OWBN CCDB
Extreme Care*	Basic	OWBN CCDB
Father of Mine*	Basic	OWBN CCDB
Ghost Walls*	Intermediate	OWBN CCDB
Hangman's Jig*	Advanced	OWBN CCDB
Import Item*	Advanced	OWBN CCDB
Knowledge of the Childe's Peril*	Intermediate	OWBN CCDB
Lightning Rod*	Intermediate	OWBN CCDB
Master of My Domain*	Intermediate	OWBN CCDB
Mine for Keeps*	Advanced	OWBN CCDB
Mirror Attunement*	Advanced	OWBN CCDB
One Two One*	Advanced	OWBN CCDB
Refresh the Wearied Mind*	Intermediate	OWBN CCDB
Repossession*	Basic	OWBN CCDB
Return the Host*	Advanced	OWBN CCDB
Rite of the Vanishing Blemish*	Basic	OWBN CCDB
Sculpting the Perfect Servant	Advanced	SoBM, pg. 97
Serenity of the Heart's Blood*	Intermediate	OWBN CCDB
Shape of the Familiar*	Basic	OWBN CCDB
Sight of the Dead*	Intermediate	OWBN CCDB
Steps of Silence*	Intermediate	OWBN CCDB
Take the Essence of Hell*	Advanced	OWBN CCDB
Teleport to a Safe Haven*	Advanced	OWBN CCDB

Transmutable Imagery*	Basic	OWBN CCDB
Tremere's Bane*	Advanced	OWBN CCDB
Walkin's Purity of the Flesh*	Basic	OWBN CCDB
Wizard's Gold*	Intermediate	OWBN CCDB
Wizard's Gift*	Advanced	OWBN CCDB

Ritual Listings Alphabetically

Please note the above chart for which rituals are custom and/or Tremere only.

<u>Ritual Name</u>	<u>Level</u>	<u>Rarity</u>	<u>Reference</u>
Abandon the Fetters of Blood	Advanced	3	Tremere CB, pg. 65
Alter Blood	Basic	5	OWBN CCDB
Amulet of False Aura	Intermediate	5	OWBN CCDB
Amulet of Mnemosyne	Intermediate	4	RotB, pg. 26
Animated Assistants	Intermediate	3	V20 DA, pg. 307
Animated Weapon	Intermediate	3	V20 DA, pg. 307-308
Ascension of the Blood	Basic	1	LotC, pg. 221 (V20)
Asymmetrical Reproduction	Advanced	4	RotB, pg. 109
Awakening the Verdant Thorn	Intermediate	4	PGtLC, pg. 170
Banish Big Brother	Basic	3	MET Anarch, pg. 66
Banning Rituals	Variable	4	V20 DAC, pg. 116
Beacon of the Self	Intermediate	3	NY by Night, pg. 38
Bestow the Way	Intermediate	4	OWBN CCDB
Bind the Accusing Tongue	Basic	3	Cam Guide, pg. 109
Bind the Familiar	Intermediate	4	PGtLC, pg. 171
Bind the Host	Intermediate	5	OWBN CCDB
Binding the Beast	Intermediate	1	LoE, pg. 82
Bladed Hands	Intermediate	2	LoE, pg.82
Blazing Shaft	Intermediate	3	PGtLC, pg. 169
Blood Allergy	Intermediate	3	MET ST Guide, pg. 69
Blood Certamen	Intermediate	3	Tremere CB, pg. 61
Blood Contract	Advanced	2	LotN: R, pg. 187

Blood into Water	Basic	2	NY by Night, pg 48
Blood Mastery	Basic	1	Tremere CB, pg. 56
Blood Mead	Basic	2	MET ST Guide, pg. 64
Blood Rush	Basic	3	MET Sabbat pg. 130
Blood Test	Basic	4	OWBN CCDB
Blood Walk	Basic	1	LoE, pg. 80
Bone of Lies	Intermediate	2	Laws of the Night revised, pg. 186
Bottled Voice	Intermediate	4	LoE, pg. 90
Brand	Basic	3	RotB, pg. 23
Brand of the Paramour	Basic	2	MET ST Guide, pg. 65
Bring Forth the Light Within	Basic	5	OWBN CCDB
Brotherhood of the Cup	Intermediate	4	LotC, pg. 221
Bureaucratic Condemnation	Basic	1	SoBM, pg. 91
Burning Blade	Basic	2	Cam Guide, pg. 110
Calling the Restless Spirit	Basic	1	LoE, pg. 80
Candle of Haunting	Intermediate	3	V20 DA, pg. 308
Chaining the Beast of Hell	Advanced	5	OWBN CCDB
Chairs of Water	Basic	5	OWBN CCDB
Charoum's Stone of Exile	Advanced	5	OWBN CCDB
Chime of the Unseen Spirits	Basic	1	RotB, pg. 23-24
Cleansing of the Flesh	Intermediate	1	MET ST Guide, pg. 69
Clinging of the Insect	Intermediate	4	MET Sabbat pg. 132
Cloak of Blood	Basic	3	Diablerie Britain, pg. 9
Cobra's Favor	Advanced	3	MET ST Guide, pg. 73
Communicate with Kindred Bond Mate	Basic	2	Dread Red, Red List, pg. 101
Communicate with Kindred Sire	Basic	1	Laws of the Night Revised, pg. 185
Commune with Cainite	Basic	2	V20 DA, pg. 304
Confess	Basic	2	Hunters Hunted, pg. 63
Consecration of the Sanctum	Intermediate	3	PGtLC, pg. 173
Counting Coup	Basic	3	A-Cook, pg. 60
Court of Hallowed Truth	Advanced	3	MET ST, pg. 73
Craft Bloodstone	Basic	3	MET ST Guide, pg. 65
Craft Dreamcatcher	Intermediate	2	MET ST, pg. 70
Craft Spirit Bloodstone	Advanced	5	OWBN CCDB

Create Corpse Minion	Intermediate	3	SoBM, pg. 46
Create Demonbound	Advanced	4	Blood Magic, pg. 136
Create Razor Bat	Advanced	4	Blood Magic, pg. 137
Create Stone Dog	Advanced	4	Blood Magic, pg. 137
Crimson Sentinel	Basic	2	Laws of the Night, pg. 101
Curse Belated	Intermediate	4	MET ST Guide, pg. 70
Curse of Clytemnestra	Advanced	3	LoE, pg. 85
Dante's Urban Legend	Intermediate	2	RotB, pg. 27
Decrypt Missive	Basic	3	V20 DA, pg. 303
Dedicate the Chantry	Basic	3	Tremere CB, pg. 57
Defense of the Sacred Haven	Basic	1	Laws of the Night Revised, pg. 185
Deflection of the Wooden Doom	Basic	1	Laws of the Night Revised, pg. 185
Deny the Intruder	Basic	2	Tremere CB, pg. 58
Deny the Sun's Weight	Intermediate	5	OWBN CCDB
Detect Authority	Basic	3	A-Cook, pg. 61
Detect the Hidden Observer	Intermediate	3	MET Anarch, pg. 67
Devil's Touch	Basic	1	LotN:R, pg. 185
Diamond's Doom	Advanced	5	OWBN CCDB
Dominion	Advanced	4	LoE, pg. 92
Dominoe of Life	Basic	3	MET Sabbat, pg. 130
Domum Tersus (Cleanse the Home)	Intermediate	2	OWBN CCDB
Donning the Mask of Shadows	Basic	1	LoE, pg. 80
Draught of the Earth's Blood	Intermediate	3	PGtLC, pg. 173
Eldritch Glimmer	Intermediate	4	LoE, pg. 90
Empathetic Jar	Intermediate	5	OWBN CCDB
Enchant Talisman	Advanced	1	Guide to the Camarilla (TT), pg. 113
Encrypt Missive	Basic	1	MET ST Guide, pg. 65
Engaging the Vessel of Transference	Basic	2	Cam Guide, pg. 110
Enhancing the Curse	Basic	3	MET ST Guide, pg. 65
Epistula Pasma	Basic	5	OWBN CCDB
Escape to a True Friend	Advanced	2	Cam Guide, pg. 114
Escape to a True Haven	Advanced	3	V20 DA, pg. 310
Ex Libris	Basic	5	OWBN CCDB
Expedient Paperwork	Basic	1	SoBM, pg. 87

Extinguish	Basic	1	MET ST Guide, pg. 66
Extreme Care	Basic	5	OWBN CCDB
Eyes of Babel	Basic	3	RotB, pg 24
Eyes of the Beast	Advanced	3	LoE, pg. 92
Eyes of the Chaotic Past	Intermediate	3	OWBN CCDB
Eyes of the Nighthawk	Basic	3	MET Sabbat, pg. 130
Eyes of the Past	Intermediate	2	LoE, pg. 83
Father of Mine	Basic	5	OWBN CCDB
Fire in the Blood	Intermediate	4	LotN, pg. 105
Firewalker	Intermediate	3	MET Sabbat, pg. 132
Flatline	Basic	2	MET Anarch, pg. 66
Flesh of the Fiery Touch	Intermediate	3	LoE, pg. 83
For the protection of a Chantry by Spiritual Essence* (T)	Advanced	4	OWBN CCDB
Framing, The	Intermediate	3	A-Cook, pg. 61
Friends of the Trees	Intermediate	3	LoE pg. 90
Gentle Mind	Intermediate	1	LoE, pg. 83
Ghost in the System	Advanced	2	SoBM, pg. 97
Ghost Walls	Intermediate	5	OWBN CCDB
Hangman's Jig	Advanced	5	OWBN CCDB
Harmonize Building	Advanced	3	WOD 1, pg. 100
Haunted House	Intermediate	2	LoE, pg. 83
Haunting, The	Intermediate	3	LoE, pg. 90
Heart of Stone	Intermediate	3	LoE, pg. 83
Hell's Calling	Intermediate	4	MET Anarch, pg. 68
Illuminate the Trail of Prey	Basic	3	MET Sabbat, pg. 131
Illusion of Peaceful Death	Intermediate	1	LoE, pg. 84
Imp's Affliction, The	Basic	2	MET ST Guide, pg. 66
Impassible Trail	Basic	1	MET ST Guide, pg. 66
Import Item	Advanced	5	OWBN CCDB
Impressive Visage	Basic	2	MET ST Guide, pg. 66
Incantation of the Shepherd	Basic	1	Guide to the Camarilla (TT), pg. 110
Incorporeal Passage	Intermediate	2	LotN: R, pg. 186
Inferm Inert	Intermediate	2	MET ST Guide, pg.70
Inherited Affinity	Intermediate	3	Tremere CB, pg. 59

Innocence of the Child's Heart	Intermediate	4	RotB, pg 152
Inscription	Basic	2	Tremere CB, pg. 58
Invisible Chains of Binding	Advanced	4	LotN: R, pg. 106
Iron Body	Basic	3	MET Anarch, pg. 67
Iron Mind	Intermediate	3	MET J1, pg. 46
Jinx	Basic	2	MET ST Guide, pg. 66
Keening of the Banshee	Intermediate	4	LoE, pg. 91
Knowledge of the Childe's Peril	Intermediate	5	OWBN CCDB
Learning the Mind Enslumbered	Basic	2	MET ST Guide, pg. 67
Lightning Rod	Intermediate	5	OWBN CCDB
Lion Heart	Advanced	4	LoE, pg. 92
Lorem Ipsum Reficere (Rebuild the Room)	Intermediate	2	OWBN CCDB
Luminous Vitae	Basic	1	NY by Night, pg. 48
Machine Blitz	Basic	3	MET Sabbat, pg. 131
Magic Mirror	Advanced	4	OWBN CCDB
Major Creation	Intermediate	2	MET ST Guide, pg. 71
Mark of Amaranth	Intermediate	3	Tremere CB, pg. 63
Master of My Domain	Intermediate	5	OWBN CCDB
Mindcrawler	Advanced	4	LoE, pg. 92
Mine for Keeps	Advanced	5	OWBN CCDB
Mirror Attunement	Advanced	5	OWBN CCDB
Mirror of the Second Sight	Intermediate	4	MET Sabbat, pg. 133
Mirror Prison	Advanced	4	RotB, pg. 29
Mirror Walk	Intermediate	3	LoE, pg. 91
Mourning Life Curse	Basic	2	MET ST Guide, pg. 67
Mundatis Locus (Cleanse the Room)	Basic	2	OWBN CCDB
Nectar of the Bitter Rose	Advanced	4	LotN: R, pg. 187
Night of the Red Heart	Advanced	4	Tremere CB, pg. 65
Obscure the Malice	Basic	2	NY by Night, pg. 48
One Mind of the Covens	Advanced	2	Second Ed PG, pg. 91
One Two One	Advanced	5	OWBN CCDB
Open Passage, The	Basic	1	LotN:R, pg. 185
Paper Flesh	Advanced	4	MET Sabbat, pg. 133
Pavis of the Foul Presence	Intermediate	2	Laws of the Night Revised, pg. 187

Peace of the Dead	Intermediate	4	DC: Cloven Hoof Coven, pg. 118-119
Power of the Invisible Flame	Basic	2	Players Guide to the Sabbat pg. 117
Power of the Pyramid	Intermediate	1	Tremere CB, pg. 60
Preservation of the Sanguine Heart	Intermediate	3	RotB, pg. 27
Preserve	Basic	1	RoftB, pg. 25
Preserve Blood	Basic	2	LoE, pg. 89
Principal Focus of Vitae Infusion	Basic	1	LotN: R, pg. 186
Protean Curse	Intermediate	3	LoE, pg. 84
Puissant Shield	Intermediate	3	Awakening: Diablerie Mexico, pg. 24
Purge the Inner Demon	Basic	1	MET ST Guide, pg. 67
Purify Blood	Basic	1	Tremere CB, pg. 57
Purity of Flesh	Basic	1	Cam Guide, pg. 110
Quicksilver Eel	Intermediate	3	House of Tremere, pg. 115
Raven Watcher	Intermediate	4	DC: Cloven Hoof Coven, pg. 118-119
Ravening Walls of Ceoris	Advanced	4	V20 DAC, pg. 117
Rebirth of Mortal Vanity	Basic	1	MET ST Guide, pg. 67
Recure the Homeland	Basic	3	MET Sabbat, pg. 131
Refresh the Wearied Mind	Intermediate	5	OWBN CCDB
Rend the Mind	Intermediate	2	SoBM, pg. 96
Rending Sweet Earth	Intermediate	3	LoE, pg. 84
Repossession	Basic	5	OWBN CCDB
Respect of the Animals	Intermediate	3	LoE, pg. 91
Restore the Etiolated Quintessence	Basic	3	OWBN CCDB
Return the Heart	Intermediate	2	MET ST Guide, pg. 71
Return the Host	Advanced	5	OWBN CCDB
Revertere In Domum (Restore the Home)	Advanced	2	OWBN CCDB
Rhumer's Aggregate Argot	Intermediate	4	OWBN CCDB
Rite of Introduction	Basic	1	MET ST Guide, pg. 68
Rite of the Vanishing Blemish	Basic	5	OWBN CCDB
Ritual of Darkness	Intermediate	4	OWBN CCDB
Ritual's Recognition	Basic	1	Tremere CB, pg. 59
Rotten Wood	Basic	2	Laws of the Night, pg. 105
Rutor's Hands	Intermediate	2	LotN: R, pg. 187
Sanctuary	Advanced	3	RotB, pg. 29-30

Sanguine Assistant	Basic	3	Guide to the Camarilla (TT), pg. 111
Sanguine Loadstone	Intermediate	2	PGtLC, pg. 169
Sanguine Trail	Intermediate	2	LotC, pg. 221
Sanguinous Phial	Basic	2	MET ST Guide, pg. 68
Scent of Lupine's Passing	Basic	1	LotN:R, pg. 186
Scribe, The	Basic	2	MET ST Guide, pg. 68
Scry	Intermediate	2	MET ST Guide, pg. 71
Scry the Hearthstone	Intermediate	3	V20 DA, pg. 307
Sculpting the Perfect Servant	Advanced	5	SoBM, pg. 97
Seal Egress	Basic	1	RotB, pg. 25
Sense the Mystical	Basic	2	MET ST Guide, pg. 68
Serenading the Kami	Basic	1	SoBM, pg. 91
Serenity of the Heart's Blood	Intermediate	5	OWBN CCDB
Severed Hand	Advanced	2	MET ST, pg. 73
Shaft of Belated Quiescence	Intermediate	3	Cam Guide, pg. 112
Shape of the Familiar	Basic	5	OWBN CCDB
Sight of the Dead	Intermediate	5	OWBN CCDB
Sigil of Authority	Basic	4	RotB, pg. 24
Soul of the Homunculi	Intermediate	2	LotN: R, pg. 187
Soul Yoke	Intermediate	4	DC: Cloven Hoof Coven, pg. 118-119
Spirit of Torment	Advanced	4	LoE, pg. 93
Splinter Servant	Intermediate	2	Cam Guide, pg. 113
Steps of Silence	Intermediate	5	OWBN CCDB
Steps of the Terrified	Basic	3	SoBM, pg. 93
Stolen Kisses	Intermediate	1	MET ST Guide, pg. 71
Stone of the True Form	Advanced	2	MET ST Guide, pg. 74
Stone Slumber	Advanced	1	MET ST Guide, pg. 74
Summon Blood Imp	Intermediate	3	RotB, pg. 27-29
Summon Mischievous Spirit	Intermediate	3	2nd ed. Sabbat PG, pg. 118
Summon the Guardian Spirit	Basic	3	LoE, pg. 89
Suspension of Incantation	Intermediate	3	PGtLC, pg. 174
Take the Essence of Hell	Advanced	5	OWBN CCDB
Telecommunication	Intermediate	2	MET ST Guide, pg. 72
Teleport to a Safe Haven	Advanced	5	OWBN CCDB

Thirst Unquenchable	Advanced	4	LotN: R, pg. 106
Touch of Nightshade	Intermediate	3	MET ST Guide, pg. 72
Track the Transgressor	Intermediate	2	MET ST Guide, pg. 72
Translocation of the Vessel	Intermediate	2	RotB, pg. 27
Transmutable Imagery	Basic	5	OWBN CCDB
Transubstantiation of Humors	Basic	1	PGttLC, pg. 170
Transubstantiation of the Seven	Intermediate	2	Tremere CB, pg. 61
Tremere's Bane	Advanced	5	OWBN CCDB
Trigger	Advanced	3	MET ST Guide, pg. 69
Trima	Basic	2	MET ST Guide, pg. 69
True Sight	Basic	3	Diablerie Britain, pg. 9
Umbra Walk	Advanced	3	LotN:R, pg. 188
Unquenchable Flame of Mars	Advanced	3	PGttLC, pg. 27
Unraveling Arcana's Coil	Basic	1	OWBN CCDB
Unseen Change	Intermediate	2	LoE, pg. 85
Unweave Ritual	Intermediate	3	Tremere CB, pg. 64
Veils of Kirophet, The	Basic	4	DC: Cloven Hoof Coven, pg. 118-119
Verdant Blade	Advanced	3	A&T, pg. 146
Vigil of the Stone Guardian	Intermediate	2	RotB, pg. 29
Vires Acquirit Eundo	Advanced	4	SoBM, pg. 98
Vistas of the Mind	Basic	3	Arcane Compendium
Vitality Hack	Basic	2	V20 Companion, pg. 60
Wake with the Evening's Freshness	Basic	1	Laws of the Night Revised, pg. 186
Walkin's Purity of the Flesh	Basic	5	OWBN CCDB
Ward Circle vs. Ghosts	Advanced	3	Cam Guide, pg. 111
Ward Circle vs. Spirits	Advanced	3	Cam Guide, pg. 111
Ward Magic	Intermediate	3	WOD 1, pg. 100
Ward vs Cathayans	Intermediate	3	SFbN, pg. 130
Ward vs Celestial Beings	Intermediate	4	OWBN CCDB
Ward vs. Demons	Advanced	3	Cam Guide, pg. 114
Ward vs. Fae	Intermediate	3	MET ST Guide, pg. 73
Ward vs. Ghosts	Advanced	2	Cam Guide, pg. 114
Ward vs. Kindred	Intermediate	2	Cam Guide, pg. 113
Ward vs. Lupines	Intermediate	2	Cam Guide, pg. 113

Ward vs. Spirits	Advanced	3	Cam Guide, pg. 114
Ward vs. Vitae	Intermediate	4	MET Anarch, pg. 68
Warding Circle vs Celestial Beings	Advanced	4	OWBN CCDB
Warding Circle vs. Demons	Advanced	3	Cam Guide, pg. 111
Warding Circle vs. Ghouls	Basic	2	Cam Guide, pg. 111
Warding Circle vs. Kindred	Advanced	2	Cam Guide, pg. 111
Warding Circle vs. Lupines	Intermediate	2	Cam Guide, pg. 111
Watcher, The	Intermediate	1	LoE, pg. 85
Way of the Wendigo	Advanced	4	RotB, pg. 30-31
What's Yours Is Mine	Advanced	2	OWBN CCDB
Whispers of the Ghost	Basic	1	MET ST Guide, pg. 69
Widow's Spite	Basic	3	MET Sabbat, pg. 132
Wielding the Spear of Damnation	Intermediate	3	V20 DAC, pg. 117
Will o' the Wisp	Basic	3	LoE, pg. 89
Witness of Whispers	Basic	3	V20 DA, pg. 304-305
Wizard's Gold	Intermediate	5	OWBN CCDB
Wizard's Gift	Advanced	5	OWBN CCDB
Writ of Protected Passage	Intermediate	3	SFbN, pg. 130

House Specific Magics

There are some magics that are more readily available or only available to Tremere who have membership within certain Houses in Clan Tremere. Although all Pyramid loyal Tremere are considered part of House Tremere, there are other Major and Minor Houses within House Tremere that allow magi to work with other like minded individuals. House specific magics are paths and rituals the Council believes to be most appropriate for certain groups of Tremere to have access to, and some magics have been designed by members of the Houses themselves. The benefit of being a member of a House is that it grants access to more rare paths and rituals, as well as potential teachers for custom thaumaturgy.

Secret Society Magics

As noted in the Tremere Genre Guide, there are multiple secret societies within Clan Tremere. Some of these Societies have specific abilities, combination disciplines, magics, or out of clan disciplines available to them for their services to their societies. Not all of these are made available to the rest of House and Clan Tremere, and thus are listed within the packets for each society for members to view. These are typically classified as R5, unless otherwise indicated per the rarities in this packet.

Gargoyle Rituals

For Tremere and other magi with Hermetic Thaumaturgy who wish to have a Gargoyle serve as their Talisman, please review the write up for it in OWBN's Gargoyle Packet. The rituals that a practitioner of Hermetic Thaumaturgy can cast on Gargoyles, they must take on the burden of the initial cost to cast these magics onto their talisman. For members of House and Clan Tremere, they always log a trait of their vitae and the Gargoyle's vitae with their superiors upon casting Enchant Talisman on the Gargoyle. This is in the rare case the Gargoyle has fallen into the wrong hands or turned its back on House Tremere, which will allow the elders of Clan Tremere to remove all of the Hermetic magic the Tremere cast upon them. For more information, please refer to the OWBN Gargoyle Packet.

Tremere Thaumaturgy Outside of the Pyramid

Rogue Tremere (Any sect and solitary) and Rogue Thaumaturgists

Rogue Tremere are those who have denounced the Pyramid or those embraced outside of the Pyramid's structure and Oath. Rogue Thaumaturgists differ as they are not always of Clan Tremere by blood, but have been taught Hermetic magics without approval from the elders of the Pyramid. Rogue Tremere have the inherent ability to learn new Hermetic Thaumaturgy far more easily than those who do not share the blood of Clan Tremere, but they still require a teacher. Any Rogue Tremere or Thaumaturgist may be killed by members of the Pyramid at any time without permission from their elders as their Oath allows. As stated previously in this packet, out of character approval does not equal in character approval by the Pyramid.

Anarch Tremere Thaumaturgy (Not Pyramid Loyal)

Anarch Tremere that either have left the Pyramid or were embraced without the cup are an interesting group. They are different from the typical rogue Tremere in that they have access to some resource materials and teachers for thaumaturgy that typical rogue Tremere and rogue Thaumaturgists do not have. Many of these Tremere are descendants of the followers of Verstanian from the Gargoyle Revolt, and have hidden themselves from the Pyramid to avoid final death. These Tremere still follow many of the same practices behind closed doors that their Camarilla brethren follow, as it is both a comfort and for safety. However, within the Movement they often will label themselves as Caitiff to avoid

drawing too much attention to themselves or drawing the ire of the Anarchs themselves. The magics available to these Tremere are listed below, as they do not follow the same rarity scale as Pyramid loyal Tremere. To be clear, these magics are not the same as those listed in the Anarch Packet for Anarch Sorcery, even if some of those may also be of the same paradigm.

It is recommended that those who wish to play characters who have defected from the Camarilla and are non-Pyramid loyal refer to the most up to date Anarch packets for OWBN for tips and guidelines.



Path Listings by Rarity for Anarch Tremere (Outside the Pyramid)

Rarity Level	Path Name
Rarity 1: <ul style="list-style-type: none"> ● Storyteller Approval 	Path of Blood Technomancy Lure of Flames Movement of the Mind Blood's Curse Weather Control Green Path Path of Conjuring Path of Alchemy
Rarity 2: <ul style="list-style-type: none"> ● SubCoordinator Approval 	Hearth Path Path of Curses Path of Corruption Transmutation Spirit Manipulation Hands of Destruction Oneiromancy Elemental Mastery Faux Path
Rarity 3: <ul style="list-style-type: none"> ● Coordinator Approval 	All other paths not listed

Ritual Listings by Rarity for Anarch Tremere (Outside the Pyramid)

Rarity Level	Ritual Name
Rarity 1: <ul style="list-style-type: none"> ● Storyteller Approval 	Abandon the Fetters of the Blood (Advanced) Banish Big Brother (Advanced) Binding the Beast (Intermediate) Blood Into Water (Basic) Blood Mastery (Basic) Burning Blade (Basic) Calling the Restless Spirit (Basic) Craft Bloodstone (Basic) Counting Coup (Basic) Defense of Sacred Haven (Basic) Deflection of Wooden Doom (Basic) Detect Authority (Basic) Detect the Hidden Observer (Intermediate) Donning Mask of Shadows (Basic) Enchant Talisman (Advanced)

	<p style="text-align: center;"> Encrypt Missive (Basic) Framing, The (Intermediate) Hell's Calling (Intermediate) Impassable Trail (Basic) Iron Body (Basic) Open Passage, the (Basic) Pavis of the Foul Presence (Intermediate) Principal Focus of Vitae Infusion (Basic) Purge the Inner Demon (Basic) Scent of the Lupine's Passing (Basic) Wake with Evening's Freshness (Basic) Warding Circle vs. Kindred (Advanced) Ward vs. Ghosts (Advanced) Ward vs. Kindred (Intermediate) Ward vs. Lupine (Intermediate) </p>
<p>Rarity 2:</p> <ul style="list-style-type: none"> ● SubCoordinator Approval 	<p style="text-align: center;"> Crimson Sentinel (Basic) Flatline (Basic) Inscription (Basic) Warding Circle vs. Ghouls (Basic) Bladed Hands (Intermediate) Heart of Stone (Intermediate) Incorporeal Passage (Intermediate) Protean Curse (Intermediate) Ward vs. Fae (Intermediate) Ward vs. Vitae (Intermediate) Warding Circle vs. Lupines (Intermediate) Blood Contract (Advanced) Ward vs. Demons (Advanced) Ward vs. Spirit (Advanced) Warding Circle vs. Ghosts (Advanced) Warding Circle Vs. Kindred (Advanced) </p>
<p>Rarity 3:</p> <ul style="list-style-type: none"> ● Coordinator Approval 	<p style="text-align: center;">Any other rituals not listed above.</p>

Creating new Hermetic Thaumaturgy

The system in this packet overrides that which is presented in the MET Storytellers Guide. All OWBN custom content will be listed in the OWBN Custom Content Directory.

How to go about making new paths and rituals

Clan Tremere is known for its mastery of Blood Magic and creativity in its uses. Over the centuries, the Tremere have reinvented their own magics to be better suited for the modern era. There are some Tremere who spend their entire existence researching and creating new potential magics for House and Clan. Then there are those who work more cooperatively with fellow magi to create new magics for broader use. Not all new magics that are proposed to the clan elders are created, as some are deemed too powerful or not powerful enough. In other cases new magics are shot down as the elders deem them problematic for Clan Tremere among the other clans. It should be noted that any Tremere who is adept in Thaumaturgy is capable of creating new magics. However, not all will be proficient enough to do so without assistance from their fellow magi. Apprentices often will group together to invent new rituals, and even in some rarer cases new paths. There are Houses within House and Clan Tremere that tend to focus on the study of new magics, and it is recommended that all newly created rituals and paths should be logged with House Principia or House Arcanum after final creation.

Once you have made the decision that you wish to invent a new ritual or path, you first must consider your aptitude in the Occult and in your magical studies. If you are unable to do so alone, you should seek out fellow Tremere to assist you with your project. At this stage you should present your project to your superiors for approval to proceed. In most cases, Regents and Lords will give permission to explore hypothetical creations in order for their subordinates to present a more cohesive idea to them for final approval. In 99% of cases, the first presentation of a new ritual or path will be shot down by your superiors, as you are likely to be given feedback for revisions. After a bit more fine tuning, eventually you may find yourself the creator of your very own ritual or path of Thaumaturgy. The Out of Character approval process is first to receive Storyteller approval, and once you have that you may submit your proposal to the Tremere Coordinator. Also please keep in mind that you may not create a ritual or path that is an exact duplication of a discipline, power, or magic from another paradigm. If you feel you wish to create a new power that is similar to something already created in White Wolf, it will require sign off by the appropriate Genre Coordinator prior to final approval.

Converting Magics from other Paradigms

It should be noted that converting rituals or paths is not the same process as creating completely new magic, and is actually far more difficult to accomplish. The reasoning here is that the way Hermetic Thaumaturgy is cast is vastly different from other paradigms that there is quite the learning curve to understand how they work. If you are interested in converting a ritual or path

you have come across in-character as your Tremere into Hermetic Thaumaturgy, you must reach out to the appropriate Coordinator as well as the Tremere Coordinator.

Ritual Creation

The Requirements to create a ritual:

Basic:	Occult x2, and you must know seven basic rituals
Intermediate:	Occult x4, and you must know seven intermediate rituals
Advanced:	Occult x5, and you must know seven advanced rituals

If multiple Tremere are assisting in the creation of the ritual, the required amount of rituals is split between them.

Example: Apprentice A has 4 basic rituals and Apprentice B has 6 basic rituals. Together, regardless of duplicates, they have a total of 10 basic rituals between them.

The creation time for a new ritual:

Basic:	2 Months
Intermediate:	4 Months
Advanced:	6 Months

The timeframe required to complete a new ritual for a single Tremere takes time and energy. It is recommended that magi work with their fellow Tremere when creating new magics. If they do, rituals that are completed by 2 or more Tremere have a reduced creation time by 1 month for every ritual over the seven required rituals. There is a minimum creation time of 1 month for all new rituals regardless of the amount of rituals the magi have combined. The start of this timing is from the start date of the downtimes of the character to create the specific ritual. Storytellers will need to send documentation of this to the Tremere Coordinator.

Example: Apprentice A has 4 basic rituals and Apprentice B has 6 basic rituals. Together, regardless of duplicates, they have a total of 10 basic rituals between them. Although they have 3 additional rituals, they can only reduce the creation time from 2 months to 1 month.

Path Creation

Creating new Paths of Thaumaturgy is far more difficult an undertaking than creating new rituals. To create a fully functional path the foundations of different paths of magics work is required. Typically a new path of Thaumaturgy takes two years to complete, however if Magi work cooperatively they are able to complete this in less than half the time.

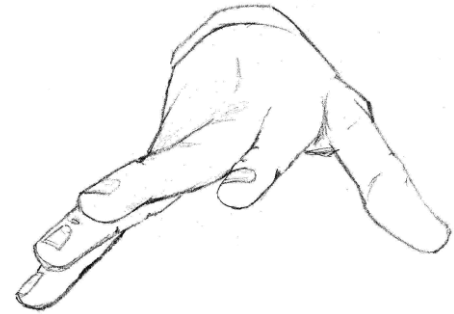
Requirements to create a new path:

Occult x5 and a total of ten Paths of Hermetic Thaumaturgy must be fully mastered

Creation time for new paths:

One Tremere with a total of 10 paths of Thaumaturgy:	2 years
Multiple Tremere with a total of 10 paths of Thaumaturgy:	1 year

When working in a group, Tremere are able to complete the necessary steps of creating new paths much faster than if done on their own. If a path is being created by 2 or more Tremere with a combined amount of mastered paths of Hermetic Thaumaturgy over 10, they may reduce the completion time by 1 month per additional mastered path. The minimum amount of time it takes to create a new path of thaumaturgy regardless of how many magi assist in its creation is 3 months. If any magi drop out of the creation of the path at any time during the creation process, the length of time increases by the amount of paths that were removed from its creation. If at any point the withdrawal of a member drops the known paths below ten, the project is on hold until the minimum requirements are once again met. The start of this timing is from the start date of the downtimes of the character to create the specific path. Storytellers will need to send documentation of this to the Tremere Coordinator.



Example: Three Tremere with a combined total of 15 mastered paths are creating a new path. It should take them 7 months to complete this path by working together toward its completion. Two months in and one Tremere is killed in a Praxis, dropping the total paths of thaumaturgy with the remaining Tremere to 11 mastered paths. The length of time to complete the path is then changed to 11 months rather than 7 months. If they are able to convince another Tremere to join them, they can once again reduce the creation time.

OWBN certis magicae: Custom created content

Almost all custom created magics are considered Tremere Coordinator approval (Rarity 5) to learn, except for those included within this packet or the House packet as a lowered rarity. These exceptions are made either due to their prevalence in OWBN or because they pertain to a specific House's flavor. This packet does not include a comprehensive list of Custom Created magics in OWBN, and learning any custom magics that are not included in this packet are to follow the OWBN bylaws in regards to custom content. The previous lists are not exhaustive, and may be updated annually with new custom created content. The full write ups for the custom content included in this packet are available on the One World by Night Custom Content Database. The cost for these custom Hermetic paths and rituals are at in-clan cost, and at the rarity they are listed as in the previous charts. If a path, ritual, or combination discipline is not listed in a packet, it is considered to be Rarity 5 per the bylaws and must be learned directly from the creator or from someone who can trace back to the creator.

Some custom content created either by staff or players may be excluded intentionally from this packet, as it only pertains to a specific society or House. These more specific paths, rituals, combination disciplines, or paths of enlightenment will be included in the appropriate binding packets and the OWBN Custom Content Database for staff to review.

Custom Created Paths and Rituals that are considered part of Dark Thaumaturgy, Sielanic Thaumaturgy, or apply only to Gargoyles are not included in this packet in detail. Some may be noted for clarity, but otherwise their write ups will be found in other packets or the OWBN Custom Content Database.

Unfortunately the names of some of the creators of the custom content contained in this packet have been lost, but their contribution to the genre has not.



Combination Disciplines

Combination Disciplines

Storyteller Approval (Common)

- ❖ Blood Sight - Auspex 2, Thaum-PoB 1 (Lore of the Clans, p 220)
- ❖ Chain of Slavery - Auspex 2, Dominate 2 (Lore of the Clans, p 220)
- ❖ Thaumaturgical Sight - Auspex 2, Thaum-PoB 1 (Clanbook Tremere Revised, p 47)
- ❖ Mood Shift - Auspex 2, Dominate 4 (Counsel of Primogen, p 103)
- ❖ Measure the Will - Auspex 2, Dominate 2 (Players Guide to the High Clans, p 103)

Storyteller Approval (Uncommon)

- ❖ Sanguinary Expulsion (Fortitude 2, Thaum-PoB 3 (Archons and Templars p 142)
- ❖ Name the Fallen - Auspex 3, Thaum-PoB 1 (Archons and Templars, p 140)
- ❖ Mind's Eye - Auspex 4, Dominate 3 (Archons and Templars, p 143)
- ❖ Stunning Awe - Dominate 2, Presence 2 (Player's Guide to the High Clans, p. 169)

Coordinator Approval (Rare)

- ❖ Drink the Mind (Tremere Version)- Auspex 4, Thaum-PoB 5 (Players Guide to the Low Clans, p 160)
- ❖ Scent of Caine (Tremere Version) - Auspex 2, Thaum-PoB 1 (Players Guide to the Low Clans, p 164)
- ❖ Spectral Puppeteer - Auspex 5, Dominate 5 (Players Guide to the Low Clans, p 166)
- ❖ Theft of Will - Dominate 3, Thaum-PoB 4 (Lore of the Clans, p 220)

Tremere Thaumaturgical Countermagic

Thaumaturgical Countermagic is not a path of magic, unlike Perdo Magica from the Dark Ages. However, for the sake of ease and clarity both were specifically created by Tremere Hermetic Practitioners. Both are exceptionally rare and only taught to those within specific Secret Societies or those who have found themselves a willing teacher. Thaumaturgical Countermagic is one of the most protected and guarded powers of the clan elders. However, there are cases of those outside of the Pyramid who have been able to acquire this power, typically by those who have left the Pyramid and are considered rogue. It is not fully known to the elders where these rogues have run off to or hidden, but they continue to search after these very talented magi.

MET Conversions and Custom Content Mechanics

Each section will have notes regarding source, costs, levels, and/or MET conversions if from a table top book.

Combination Disciplines

Blood Sight

Auspex 2, Thaumaturgy: Path of Blood 1

V20 Lore of the Clans, p 220

Experience Cost: 3 exp

This power allows the user to analyze the potency and type of any blood they touch to a higher level than A Taste for Blood would allow. They can determine which supernatural creature it might come from, and the relative potency of the being in question.

System: The user must touch a small sample of the blood they wish to analyze. They then make a static mental challenge with a difficulty of 6, with retest medicine or occult. The user may make additional tests to gain further insight, for up to a maximum of 3 total successes. In addition to the knowledge gained from each success, the user will know if they touch the person the blood is from. The duration of this power is one hour per success, up to a maximum of three.

Successes:

1. Determine if the blood belongs to a human, animal, or supernatural creature.
2. Determine creature type if from a supernatural creature.
3. Determine generation/rank of a supernatural creature.
 - a. If three total successes are made, the user may expend a temporary willpower and a mental trait to also determine the clan of a vampire or the auspice of a garou/changing breeds. The user must have the appropriate lore to determine auspice of garou/changing breeds. This will be up to Storyteller discretion.

Chain of Slavery

Auspex 2, Dominate 2

Lore of the Clans, p 220

Experience Cost: 6 exp

By making eye contact with the target, the user can determine if the target is under the influence of Dominate, as well as who controls them. Eye contact is required for this power to work, and the image of the individual who dominated the target manifests in the user's mind. This power only works if the target is currently dominated, and if used on a non-dominated target the power results with no image in the same fashion as a failed attempt at using the power.

System: After establishing eye contact with the target, the user makes a contested mental challenge, retest Leadership. If successful, they may get a glimpse of the target's controller. If the first challenge fails or if the target is not dominated, the user will see nothing. With the first success, the user can determine basic traits about the dominator (general size/age/gender/etc.). With an additional two successes, the user may see a clear and distinct picture of the dominator in their mind.

Drink the Mind

Auspex 4, Thaumaturgy: Path of Blood 5

Players Guide to the Low Clans, p. 160

Experience Cost: 7 exp

Developed during the Dark Ages independently by both the Assamites and Tremere, though according to vastly different principles of magic, this Discipline heightens the power of the Amaranth to steal memories and knowledge. The pragmatic blood magicians of the Tremere during this era simply viewed diablerie of mind as another useful tool of power. In modern nights, this power is still known by the elders of the clan, however the pyramid would rather not have to explain the existence of this combination discipline. This power is only taught to a trusted few - not only for their loyalty, but for their ability not to be caught. In order to protect their secret, any legal instruction of this power includes a donation of blood from the pupil. This blood is held by the local Pontifex (Tremere Coordinator's Office) and stored for those 'what if' scenarios.

System: This power may be used whenever a character successfully commits diablerie. The player makes a test, using his permanent Willpower points versus the victim's permanent mental traits. The victim may add plus one trait for every derangement he had. A successful test garners the diablerist 4 bonus point that must be spent to purchase or increase the diablerist's Abilities (this comes in lieu of the normal 2xp for diablerie, and cannot go above the 8xp per month rule in place for OWbN). These points cannot raise an Ability above the victim's rating, however. The retest for this power would be Self- Control or Instinct.

This power also allows the diablerist to recall the victim's strong memories, although such recollections are left to the Storyteller to adjudicate. Stolen memories unfold hazily as from a dream, and should offer cryptic hints rather than plot-breaking insights. Vampires whose players lose this test pick up the derangement Self-Annihilation Impulse (see *Clanbook Malkavian: Revised* p 57), as the character is overwhelmed by an onslaught of disconnected images and hate from the victim's devoured soul. This power can only be used once per diablerie. In any case, win or lose, all of the negative drawbacks of diablerie apply.

Measure the Will

Auspex 2, Dominate 2

Players Guide to the High Clans, p. 168

Experience Cost: 3 exp

A vampire with this power may gauge the strength of a target's will and identity, often as an exploratory prelude to shattering and reshaping that mind.

System: Make a Mental Challenge versus the target, retest Leadership. You need not have eye contact, as long as the target is within line of sight. If the challenge is successful, the vampire learns the character's permanent or temporary Willpower Traits, or one Virtue Trait of his choice. The target is unaware of use of this power, whether it is successful or not. It cannot be used on a target of lower Generation than the vampire.

Mind's Eye

Auspex 4, Dominate 3

Archons and Templars, p. 143

Experience Cost: 12 exp

With this power, a kindred can actually experience a memory belonging to someone else in more detail than telepathy. Sights, sound, scent, and other details all are potentially as intense as they were for the target as they experienced it originally. Mind's Eye does not require a willing target and is often utilized in interrogation or investigations.

System: The character must make eye contact and spend a Blood Trait, then make a contested Mental Challenge against the target, retesting with Investigation while the target defends with Subterfuge. In order to utilize this on a kindred of stronger generation, a temporary willpower must also be expended. Success means you may experience a specific memory that resulted from questioning for a specific time (ex. Tuesday at midnight) or event (ex. The meeting with Bob yesterday). If the test is failed, this power may not be used on the target for the rest of the scene. The clarity and amount of information gained is up to Storyteller determination, taking into account the target's Merits / Flaws / Negative Traits / Derangements and the amount of time that has passed since the event in question took place.

Mood Shift

Auspex 2, Dominate 4

Counsel of Primogen, p. 103

Experience Cost: 5 exp

A Warlock using Mood Shift views the aura of her target to determine their initial mood. Through a series of subtle cues (a smile and laughter to invoke levity, a sneer and a caustic word to bring about a feeling of hostility or defensiveness), the target's mood can be nudged in a particular direction.

System: This requires eye contact and the target must be interacting with the Tremere to pick up on the visual cues that he's modeling. Once they have been interacting for a few minutes, the Tremere may make a Mental test against her target (retest Intimidation) to change their mood. This effect lasts for a scene or an hour.

Name the Fallen

Auspex 3, Thaumaturgy: Path of Blood 1

Archons & Templars, p. 140

Experience Cost: 4 exp

System: By spending a Blood Trait and making a Mental challenge (see difficulty chart below) a Thaumaturge may identify a deceased person, kindred or kine. The Thaumaturge must have a part of the physical remains, such as a bone, finger or other body part, a pile of ash is also sufficient. If the test is not successful, the body part being used cannot be used again to identify the deceased; a new part must be used on a new attempt. Only the identity of the person is given. The user does not get any information about clan, method of death, generation, powers or abilities. This must be determined by alternate means or powers.

This power is reserved for Archons from House and Clan (i.e., Tremere Archons; non-Tremere Archons who happen to work for the Tremere Justicar may not learn this combination discipline), and may not be learned without holding the title of Archon.

Time Since Death	Difficulty: Kindred	Difficulty: Kine
Less than 24 Hours	9	7
1-7 Days	9	9
1 Month or Less	10	8
6 Months or Less	11	9
1 Year or Less	12	10
10 Years or Less	14	12
1 Century or Less	18	16
More than 1 Century	NA	18

Sanguinary Expulsion

Fortitude 2, Thaumaturgy: Path of Blood 3

Archons & Templars, p. 142

Experience Cost: 5 exp

System: By activating this power, one may ingest blood without forming Blood Bonds or Vinculi, or be affected by poison or other abnormal blood based properties of the blood being consumed. The blood may later be regurgitated. However, no new blood may be consumed until then. Also, no blood may be spent until the blood that was consumed originally is gone. Spending blood in any manner will cause the consumed blood to be

absorbed. When the blood is expelled, 1 extra trait is also expelled. This power costs nothing to activate.

When activating this power the caster must make a physical test of 9 plus the amount of blood traits consumed. For example: if the caster activates Sanguinary Expulsion and consumes 5 traits of blood, the test would be against 14 traits.

This version of the power is reserved for Archons from House and Clan and for secret society members, and may only be learned by Kindred who fit at least one of those restrictions.

Scent of Caine

Auspex 2, Thaumaturgy: Path of Blood 1

Players Guide to the Low Clans, p. 164

Experience Cost: 4 exp

Vigilant to the point of paranoia, the Tremere wisely feared the reprisals of other clans in the earliest days of their existence. To ward against ambush from undead enemies or their ghoulish slaves, thaumaturges developed this power to scent the mystical resonance of Caine's Curse. Any creature that bears vitae in its veins may trigger the vampire's preternatural senses. This power was developed in the Dark Ages, and is rarely found in modern nights. One must be a Regent to request to learn this power, as well as having Tremere Lore x4 to have heard of it before.

System: Whenever a vitae-bearing creature physically approaches within range of the character's normal senses, the player may make a static Mental Challenge against the approaching creature's Mental Traits (retests use the Occult Ability). If the challenge succeeds, the vampire becomes aware of the vitae-bearing presence and its general vicinity, although he cannot automatically see the approaching creature if other powers of stealth/obfuscation are being employed. Forewarned is forearmed, however, and the user is to be considered 2 traits up in all attempts to breach the stealth action(s) of an approaching creature after they successfully win a Scent of Caine challenge.

Once learned, this power is always considered active. Over time, characters may grow to identify particular vampires by their mystical scent alone, though only after many encounters. The Assamites know a version of this power that depends on their blood sorcery rather than hermetic Thaumaturgy. This power otherwise duplicates its Tremere counterpart.

Spectral Puppeteer

Auspex 5, Dominate 5

Players Guide to the Low Clans, p. 166

Experience Cost: 8 exp

Only a few Tremere ever mastered this art early in the clan's existence, which enables them to seize control of a mortal with their spiritual form. As its very existence is a closely guarded secret of the clan, this power is chiefly used to discredit or frame rivals while establishing a perfect alibi for the vampire. Only those Tremere of a rank of Regent or higher are taught this power.

System: In order to use this power, a vampire must have sent her consciousness into the astral plane with the Auspex 5 power Astral Projection. Normally, an astral vampire cannot directly make use of the Dominate power of 'Possession'. However, Tremere who know this Discipline technique may use Dominate x5 in astral form. No lesser powers of Dominate or any other Disciplines can be used, and the vampire's player must still make the usual test and expenditures for control of the mortal.

If the vampire succeeds in the test, her astral body flows into the host's mouth and assumes control. If the vampire leaves the host voluntarily, her astral form reforms outside the mortal's body and may continue moving and acting according to the rules for Astral Projection. Any sympathetic damage sustained by a possessing vampire using this power is applied to the vampire's astral form rather than her physical body (represented by loss of willpower). The sudden death of the host instantly evicts the vampire and damages her silver cord, causing an automatic loss of 1 willpower.

Stunning Awe

Dominate 2, Presence 2

Players Guide to the High Clans, p. 169

Experience Cost: 5 exp

This power allows a vampire to slow his victim with a mix of terror and magical compulsion. They need only lock gazes with the target and unleash his monstrous will to stun them.

System: The vampire must make a Social Challenge against his target and spend one to three Social Traits; retest Intimidation. The victim then suffers a trait penalty on all challenges equal to the number of traits the vampire spent. The penalty lasts for a number of turns equal to the user's willpower. If the target suffers any pain, she may make a Willpower challenge vs. the user's own Willpower to break free. This resistance may be attempted once per combat round per stimulus. This power does not affect Kindred of lower Generation.

Thaumaturgical Sight

Auspex 2, Thaumaturgy 1

Clanbook Tremere, Revised p. 47

Experience Cost: 3xp

Thaumaturgical Sight allows the thaumaturge to see blood magic as pulsing, viscous curves of liquid scarlet that weave through the aura of a person/creature, or surrounding objects. While utilizing this power, the character may be able to puzzle out the magic that is in effect. Thaumaturges should take care to remember that sometimes looking upon powerful magics in their more raw state may drive one to madness (or frenzy).

System: Activating this power augments the skills of the thaumaturge in their abilities of Auspex through the expenditure of a single blood trait. The character is able to notice the effects or use of any type of blood magics that are in use or are in effect, including paradigms outside of Hermetic Thaumaturgy. If you wish to determine the specifics of an effect, you must make a static mental challenge with a difficulty of 8, utilizing Occult for retests. If successful, you are aware of which power is being used, which may require the subject or ST to inform you of what it is. If it is a magic you possess, you are assumed to know how it works and the target for the effect. If you do not possess it, you do not understand how it works nor the intended target. Such scrutiny of powers is intensive requiring concentration, and thus can only be done once each turn regardless of how many magical effects you notice initially. To extend the duration of this power beyond one round, you may spend one mental trait each round to keep it active. If not in combat, the power lasts for one minute and may be extended at the rate of one minute per expenditure of a mental trait.

Theft of Will

Dominate 3, Thaumaturgy: Path of Blood 4

V20 Lore of the Clans, p. 220

Experience Cost: 10 exp

This power allows a vampire to take control of any magical effect nearby, such as a ward or enchantment. Effectively, the user of this power becomes the caster of the spell for all intents and purposes. This power doesn't grant the ability to detect magic or recognize it, but the user of this power only need know a power is there to take control of it.

System: The user must know there is a magical effect nearby that they wish to take control of. The ritual that created the effect must also be one level below the user's current level in their primary path of Hermetic Thaumaturgy. The user expends one temporary Willpower and engages in a contested mental challenge against the original caster, retested with Occult. If the original caster's traits are unknown at the time of use of this power, a Storyteller may substitute by using a static mental challenge with a difficulty of 10. This power only works on Hermetic Thaumaturgy rituals, and does not alter the duration or strength of the effects.

For example: the user has Path of Blood as their primary and it is currently at second intermediate. The user may only take control of basic Hermetic rituals, not Intermediate or Advanced.

Paths/Disciplines

Alchemy

MET: Storyteller's Guide, ppg. 47

This path must be used in a controlled, laboratory setting. The amount of Mass/Volume that the caster can affect is based on the amount of additional mental traits that the caster expends when the path is activated. Nothing larger than a Car can be affected.

Mentals Mass/Volume (examples):

2 - A Coin

4 - A Brick

6 - A Table

8 - A Safe

10 - A Car

Better Self

C.L.U. Vasa of House Hephaestus for OWBN; OWBN CCDB

This path was created as an attempt to bring out a more social aspect of Thaumaturgy. It was developed by Lord of the Fourth Circle C.L.U Vasa, House Hephaestus, as an aid in business settings and political dealings. The aim of the path is to give an advantage to the caster in these settings by manipulating the mind and body of the target to mimic certain afflictions at the most inopportune time.

No levels of this path are stackable with another level of this path.

❖ Gentle Words

- Gentle Words is designed to make the caster appear more charismatic than he or she really is. It was designed to aid in business dealing with superior adversaries. Upon using this power, the caster spends one Blood trait and engages in a test versus 7 mental traits. On a success, the caster gains any combination of 2 (two) of the following Charisma related traits: Charismatic, Charming, Dignified, Eloquent, Expressive or Genial. These may be used primarily in social challenges dealing with arguments, politics, other conversational pieces where getting your point across above all others is key. It lasts for the rest of the scene or one hour, whichever comes first.

❖ Bad Form

- Bad Form is designed to embarrass your adversary in a business meeting. Most executives have learned from their very beginnings of their business meeting education that showing up intoxicated in any form is a very bad thing. The caster must initiate a mental v. mental challenge against his/her target and spend a Blood trait. If the caster wins against a mortal, the target suffers from the effects of an all night binge drinking fest, giving them the negative traits oblivious and clumsy. Kindred are affected as if they drank from an intoxicated mortal, giving the same

negative traits as mentioned above, but the caster must expend a temporary willpower trait in addition.

❖ Babbling Brook

- The target can no longer maintain a solid train of thought for the duration of the scene or one hour. The target may start a sentence or conversation, but it quickly loses its focus and winds up a meandering spoken diatribe on everything but the original focused point. This does not mean the target can't remember what they wanted to say, but that they cannot finish it vocally.
- The caster spends a Blood and engages the target in a mental test. On a win, the target gains the negative traits Forgetful and Ignorant for the rest of the night. In order to affect Kindred, the caster must also expend a temporary willpower trait. The effects of this path should be role-played out accordingly.

❖ Incompetence

- This power was developed to show one's true power over another. With this, the target becomes little more than a simpleton. Even the most mundane tasks (such as walking, talking or writing) become near impossible.
- The caster spends a temporary Willpower and a Blood trait and engages the target in a Willpower challenge. If successful, any time the target wishes to take any actions, the target must first win a static challenge against his own traits of the appropriate category, which he may retest with appropriate retests. I.e. If the target has 8 physical traits and 6 social traits and wishes to walk or run, the target must first win a physical challenge against 8 traits and may retest with Athletics; similarly, he would have to win a social challenge against 6 traits in order to talk. This power lasts the rest of the night.

❖ Bring forth the Inner Child

- Bring forth the Inner Child is the most devastating power of this Path. With it, the caster transforms part of the very core of his or her target, bringing out the inner child in him or her to the forefront. It changes the target's Nature to Child.
- The caster must have a trait of the target's blood. The caster must expend a permanent Willpower trait and a Blood trait and then engage the target in mental challenge. If the caster is successful in the challenge, the caster then makes an extended challenge with the target, using the psychology ability as a retest. This determines the duration of the effect:
 - Number of Successes/Duration:
 - 1 - Rest of the Evening 2 - One Day
 - 3 - One Week 4 - One Month 5 - One Year
 - 6 - Permanent

Binding the Abyss

OWBN Custom; OWBN CCDB

Although the Tremere have long been enemies of the Tzimsce, a chantry of 17th century Portuguese Tremere once turned their talents to specialized means of combating the treacherous

Lasombra of neighboring Spain. This resulted in the creation of the Path of Shadowcrafting. In the modern nights, however, Tzimisce-Lasombra ties in the Sabbat have brought the Lords of Shadow to the attention of the Tremere again.

With the Camarilla's recent upturn in their war with the Sabbat, the Tremere have needed a means to blunt the Sabbat's edge, so the Path of Shadowcrafting was unearthed. It was, however, archaic and hardly suitable for the trails of modern nights. The path of Binding the Abyss, a remodeled Path of Shadowcrafting, was made to accomplish what Shadowcrafting could not. Those who remade the Path focused upon the workings of the Abyss, researching the true masters of the shadows, the Lasombra themselves.

Masters of Binding the Abyss have learned to dominate the soulless creatures of the shadows, but not in the same fashion as the Lasombra. Where as Binding the Abyss controls those that dwell within the Abyss, and thus making the Abyssal creatures briefly bow to their twisted whims, the Lasombra have a much more rooted dominance of the Abyss's powers, which are the pure stuff of darkness, channeled through their blood. As these two Clans draw their power from near the same sources, the Binding the Abyss has become eerily similar to Obtenebration's effects and practices. To begin learning Binding the Abyss, the Tremere must have at least three levels of Abyss Lore. However, all retests are made with the Occult Ability.

❖ Tenebrious Breath

- The first rule of Abyss: darkness devours all light. Eventually, every light gutters and fades into the darkness. A neophyte thaumaturge can exert this property of Abyss, bringing devouring darkness to lights nearby.
- Spend one Blood Trait and you can snuff out a light source or multiple light sources that you can see, equaling up to a bonfire. The lights would be snuffed out for the rest of the scene, at which point the light will ebb back in a most unsettling manner.

❖ Hand of Night

- This wholly unnerving power allows a thaumaturge to take command of a distant shadow. Through his understanding of the ways of the Abyss, he is able to link his thoughts to the shadows and summon an almost tangible quality to the darkness he controls. If the shadow belongs to a person, it follows the thaumaturge's mental commands. Inhuman shadows contort as much as possible, stretching, elongating and moving in a semblance of the caster's thoughts. A shadow controlled in this fashion cannot actually do harm, but this unnerving shadow can tangle its semi-physical form about its source. Those who have felt this shadow's fleeting touch have said that it was completely unwholesome and felt as cold as ice.
- You need only to indicate a distant shadow and spend a Blood Trait to invoke this power of 'Thaumaturgy.' Once you've invoked the power you can completely control the actions of a shadow that you can see for so long as you concentrate on it. You should either indicate its movements to the subject viewing it, or inform a Narrator who can relay the shadow's unusual actions.

- If you decide to affect a person with this power, their shadow inflicts the Negative Trait Clumsy due to the semi-tangible elements of the shadow and the distracting nature of its power.

❖ Enveloping Darkness

- How would shadow appear if it hovered in the air? A discoloration? A dimness in the atmosphere? A hole in space? A commanding Tremere can peel back reality and spill forth the shadows of the Abyss and bend them into a floating globe that whips about the caster. This airborne shadow conceals the caster and creates a roiling sphere of confusion. The unnatural display manifests as an ephemeral globe that encompasses the caster at about an arm's length, though it contracts and expands rapidly while the shadows flit about its surface.
- Indicate "Enveloping Darkness" by crossing your arms at neck level, palms out with your fingers spread. Any onlooker can note the obviously unusual sight. This globe of darkness extends a full three feet about the caster and those who would come into the darkness are affected with the Negative Physical Trait of Clumsy while engulfed in the unnatural shade. Mortals with fewer than five Physical traits may be strangled to death, as they lose one Physical Trait per turn, and then lose Health Level per Turn.
- Inside the globe of shadow, all light sources other than fire are extinguished and sound is muffled. All victims of the globe (except yourself) suffer the penalties of total darkness: They lose two Traits in resolution of challenges and are forced to make a single retest on any successful challenge because of the darkness. Even those with Heightened Senses and Eyes of the Beast are affected: each removes one penalty Trait from the effects of the globe (forced retest is not removed).
- You gain one bonus Trait to resolution in all challenges of stealth and when defending against any physical attack. And your Globe, once created, lasts for the entire scene or hour, or until you dispel the darkness to the Abyssal region from which it came.

❖ Sacrament of the Void

- Shadows seem to devour the landscape hungrily as night falls. Where any shadow lays, the power of night remains --- through that sympathetic power the Tremere can invoke the strength of night in any place. Mortals who have observed this bizarre power have left the experience "touched," talking of shadows impossible in the current light and non-Euclidean geometry casting horrid shades. Even the sun's touch is dulled by these shades.
- By casting 'Sacrament of the Void' you can cause an area of shadow to expand beyond what would be its natural length. The preexisting shadow is considered to extend an additional yard in each direction. So long as you remain within this shadow (this may include the caster's own shadow), the area counts as being under the influence of night. Due to the strengthening ties to the Abyss, the caster can actually lessen the sun's searing light, in effect lessening the damage of sunlight by one Health Level. If the caster were to stand in direct sunlight with

this power in effect, he would take two Health Levels of damage rather than three. This lasts for the rest of the scene or an hour.

❖ Abyssal Exorcism

- Mastery of this path allows a Tremere to imbue his shades with a cannibalistic hunger. At this level of expertise, the caster can lose a shade filled with terrible hunger for its own kind. This mastery of the Abyss gives the Tremere a chance to counter the Obtenebration Discipline. When the Tremere summons forth this creature, malevolent darkness consumes all the shadows in the area, only to consume itself at the apex of the feast. The Shadow Fiend leaves the places it passes tinged with a harrowing frost.
- When you cast this power you have a chance to have your shade consume 'Obtenebration.' By spending three Blood Traits, you make a Mental Challenge against the target in question, and if you win the 'Obtenebration' power fails completely and is consumed by the Shadow Fiend consequently, all natural shadow is consumed as well, temporarily resulting in a surreal, frozen locus. If you lose, you take a level of lethal damage as the Shade feasts upon the darkness within you. In either case the Shade quickly passes once its meal has been consumed back into its void.

Borealis

Custom created by Vincent King in OWBN; OWBN CCDB

- ❖ Ran's Touch: By concentrating, the thaumaturge can freeze a small area, rendering simple devices useless. To activate this power the target must be touched and a single blood trait must be spent, then the caster engages in a Mental vs. Physical challenge. An additional Blood Trait must be spent for a currently moving target. This cannot be employed on a living or undead target.
- ❖ Grasp of Magni: A slightly larger area of space can now be frozen and the thaumaturge no longer needs to touch the target. By spending a Mental Trait the caster may create a small (up to a cubic foot) block of ice. If targeting a person or something that a person is grasping, the caster must engage in a Mental vs. Physical Challenge. The Ice can halt movement of a person or machine, and will last until melted or broken (static Physical vs. 6 traits).
- ❖ Forseti's Silence: With this level of control the thaumaturge can create a wall of Ice. The wall is three cubic feet of ice for each Mental Trait spent to cast it, has as many Enduring Physical Traits as Mental Trait spent to cast it, and has health levels equal to half of the Mental Traits spent to cast it, rounded down. The wall must be summoned in unoccupied space within 50 feet of the caster.
- ❖ Hel's Kiss: The thaumaturge can literally freeze the blood of his chosen target. By spending a Willpower and winning a Mental vs. Physical challenge against the target, up to 3 Traits of Blood are frozen in the target's veins. A Mental Trait must be spent for each Blood Trait frozen. For mortals this would cause a lethal wound for each blood frozen, and render that blood permanently useless fluid. For Kindred this would make the

blood unusable for 5 Minutes or the end of a scene. In both cases the target would be down one Physical trait for each blood trait frozen.

- ❖ Tomb of Buri: This power can completely incase a single target in a Tomb of Ice. The Thaumaturge must concentrate for a full turn, expend a Willpower Trait and initiate a Mental vs. Physical Challenge against the target. The Tomb has as many Enduring Physical Traits as Mental Trait spent to cast it, and has health levels equal to half of the Mental Traits spent to cast it, rounded down. If a Mortal is trapped in the Block of Ice he or she will take one Lethal wound each round until broken free. The victim of this power may attempt to break out, destroying the health levels of the ice, by initiating a physical challenge from within it.

Elemental Mastery

MET: Camarilla Guide, p. 76

General Notes: This path functions as written. However, as an optional rule and at ST discretion only, an advanced summoner may be able to summon an elemental, using the Advanced level, as described in *Laws of the Wild*, p. 251.

To exert control would require a Static Mental Challenge as described in the *Camarilla Guide*, p.78. To command this advanced elemental, the summoner would need to spend two mental traits, or the elemental would want to bargain, again, as described.

Forcing an advanced elemental to perform a task that would endanger its existence requires the summoner to enter a Mental Challenge requiring 2 mental traits.

Faux Path

Blood Magic: Secrets of Thaumaturgy, p. 84

As with nearly all Thaumaturgy, the Faux Path requires the expenditure of one blood trait and an entire turn of casting in addition to any other requirements specified in the power description.

The symbol for use of the Faux path is crossed fingers, where appropriate.

- ❖ Hello, Goodbye
 - The player makes a contested Mental challenge, retest Occult, to invoke this power. The next sentence the thaumaturge utters will be perceived as a lie for the duration of the evening. At dawn, the affected characters may once again exercise their own judgment regarding the veracity of the statement.
- ❖ Disciplinary Identification
 - The thaumaturge may identify a discipline he witnesses being used. In the case of disciplines such as Dominate or Dementation, an Awareness challenge may be required to notice that a discipline is in effect. Powers belonging to other Supernatural creatures, with the exception of Hedge Magic, register as "Unquantified." The effects of Hedge Magic, True Faith, Dark Thaumaturgy, and all other Sorceries, will always register as "Thaumaturgy" at this level of mastery. The thaumaturge throws a Static Mental challenge vs. six traits to invoke this

power. The thaumaturge must know at least cursory information about the discipline's powers. Note that this power may never be used in combat.

❖ Thaumaturgical Identification

- The third level of The Faux Path allows the thaumaturge to identify the specific paths of Thaumaturgy and other path-based disciplines, provided he is at least familiar with the effects of the path under scrutiny and has first used Disciplinary Identification to identify the Discipline. Any use of this power without first successfully using Disciplinary Identification will result in an incorrect result. The thaumaturge makes a Static Mental challenge vs. eight traits to invoke this power.

❖ Ritual Madness

- By making a Static Mental challenge vs. eight traits, the thaumaturge can place the physical, somatic effects or extrapolations of the effects of any ritual he is familiar with on an object or person, but the 'ritual' will have no actual effect. In the case of faux wards (Ward vs. Fools) or similar effects, a courage check may be needed to touch the affected item. Such items will get any sensory-based traits incurred by the actual ritual. These effects last until the next sunset.

❖ Disciplinary Affectation

- The thaumaturge can duplicate the outward appearance of any Discipline or Path power up to the Advanced level, provided he is familiar with the power in question. The thaumaturge may mimic any and all outward effects of a Discipline with a Static mental challenge vs. ten traits, the expenditure of a Willpower trait, and by meeting the costs associated with the mimicked power as well. The burden of proof is with the Caster.
- Powers such as Obfuscate and Chimerstry will appear to have been used, but not successfully, against the viewer, i.e., the observer will believe that the discipline was used, but that it failed to deceive her. Bonus traits and negative traits conferred by the powers mimicked are not actually conferred, nor are the actual benefits of the power generated.

Gift of Morpheus

Laws of the Night, p. 74

❖ Cause Sleep

- By winning a Mental Challenge with the victim, you can cause him to fall asleep. Retest is Occult. The victim will not fall over and snore on the floor, but he will, over a period of five minutes, gradually drift into a sleep from which loud noise or physical contact can wake him. While the ritual is intended primarily for use against mortals, you can spend a Willpower Trait to affect a vampire (you must still win a Mental Challenge).

❖ Mass Slumber

- By spending a Willpower Trait, you can cause a group of mortals to fall asleep. To resist, mortals must spend a Willpower Trait and test against you in a Mental Challenge; retest Occult. If there are ghouls or Garou present in the "mortal"

crowd, you must engage in individual Mental Challenges with each non-mortal. This ritual is best invoked in the presence of a Storyteller.

❖ Enchanted Slumber

- This ritual allows you to cause a person or creature to fall into a sleep from which she cannot be awakened until a specific event occurs (like a kiss from Prince Charming).
- This event should be achievable, though not necessarily easy. The target will rouse if she takes any sort of damage, although she will be down two Traits in all areas for the remainder of the scene. To invoke this sleep, you must spend a Willpower Trait and initiate a Mental Challenge; Retest occult.
- This is best used on a Narrator character. If used on a player character, you should remember that if the conditions are unachievable in-game, they could cause the player to be effectively cut out of the game for at least the duration of the evening.
- Storytellers may choose not to allow you to set impossible conditions such as, “She may not awaken until her body is physically transported to the planet Mars.”

❖ Dreamscape

- This allows the caster to enter the dreams of a sleeping target. The caster may not use any powers or harm the target in any way, nor does this power grant any control over the dream itself. The Target is not aware of the presence of the caster in her dream. You must possess a personal item of the target or have line of sight and engage in a contested Mental challenge with a difficulty equal to the total permanent (not temporary) willpower of the target; retest Occult.

❖ Dream Mastery

- You may enter the mind of a specific sleeper and induce nightmares or use Disciplines such as Presence, Dominate or Auspex if you possess them. You effectively gain control over the sleeper’s dreams and can do as you wish. Any Discipline used on the sleeper must incorporate the usual number of challenges and other Blood and Willpower expenditures. This requires you to win a Mental Challenge and spend one Mental Trait; retest with Occult. The sleeper may take normal action in her dream.

Path of Mercury

Blood Sacrifice, p. 138

The Path of Mercury is only available to Tremere who have proven themselves to their superiors to be trustworthy and responsible. The higher levels of the Path allow for stunning levels of 'teleportation', it is highly recommended that it be limited to the bounds of a chronicles' borders. Each level does not have a 'name', but instead merely shows the higher range of teleportation available.

System: The thaumaturge must make a mental test against a static difficulty based on the distance traveled; 5 traits for the Basic levels, 7 traits for the Intermediate, and 9 traits for the

Advanced. Should the thaumaturge attempt a 'blind' teleport into an area that he is unfamiliar with, he adds three to the difficulty of the test.

- ❖ Level 1 (Basic): Up to 10 yards (9 meters)
- ❖ Level 2 (Basic): Up to 50 yards (45 meters)
- ❖ Level 3 (Intermediate): Up to 500 yards (457 meters)
- ❖ Level 4 (Intermediate): Up to 5 miles (8 kilometers)
- ❖ Level 5 (Advanced): Up to 500 miles (800 kilometers)

Path of Solomon's Will

Custom created by Calton Kalmir in OWBN; OWBN CCDB

“King Solomon is represented as having authority over spirits, demons and elements all of which obeyed his orders by virtue of a magic ring set with the four jewels given him by the angels that had power over these four realms.” - Jewish Encyclopedia

Regardless of the truth in the stories about this king, the concept behind the use of sigils combined with a strong will to subdue evils and misfortunes that afflict humanity is spread over the various branches of the great tree of western esotericism.

The reason for this may be that, if manipulated by someone capable of eviscerating such concepts and reordering their variants, it can be possible to achieve part of the hidden truth behind the power attributed in the history to men like Solomon. Something that, as history shows, the Tremere know very well how to do it.

For each level of this Path, the thaumaturge must have with him a different sigil. Rings, clothing, tattoos, paper or any creative way of having the sigils with you is acceptable. If the caster is separated from the sigil he loses access to the level of the path referring to that sigil until he is able to have the sigil again.

It is important to keep in mind that the sigil is relevant and not the object on which it is written. If the thaumaturge lost a ring with the sigil but managed to write the sigil on a piece of paper for example, it is enough.

Each level of this path suggests its inspiration, being named with the parts of the Lesser Key of Solomon.

Whether by the nature implicit in this Path, focused on the willpower of the user, or by the characteristic of the sigils used, this path cannot be used by those who are no longer owners of their own will for having given up part your soul or all of it (Thralls) nor by those who have taken on themselves the powers of demons (Diabolists), or converted to Dark Thaumaturgy. All attempts to decipher the runes to try to convert this Path to other paradigms lead to failure and madness. In recent nights, the Camarilla trusts the Assamites for protection against Infernal. The Tremere, don't.

This path will only work on specific individuals whom the Thaumaturge has been able to identify with Level 1 (Ars Goetia). All other levels will only work when the Thaumaturge has successfully identified the infernalis with Ars Goetia. To clarify - If the Thaumaturge is battling multiple individuals, and they all happen to be infernalists, but the Thaumaturge has only identified one of them, then the benefits from this Path will only work against that one individual, not the entire group.

- ❖ Ars Goetia: “There is nothing so high that man, with willpower, cannot support his ladder.” - Friedrich Schiller
 - The thaumaturge must touch a target's blood point to activate this power and beat the target in a mental challenge. If any kind of infernal taint is present in the blood, it will immediately flow into the sigils permanently attuning them to the target, allowing the other powers on this path to work against the target. The more infernalists have been identified, the more complex the sigils become.
 - Investments which hide Infernalism (such as Mask of Innocence) will nullify this power's effectiveness.
- ❖ Ars Theurgia Goetia: “Great souls have wills; feeble ones have only wishes” - Chinese Proverb
 - Demons or infernalists detected by Ars Goetia will be able to perceive you very well when this power is activated in their presence. After spending a blood point and winning a simple activation roll, Demons with Torment 6 or higher and infernalists (such as: Thralls, Diabolists) detected by Ars Goetia looking at you or listening to you in the moment of activation gain the negative trait Violent t for the scene or hour. If used directly against a target that the thaumaturge knows is infernalists (such as: Thralls, Diabolists) or Demons with Torment 6 or higher, the target gains the negative traits Violent x2 for the scene or hour.
 - This power requires the successful creation of the detection sigil of Ars Goetia.
- ❖ Ars Almadel: “Strength does not come from physical capacity. It comes from an indomitable will” - Mahatma Gandhi
 - Any attempt to affect you with an infernal power can be a dispute of wills.
 - Spend 1 blood point to activate this power.
 - When you are the target of infernal powers you can choose to defend yourself with a pool equal willpower + occult (retest occult) instead of the normal pool. Used against a infernalist Kindred, this power is only effective if his/her generation is higher than the caster's.
 - This power lasts for one combat scene or 10 minutes and requires the successful creation of the detection sigil of Ars Goetia, and activation of Ars Theurgia Goetia.
- ❖ Ars Paulina: “People do not lack strength; they lack will” - Victor Hugo
 - Cancel the effect of one infernal power early on you or another victim. It is necessary to touch the target under the effect, spend 1 temporary willpower point and make a willpower check against the total traits possessed by the infernalist at

the time when he applied the effect on the target (occult retest). If the target is under the effect of more than one power you wish to cancel, you must make a new use of Ars Paulina, that is, if the individual is affected by multiple infernal powers, then the Thaumaturge must individually activate Ars Paulina to try cancel each power.

- The Thaumaturge can only target specific infernal powers to early cancel of a lower or equal level that he has in Lore: Infernal, otherwise, the canceled power will be decided randomly by the ST.
 - Obviously this power does not work against something that has an immediate effect (eg: Cause Insanity > work. Hellfire > no work. St has the last word).
 - This power requires the successful creation of the detection sigil of Ars Goetia, and activation of Ars Theurgia Goetia.
- ❖ Ars Nova: “Will power is to the mind like a strong blind man who carries on his shoulders a lame man who can see.” - Arthur Schopenhauer
- Use the power of Ars Paulina on the infernalist (such as: Thralls, Diabolists) to cancel the effects of one infernal power that the infernalist has on him at the moment.
 - It is necessary to touch the target, spend 1 temporary willpower point + 3 mental characteristics and make a willpower check against the target's willpower. The target adds +1 in favor of him on the test for each investment he has, regardless of whether those investments are active or not.
 - As in Ars Goetia, the Thaumaturge can only target specific infernal powers to cancel of a lower or equal level that he has in Lore: Infernal, otherwise, the canceled power will be decided randomly by the ST.
 - The target regains access to investments at the end of the turn.
 - This power requires the successful creation of the detection sigil of Ars Goetia, and activation of Ars Theurgia Goetia.

Perdo Magica

Player's Guide to the Low Clans, p. 168

Perdo Magica existed as precursor to the modern Counter Thaumaturgy to combat the mortal Pillars and Foundations of Magic of will workers from which the Tremere originated. With the perfection of Counter Thaumaturgy Perdo Magic was further developed to counter the supernatural arts of the other preternatural creatures Tremere encountered. The thaumaturge with Perdo Magica may attempt to nullify magical effects of Kindred Blood Magic, Mage Spheres, and Mortal hedge magic. It has no effect on True faith, the Edges of imbued Hunters or the Disciplines of western Kindred. Like other Paths of Thaumaturgy and unlike Counter Thaumaturgy, Perdo Magica is obvious in its use involving various curt chants and myriad of dismissive gestures to cancel the arts of those that would stand against House and Clan Tremere. Given the nature of this path, it is considered exceptionally rare within the Pyramid in modern nights, and rarely taught by the elders of the Clan.

System: The Thaumaturge must expend a blood trait and a temp Willpower, then make a contested mental challenge against their target at a -4 penalty; retest with Occult. Perdo Magica can only counter powers that target the caster or are activated within a number of meters equal to 3 x their level of Perdo Magica. They must also have two levels of lore (mage, true magic, ect.) covering the type of power they are attempting to cancel. While this path is reflexive and does not take an action the caster can not cast any other Path of Thaumaturgy in the same round and is still limited by their generational blood spending limits.

The amount of times this path may be activated per round is equal to the caster's level of Perdo Magica (5 times maximum), regardless if used on a single target or multiple targets.

- ❖ Level 1 (Basic): This level targets only the most basic effects, up to three yards away. Level 1 and innate powers may be shut down with a successful reflexive and contested Mental Challenge, retesting with Occult. The Thaumaturge gains +1 trait to ties on this challenge.
- ❖ Level 2 (Basic): This level targets any basic effects, up to six yards away. Up to Level 2 powers may be shut down with a successful reflexive and contested Mental Challenge, retesting with Occult. The Thaumaturge gains +2 trait to ties on this challenge.
- ❖ Level 3 (Intermediate): This level targets up to first Intermediate effects, up to nine yards away. Up to Level 3 powers may be shut down with a successful reflexive and contested Mental Challenge, retesting with Occult. The Thaumaturge gains +3 trait to ties on this challenge.
- ❖ Level 4 (Intermediate): This level targets any Intermediate effects, up to twelve yards away. Up to Level 4 powers may be shut down with a successful reflexive and contested Mental Challenge, retesting with Occult. The Thaumaturge gains +4 trait to ties on this challenge.
- ❖ Level 5 (Advanced): This level targets any Advanced effects, up to Fifteen yards away. Up to Level 5 powers may be shut down with a successful reflexive and contested Mental Challenge, retesting with Occult. The Thaumaturge gains +5 trait to ties on this challenge.

Power of the Mirror (Macht der Spiegel)

Translated from *Die Stadt, das Blut, der Tod: Frankfurt bei Nacht*, p. 87

This rare path allows the Thaumaturge to control mirrors and what is reflected in them. Outside of the Tremere clan, Power of the Mirror is almost unknown, and even within the clan it is reserved only for the most powerful, who with its help secure the loyalty of entire Chantryes. If a thaumaturge learns The Thousand Eyes, they themselves lose all reflection; the only indication of the powers of this path.

- ❖ Mirror Forge (Spiegelschmiede)
 - This skill allows the character to see the image of a mirror that they must have made themselves, and perhaps even hear what is going on in front of it. It does not necessarily have to be a mirror in the true sense of the word, a reflective surface like a simple pewter vase is completely sufficient.

- System: The character just needs to know vaguely where a mirror that they have made themselves is currently located, regardless of how many they made and in what form. They spend a blood point and make a mental challenge with a difficulty of 6. If successful they can clearly see what's going on in front of the mirror, and with the expenditure of a mental trait they can even hear it from it.
- ❖ Reality of the Mirror Image (Realität des Spiegelbildes)
 - The vampire can manipulate the image of a mirror to a limited extent and thus awaken the mirror image to a disturbing life of its own. Objects move even though they are still in place, people walking remain motionless or move with a delay and the like.
 - System: The vampire does a static social challenge with a difficulty of 7, to change the mirror image. It must either be a mirror they are able to see, or one already affected by Power of the Mirror. Viewers will react very restlessly and nervously to this. The effect ends as soon as the vampire no longer focuses on it.
- ❖ Mastery of the Mirror Image (Meisterschaft des Spiegelbildes)
 - The increase in the reality of the mirror image allows the thaumaturge to completely change the mirror image according to his will. Suddenly the mirror turns black and in the next second shows the face of the thaumaturge, who may even speak from the mirror or apply his disciplines.
 - System: The thaumaturge targets a mirror already under the effect of Reality of the Mirror Image and makes a static social challenge with a difficulty of 8; if done in the same round they activated Reality of the Mirror image they need not spend an additional blood. They have to concentrate the entire time this power is in use. The Thaumaturge can see and hear clearly, speak and manipulate the image at will. They may also use the disciplines Animalism, Auspex, Dominate, and Presence through the mirror image though must bid an additional trait on all such challenges.
- ❖ The Thousand Eyes (Die tausend Augen)
 - When a character reaches this level, they are released from the condition that the path can only be applied to specially made mirrors. They only need to know vaguely where the mirror is that they wish to manipulate or control. Once a character has learned this level, they are required to take the flaw Cast no Reflection (without experience benefit and can not be bought off).
 - System: With the expenditure of a blood point and one temporary willpower point any mirror within 20 miles (7 km) may now be subject to the previous three levels of Power of the Mirror.
 - With a one additional static mental challenge with a difficulty of 9 the Thaumaturge may instantly and repeatedly “bounce” the effect of Power of the Mirror between mirrors within range of each other making for effectively searching or harassing. Should this additional challenge fail The Thousand Eyes ends and must be recast.
- ❖ Mirror Dungeon (Spiegelkerker)

- This dreaded ability allows the thaumaturge to capture a person in a mirror they have made themselves. The size of the mirror does not matter, only the reflection of the person must be fully visible in it (meaning this can be as small as a pocket mirror or as large as a wall). It should be understood that both body and soul are captured, thus attempting to have the soul leave the body during capture will not succeed.
- System: The thaumaturge spends 3 blood points and 1 temporary willpower points and throws a contested mental challenge against their victim; retest occult. With a success the victim is imprisoned in the mirror of the rest of the scene. If the thaumaturge fails while trying to catch a victim, they will be imprisoned in the mirror for the next hour themselves. The prisoner may be kept in the mirror an additional hour for every mental trait spent or night for every temporary WP trait spent; The Thaumaturge may spend traits to keep the victim imprisoned at any time, adding to the total.
 - Breaking the mirror is the only way to get a victim out of prison early, and the victim is unable to release themselves once inside. The victim suffers 4 levels of unsoakable lethal damage and losses 3 temporary WP in the process of being broken out early.
 - The mirror is able to hold multiple victims equal to half the thaumaturge's permanent willpower rounded up.
 - Similar to the ritual mirror prison, the imprisoned victims need no sleep or sustenance while imprisoned, as they are untouched by the passage of time.
 - The imprisoned victims are unable to be tracked through scry or be the target of Clairvoyance (or other similar powers) at ST discretion.
 - Victims imprisoned in this fashion are able to interact with those just outside the mirror, but not with the other trapped victims. They may employ no disciplines or supernatural powers while imprisoned.

Soul of the Serpent

Cairo by Night, p. 88

This path was created by a member of the secret society known as “The Eye of the Serpent.” The levels of this path are not “stackable” with Serpentis, and quite frequently function as a lesser (or variant) version of the powers of that Discipline.

❖ Serpentine Sense

- The most basic level allows the lector-priest to access the considerable olfactory prowess of the serpent, granting acute sensitivity to all smells for the duration of the scene. The possible effects are varied, from allowing the lector-priest to identify poisons and poisoned foods by smell, to effectively letting her “see” in the dark.
- Functionally this power works like Tongue of the Asp for darkness penalties, and otherwise grants the user a 1 Trait bonus when comparing ties to smell something. Smells not normally detectable via non-supernaturally heightened senses become

apparent to the user. Note that use of this power causes the ophidian character's hearing to suffer commensurately, imposing a 2 trait difficulty on all related challenges until the Serpentine Sense is no longer employed.

❖ Scaleskin

- When this application of the path is invoked, the user's outer layers of skin become smooth and scaly like those of an anaconda or other river snake, allowing for greater flexibility on land as well as considerable freedom of movement through water. The character gains the Physical Trait Dexterous, and she gains the ability to pass through any opening large enough for her head. In addition, swimming in this form is exceptionally efficient, allowing the user to travel through water at normal land speed. While use of this power is obvious (to say the least) it does allow for some nick-of-time escapes from handcuffs and other difficult situations.

❖ Venom Curse

- The lector-priest can transform her own vitae into a deadly poison capable of blinding the eyes of nearby opponents, like that of a spitting cobra. The character coughs a point of vitae into her mouth, where it transforms mystically into a deadly blood-venom. The vampire then spits the venom at any one opponent within range (equal to three feet per Strength related trait + level of Potence (i.e. Basic, Intermediate, Advanced)). The player engages the target in a physical challenge (bidding two traits due to the difficulty to hit the eyes).
- If the attack succeeds, the target must immediately make a static Physical Challenge (bidding a Stamina related Trait) to soak the toxin. If the Stamina Challenge fails the victim remains blind until the venom has run its course. The target is down two traits in all challenges, and has a forced retest against the total blindness penalties. The blindness lasts for a scene or an hour. Supernatural targets can conceivably shorten this time. Vampires may spend three blood points to eliminate the problem. Lupines will regenerate the blindness in short order, reducing the duration to 1 minute. The blood-venom is extremely toxic to mortals, however, who are blinded for life unless they receive immediate medical attention (within the hour). Thankfully, this supernatural venom is quite thin, and its potency cannot be maintained outside of the lector-priest's body.

❖ Touch of Typhon

- The lector-priest can now metamorphose her entire forearm and hand into a deadly asp, complete with a writhing, venomous snakehead. Effective range is only five feet, but the bite of the serpent "arm" is deadly, doing an additional level of aggravated damage to anyone struck in combat. Mortals bitten thus must immediately succeed in a Static Physical challenge (vs. 7 traits, bidding a Stamina-related Trait) or die within (total number of Stamina related traits possessed + 5) minutes from the snakehead's virulent toxin.
- If a mortal is killed in this way, the venom begins to seep out of the corpse's wound shortly thereafter, carrying the unfortunate mortal's essence along with it. The blood-venom pools nearby, slowly coagulating to form a small supernatural

asp under the control of the lector-priest. From then on that mortal's soul knows no peace until such time as its new "boy" is killed, thus freeing the tortured spirit within.

❖ Form of the Hydra

- This powerful incantation – the ultimate plateau of achievement for one studying this path – allows the lector-priest to transform instantly into a writhing mass of vipers, her body erupting in a spectacular shower of black, red, green, and gold.
- The player must spend two blood points to effect the change, which takes three turns to complete. During this time, the character may take no other action, and no transition of any kind is apparent in her form. At the end of the turn, her body simply bursts into a number of vipers equal to the maximum number of blood points the character can hold. (For example, an 8th generation Setite using this power would explode into 15 separate snakes.) Alternatively, the player may opt to transform instantaneously, but she does so at a cost of five blood points rather than two. Individuals assuming the Form of the Hydra are nearly impossible to destroy.
- Every last viper must first be located, as the lector-priest may reform later if even a single serpent remains. This transformation lasts until the Warlock wills herself to assume normal form once again, which takes another three turns.

Spirit Manipulation

MET: Camarilla Guide, p. 89

It should be noted that with rare exception, only Wyrms and Weaver spirits are likely to make deals with Kindred, especially those ones who are inhumane. Those spirits of the Wyld and Gaian will almost certainly need to be forced into the fetish no matter what sort of deal is offered to them. Higher level Umbral Spirits are unable to be forced into objects by Kindred.

Spirits that are bartered with may, at ST discretion, choose not to attack you if the fetish breaks. This situation is exceptionally rare for Tremere thaumaturges, and should not be the norm. Spirits that are forced into binding will always attack you; either upon being freed or coming back with a plan, depending on the spirit and grace of the ST.

For game balance, it is recommended that fetishes created through the use of Entrap Ephemera do not exceed the equivalent power level of a second intermediate discipline.

Spirit Thaumaturgy

MET Laws of Elysium, p. 76

Failures in Spirit Thaumaturgy are not recommended; the wraith of a botched summoning may turn out to be a Specter or may decide to follow the vampire around for a while to harass the vampire or worse. This path is to be used with wraiths and not umbral spirits.

❖ Evil Eye

- You can summon a wraith to harass a victim for a duration of time determined by a number of Mental Traits expended into the challenge. You must defeat the victim in a mental Challenge, retest Occult. If you are successful, the victim must bid two extra Traits in any challenges for 10 minutes. You may extend the duration of harassment at the cost of one Mental Trait per five minutes.

❖ Spirit Eyes

- You may attempt to see and communicate with wraiths in the area. A successful Mental Challenge versus the wraith is required before you are able to see or communicate with it. You may communicate with the ghost for five minutes for every Mental Trait you expend.

❖ Spirit Slave

- This power allows you to master a summoned wraith. To use this power, you must win a Mental Challenge against the wraith, retest Occult. If you win the test, the wraith is bound to remain and answer any questions you like, or perform any one task you require. If unwilling, the wraith might opt to perform the task poorly. An additional use of this power can force a recently dead wraith into permanently haunting the present location. This effect requires a successful Mental Challenge against the target. However, this effect can (at the Storyteller's discretion) eventually wear off.

❖ Journey

- This power is similar to the Auspex power of Psychic Projection, but your spirit remains within the physical realm. Your body remains in one place while the spirit travels around. You can be trapped inside fetishes when in this state, and can potentially be controlled by any spirit power.
- Mental Disciplines that do not require touch are available for use while in this state, with the exception of Necromancy or any other Spirit Thaumaturgy. Any power requiring physical contact or manipulates the physical body is unavailable. Your spirit is visible to those around you unless Obfuscate is being used. To activate this power requires the expenditure of one Willpower Trait. While in this form, your spirit is immune to physical harm but is affected by sunlight and wards as normal.

❖ Fetishes

- You can cause wraiths to inhabit objects, or fetishes, which you may then carry around with you. Once the wraith is imprisoned, the fetish will allow you access to one and only one power that the spirit possesses. The power that becomes available is determined by the Storyteller. A successful Mental Challenge against the victim is all that is required to bind the wraith to the fetish. The wraith is trapped in the fetish until the fetish is broken. Before you may access any power

of the fetish, you must permanently expend a Mental Trait to attune the item to yourself.

- These fetishes can not exceed Second Intermediate level Arcanoi, and are limited to common Arcanoi and the guild specific arcanoi should be considered disallowed. Dark Arcanoi are also disallowed.

Thaumaturgical Countermagic (aka Counterthaum)

MET Camarilla Guide, p. 92

Thaumaturgical Countermagic is treated more in line with a separate Discipline rather than as Blood Magic, as it can be taught independently of Thaumaturgy (even to those who are Thaumaturgically inept). This power is not typically taught outside of Clan Tremere for the fact that it allows the kindred to resist Thaumaturgy. This can not be taken as a character's primary path of Thaumaturgy, and it does not allow the kindred to learn rituals per level. Thaumaturgical Countermagic is ineffective against any supernatural or mundane abilities that are non-magical in nature (i.e. Vampiric disciplines, Spirit/Wraith powers, Garou gifts/rites, etc.). As this is not Thaumaturgy, it is purchased at out of clan costs.

The use of Thaumaturgical Countermagic is treated as a free action in combat and is considered reflexive in situations of self-defense (not requiring an action to activate). If you fail the challenge, you do not get to attempt again until the following action/round. To oppose a Thaumaturgy power or ritual, the kindred must have the same or a higher level of Thaumaturgical Countermagic as the power they are trying to oppose. The kindred opposing the magical effects throws a static mental challenge against the current mental traits of the person using the power. The kindred may stack some powers, abilities, merits, etc. to increase their mental traits in this challenge. It should be made clear that the use of this discipline is not obvious nor it is overly noticeable. Only a very keen and discerning kindred may notice the use of it if they themselves have Tremere Lore x4 and are utilizing Thaumaturgical Sight at the time this discipline is used.

Example: A kindred with Thaumaturgical Countermagic at 3 may oppose Basic and Intermediate Rituals, or a path Power of level 3 or lower. Thaumaturgical Countermagic can not be used against level 6 or higher magics.

Thaumaturgical Countermagic is 100% effective against Hermetic (Tremere) Thaumaturgy, which is why it is a heavily guarded secret. When used against non-Tremere blood magic or mortal magics, the user of the power is at a penalty of -4 traits in the challenge. The applicable retest for this is Occult.

- ❖ Level 1 (Basic): You can attempt to cancel only those powers and rituals that directly affect you and items you are wearing by expending 2 additional traits for a total of 3 three mental traits.
- ❖ Level 2 (Basic): You can make a normal Mental Challenge against the caster to oppose their use of magic against your person.

- ❖ Level 3 (Intermediate): You receive two extra traits for the Mental challenge against the caster. You can attempt to cancel magics that affect anyone or anything you are in direct physical contact with.
- ❖ Level 4 (Intermediate): You are up an additional 4 traits in the Mental challenge to oppose magics that affect you, things you are wearing, and anyone or anything you are in physical contact with.
- ❖ Level 5 (Advanced): You can now attempt to cancel a power or ritual that targets anything within a radius equal to your Willpower in yards, or one that is being used/performed within that same radius. You receive a bonus of 6 traits for the Mental challenge against the caster.

Transitus Velociter/Way of Passage

Libellus Sanguinus 2: Keepers of the Word, p. 63

This Path allows the thaumaturge to endow swifter than normal movement, and in some cases, increased endurance to objects or creatures other than themselves. Horses can run faster and farther, and draft animals can pull wagons and siege machines at greater speeds and for longer periods of time. This path is often seen as a “dead” path as it is often only practiced by older Tremere from the Dark Ages. However, some modern Kindred have felt the desire to find instruction, although it is quite rare.

In addition to the standard expenditure of blood and temporary willpower, the player engages in a static social challenge with a difficulty of 7. The caster then spends an additional temporary willpower for each additional bonus physical trait they wish to give to the mount. Only one challenge needs to be made regardless of whether or not the kindred is affecting speed, endurance, or both. The number of successes determines the number of full 24 hour days the effects last for. This power is not typically useful in combat as it does not give any additional actions to the kindred rider, and may in fact hinder the rider due to the mount’s increased speed. This can not be used on humans, kindred, or supernaturals, and is not an alternative to celerity or fortitude. This power allows the mounts or draft animals to move twice as far per round for bonuses given to speed, and do not suffer any negatives to their endurance/velocity if a bonus has been awarded to the robustness of the animal. Each level effects the number of individuals or objects, rather than have different effects:

- ❖ Level 1: One Mount
- ❖ Level 2: Up to six mounts or one laden wagon
- ❖ Level 3: Up to twelve mounts or four supply wagons
- ❖ Level 4: Up to twenty four mounts, eight supply wagons, or one siege machine
- ❖ Level 5: Up to forty eight mounts, sixteen supply wagons, or four siege machines

Tricks of the Loa

OWBN Custom Content Database

- ❖ Fugue Dance (basic)

- With this power the user is able to cause the Target to slip into a trance; gaining the derangement Fugue. The thaumaturge must spend a blood and defeat the victim in a mental challenge in order to afflict them with the Fugue Dance. During their trance the person will experience vivid dreams about spirits and the future as though the Loa had spoken to them, while their body dances about wildly.
- Supernatural creatures are immune to this power's effect.
- ❖ Fugue Death (basic)
 - The user of this power is able to cause a Target they have touched to appear to be dead. The target of this power will slip into a deep coma that will appear much like death except to the well trained eye. While in this coma, the target experiences dreams and visions as though they were possessed by the Loa. In this state, the target must bid an additional trait to defend against possessing spirits.
 - Supernatural creatures are immune to this power's effect.
- ❖ Steal the Eyes
 - By spending a blood and enacting this power, the thaumaturge robs a nearby wraith of their sight peering across the Shroud to see into the Shadow Lands. Just as the restless dead have difficulty seeing into the physical world, so to do those who would steal their gifts. While looking into the Shadow Lands, you must bid two additional Traits on all challenges. The thaumaturge can switch his sight back to the normal world by expending an action.
- ❖ Snakes in the Belly
 - By spending a blood and defeating his target in a mental challenge, the thaumaturge causes his victim to feel as if they have snakes in their stomach trying to eat their way out. This agonizing distraction forces the victim to bid an additional Trait on all challenges.
- ❖ Perish
 - His mastery of the Tricks of the Loa allows the thaumaturge to tear asunder the fabric separating the lands of the dead and the living. By spending a blood and succeeding in a static mental challenge against the difficulty of the local Shroud, the thaumaturge immediately fades from one plane and emerges on the other.

Way of Harmony

Created by Meerlinda in OWBN; OWBN CCDB

Aka "Friendship is magic"

"Make friends." - Councilor Meerlinda

This path has been created by Councilor Meerlinda in response to the growing ire toward Clan Tremere, and will be offered to any Pyramid loyal Tremere who wishes to learn it. However, it had been craftily designed by Meerlinda to ensure that it may not be replicated outside of House and Clan Tremere's paradigm of Thaumaturgy.

- ❖ Level 1: Kindness; "A kind act can be as powerful as a sword." - Rick Riordan

- The caster understands the need to bolster the morale of fellow kindred. Through speaking magically invoked words of affirmation to their fellow Kindred the caster restores a single temporary willpower to their target. In doing so, the caster gains Friendly x2 for the remainder of the scene (or hour, whichever is shorter) while the power is active. This effect is immediately ended should the caster take violent or hostile action outside of self defence.
- ❖ Level 2: Honesty; “In a time of deceit, telling the truth is a revolutionary Act.” - George Orwell
 - While the power is enacted, you can not speak any lies or falsehoods. In exchange the caster has a free retest against any social or mental powers/abilities that would cause the thaumaturge to lie, deceive, or be deceived. This power is immediately terminated if the caster lies or attempts to deceive through words or use of powers (ie. Obfuscate, Chimerstry, etc.).
- ❖ Level 3: Empathy; “One of the most important things you can do is let people know they are not alone.” - Shannon Alder
 - With the activation of a Blood and touching the target gently or exchanging of a comforting object (Sweater, toy, hoodie, jacket, ect), the caster shares in the emotional turmoil of the target (Note: Consent is required to actually touch another person). From this positive connection they are able to weather the storm of emotions together. The caster and the target are given a free retest each on all virtue tests (conscience or self control), path checks (so long as the path involves emotion) and frenzy (courage or self control). If the physical connection is broken, or the comforting object is taken from the target, the power fades. The effects last for 5 minutes per level of Way of Harmony the Caster has after removal of the item or touch. Otherwise the power lasts a scene or hour, whichever is shorter. This effect is immediately ended should the caster take violent or hostile action outside of self defence.
- ❖ Level 4: Generosity; “It is when you give of yourself, that you truly give.” - Kahlil Gibran
 - The caster must spend a Blood and a Willpower to enact the power of Generosity, and after a full round of casting they may then cast a ritual onto another. The caster may only cast rituals they would normally only be able to cast on themselves, and only rituals they themselves know. This does not allow another thaumaturge to cast rituals upon another in lieu of the caster of the power of Generosity. The caster may only cast as many rituals on others as they have Permanent Willpower. This power lasts for a scene or an hour.
- ❖ Level 5: Loyalty; “If by life or death I can protect you, I will.” - J.R.R.Tolkien
 - The elders of House and Clan Tremere have understood that they are only as strong as their weakest magi, and have determined a method to take damage upon themselves instead. The thaumaturge casting this knows full well the risk in doing so, and chooses to take that upon themselves as an act of true loyalty. The thaumaturge must draw an arcane sigil, or place a pre-crafted sigil, upon the individual they wish to protect prior to the activation of Loyalty. After the sigil is

drawn upon (or placed upon) the ally they wish to protect, a matching sigil must be drawn or placed upon the casting magus. After donning the matching sigil on themselves, the caster must spend a temporary Willpower and a trait of Blood.

- During the time this power is activated, the thaumaturge takes any damage dealt to the marked individual up to twice their permanent Occult Level (With a maximum of 10 levels absorbed), per casting. The type of damage dealt is identical to that which is dealt to the marked individual. Ie: if the damage dealt was lethal, the damage taken by the caster is also lethal. The caster may then test the damage down if they have fortitude. The caster may recast this multiple times in a night as their willpower and blood allow. This power has a radius of 5 miles. If overused it is possible for the caster to fall into torpor or be killed in service to their ally.

Way of Warding

Dark Ages Companion, p. 95-96

General Notes: Each level of this path requires the magus to paint a glyph on an object with their own blood (spending a blood trait), and succeed in a simple test. Contact with fire or sunlight will destroy all wards created by this path.

❖ Bar the Common Passage

- This will reinforce the physical stature of any object. After activated (see above) the affected object doubles its traits to resist breaking/battering. This may allow it to overbid in challenges against it if applicable. Traits of items affected are subject to the storyteller's discretion. Any object affected by this power will receive a free retest against any use of Thaumaturgy to destroy it or alter its state (Path of Flames, Alchemy, etc).

❖ Glyph of Scrying

- The magus can see the area around the ward as if she was there. This can be placed on portable objects to act as remote sensors. Sensory amplification (heightened senses, spirit eyes, Eyes of the Beast) can be used through the ward. While looking through this glyph, the magus has no awareness of her current physical surroundings save for if damage is dealt to her (must be damage, a touch will not be noticed).

❖ Runes of Power

- This protective ward will do aggravated damage equal to the number of mental traits the magus permanently expends at the time of use with a maximum of 3. The ward cannot be moved more than its normal range of motion (a door can swing on its hinges, but a sword would lose the effect as soon as it was picked up) after this rune is inscribed on it.
- Furthermore, any sentient creature will feel the power emanating from the rune, and will not be able to willingly touch it unless they expend a willpower trait (cannot be dominated into touching it).

❖ Glyph of Enlightenment

- The caster may create glyphs that can both act as glyph of scrying, and allow for 2-way communication. Thaumaturgical effects that you can meet the restrictions on can be used through this conduit (Generally, no touch. Theft of Vitae will steal the blood and find the most direct route to you if there is one). All restrictions of the second basic of this path still apply.
 - Each time magic is used through these glyphs, it utilizes one of the charges of the glyph. Each glyph has a total number of charges equal to the mental traits spent at the time of casting with a maximum of 5.
- ❖ Secure the Sacred Domain
- This powerful incantation allows the magus to protect an entire building. She draws a glyph at the exact center of the building (requiring the expenditure of a willpower trait and a static mental test vs. 10 traits). If successful, all windows, portals, and doors shut and become magically sealed (Cannot be opened but can be destroyed. Current breaches in the original structure are covered with a magical wall of force that cannot be destroyed, but can be circumvented (by knocking down a different wall). Multiple uses of this power will not have any effect other than sealing new breaches in walls.

Rituals

Alter Blood

Basic

OWBN Custom

System: With the expenditure of a Mental Trait by the Thaumaturge, this ritual will temporarily alter the readings of Taste of Vitae if used on the Thaumaturges blood. The only information that is obtainable is the relative generation of the Kindred, compared to the inquisitor, i.e. higher or lower generation only.

Note: This ritual only affects Taste of Vitae; it will not fool other rituals such as Blood Walk, etc. from discerning information from the Blood. The effects of this ritual, if cast on the Thaumaturge, will last until the following sunrise. The Thaumaturge during this time may only use her blood to heal wounds, as it becomes somewhat alien to her. This ritual may also be used to enchant a Blood Trait in a vessel. This enchantment will have the same effect but will permanently alter the Blood Trait.

Amulet of False Aura

Intermediate

OWBN Custom

System: This hour-long ritual creates an item that temporarily masks the creature type of the wearer as far as the aura is concerned. It will not hide diablerie veins or emotional state, just creature type. To perform the ritual, the item must be placed in a trait of blood of a specific creature type. During the ritual, the blood is absorbed in the item, and is no longer usable for any types of magic. The item must be worn around the neck. For the next week, anyone aura perceiving the wearer of the item for creature type sees the wearer's aura as being that of the creature type of the blood used during the ritual.

Amulet of Mnemosyne

Intermediate

Rites of the Blood, p. 25

System: Use as written. Note: STs may allow this ritual to steal lores away from characters as well.

Animated Weapon

Intermediate

V20 Dark Ages, p. 307-308

System: Use as written.

Ascension of the Blood

Basic

Lore of the Clans, p. 221

System: Use as written.

Awakening the Verdant Thorn

Intermediate

Players Guide to Low Clans, p. 170

System: As written except that the challenge to remove the stake is the creators Occult rating plus the number of traits of blood drained (including in the casting).

Banning Rituals

Variable

V20 Dark Ages Companion, p. 116

System: If the power does not have a dot/level rating the Ban will be effective. Use of Vires Acquirit Eundo will allow the Ban to work on powers of an equal level. To breach the ban a character must spend a WP and win a challenge of their WP vs. the casters mentals at the time of creation. Retest with WP. If the Caster is touching the object or inside the Ban the caster may retest with Occult. The character challenging the ban must be able to touch or see (with the naked eye) the object or threshold. Otherwise use as written.

Beacon of the Self

Intermediate

NY by Night, p. 38

While Calebros ascribes a great deal of power to this ritual, it is not so potent as he believes it to be. In fact, the ritual itself is quite rare, owing to many Tremere elders harboring some degree of paranoia. While the ritual does indeed locate Kindred with ease, few of those elders want themselves so effortlessly found, and guard the secrets of its performance. This ritual reveals the location of a specific Kindred to the caster, so long as she is within a night's travel of the caster's current location. The caster receives a dream-like but identifiable mental image of the subject's current location. This ritual requires some portion of the subject's body, however small: a hair, a severed finger, a fang, or a thumbnail.

System: The thaumaturge performs this 20-minute ritual as normal, which destroys the subject's left-behind matter in a whiff of yellow smoke. The caster inhales the smoke, which creates the vision in her mind. The caster then engages in a static mental challenge vs. six traits. If the ritual fails, or if the subject is out of range ("within a night's travel" seems to be an arcane measurement, equal to the distance the caster could travel on foot in one night), it provides no image at all, though it does destroy the tissue sample.

Bind the Accusing Tongue

Basic

Camarilla Guide, p. 109

System: The caster must have a picture or image of the target, a lock of her hair and a black silken cord. The caster ties the cord around the hair while chanting. Any time the target wants to speak ill of the caster, she must defeat the caster in a mental challenge (Occult retests on both sides are applicable). Bind the accusing tongue lays a compulsion upon the target that prevents her from speaking ill of the caster, allowing the thaumaturge to commit literally unspeakable acts without fear of reprisal.

Bind the Familiar (Tremere Only)

Intermediate

Players Guide to the Low Clans, p. 171

System: Spend blood equal to the level of Familiar you are trying to summon and make a mental test vs 5 + double the level of the familiar you are trying to summon. On a failure, throw a simple challenge; On a loss you have summoned a hostile spirit that will instantly attack you.



In addition to purchasing this ritual the Thaumaturge must buy the Tremere Familiar background equal to the level of the Familiar summoned. If killed the Familiar will leave behind the corpse of the animal originally used to summon it, and the player will lose the Tremere Familiar background from their sheet unless they expend a permanent Willpower instead. The spirit of the same Familiar may be resummoned with memories intact into a new host if a Willpower was spent to keep the familiar's spirit bound to them. If a familiar is killed and the Thaumaturge spends a Willpower to keep the Familiar's spirit with them, they have one month to recast the ritual to bind the spirit to a new host body. If they do not recast the ritual within one month's time, the same spirit can not be resummoned into a new host body. If this should occur, the Tremere Familiar Background from the sheet. There is no limit to how many times this can be accomplished should the Familiar's host body be killed. If the caster should kill the Familiar's host body out of selfishness or malice, the Familiar can not be resummoned, and the Tremere Familiar background is lost from the sheet. Familiars must be given blood equal to their level each week or they waste away and die. A sheet must be made for your retainer and approved by your storyteller.

- ❖ Level 1: A small harmless animal that could fit in the palm of your hand. It can understand simple commands.
 - 3 health and 1 WP.
 - 3 traits in each physicals, mentals and socials
 - 5 abilities appropriate to an animal. No ability over 2.
 - Can not attack. May move up to 4 steps a round.
- ❖ Level 2: You can now use up to a cat sized animal. It can understand simple speech.
 - 4 health and 2 WP
 - Add 3 more traits with no more than 6 in a category.
 - Add 10 more abilities appropriate to an animal. No ability over 3.
 - Can not deal real damage to a person but may be distracting.
- ❖ Level 3: You can now use up to a wolf sized animal. It can understand human speech and is capable of attack and assisting in complicated tasks.
 - 6 health and 4 WP.
 - Add 6 traits. Max 8 in a category.
 - Add 10 more of ANY ability. No ability over 4.
 - Deals 2 damage with an attack.
 - Add 3 dots of basic Disciplines from Potence, Fortitude, Auspex or Obfuscate.
- ❖ Level 4: You can now use an animal up to the size of a tiger or horse and it may act as a steed. It can communicate with you telepathically regardless of distance and is intelligent enough to proactively support you.
 - 8 health and 6 WP.
 - Add 9 traits Max 12 in a category.
 - Add 10 abilities. May now have up to 5 in an ability.
 - Deals 3 damage with an attack. May now move up to 6 steps a round.
 - Add 6 dots of basic disciplines from Auspex, Potence, Fortitude, Presence, Animalism, Obfuscate, Celerity and Protean. It need not spend blood to activate these disciplines.
- ❖ Level 5: The animal host may now morph into a fantastic creature like a griffin, unicorn or basilisk. It is now capable of speech and may teleport to your side when needed. Note: its size may not exceed that of the original host's size, and could be a potential Masquerade breach.
 - 10 health and 8 WP.
 - Add 12 traits Max 16 in a category.
 - Add 10 abilities.

- Add 6 dots of basic and 3 1st intermediate disciplines or Thaumaturgy at ST discretion. It need not spend blood to activate these disciplines or thaum.

Note: Retainers and Allies vary greatly from game to game. Please modify as appropriate to your game noting that a Familiar should have benefits over a simple retainer. These should not be confused with Mage Genre familiars, as they are not the same.

Blazing Shaft

Intermediate

Players Guide to Low Clans, p. 169

System: This ritual will change the damage from arrows to aggravated damage rather than lethal for one attack and MAY be used with other rituals such as wards.

Blood Into Water

Basic

V20 Rites of the Blood, p. 145

All spilled blood within this ritual's reach transmutes to water. This is most frequently used to remove bloodstains, whether as a result of foul play or rites that involve blood to mark or otherwise designate effects. The thaumaturge pours a cup of purified water through the fingers of his outstretched hand while casting this ritual.

System: The ritual requires a five minute casting time and affects a ten foot radius, but will cleanse the area of blood thoroughly. Blood in containers and living things will not be affected, only spilt blood. Note that certain rituals and powers require blood markings or require blood to be applied to an object (such as Ward vs. Ghouls or Impassible Trail). This power has no effect on blood used to create active or dormant discipline effects – it could not be used to remove a Ward vs. Ghouls, though it could be used to clean up a blood circle drawn on the ground used to bind a demon, so long as that binding is done and over with.

Blood Test

Basic

OWBN Custom

When this Ritual is used, if there is enough Kindred Vitae in the 'tested' sample to cause a step in a blood bond or vinculum, the Kindred Vitae will move in a visible spiral within the blood sample. The movement is visibly apparent to all present. The more Kindred Vitae present in the sample, the larger and more spectacular the movement.

System: Casting Blood Test requires the expenditure of one Willpower, one Mental trait, and an extended static Mental challenge. The number of successes or ties, against a difficulty of five traits, equals the number of blood points that can be tested during a one-hour time frame. The caster's hands acquire a slight bluish tinge while the ritual is in effect.

Brand

Basic

Rites of the Blood, p. 23

System: Use as written.

Bring Forth the Light Within

Basic

OWBN Custom

This Ritual may be cast on a ‘non-magical’ object in one of two ways. It may be cast temporarily where it will work for one evening, or it may be cast permanently where it will last forever. Upon speaking the power word (set during casting) the object the ritual is cast upon will begin to glow with a soft, dull white light. After this point a second power word (also set during casting) may be spoken for the object to stop glowing.

System: As a Basic Ritual this takes a casting time of 15 min., It requires the temporary expenditure of one mental trait for a one night effect, and one permanent mental trait for the permanent effect.

Brotherhood of the Cup

Intermediate

Lore of the Clans, p. 221

System: The subject is considered fully blood bound to the Tremere Clan and its goals for the rest of the night. Consider them to have the “Code of Honor Merit” for the purpose of completing Tremere goals.

Bureaucratic Condemnation

Basic

Blood Magic, p. 91

System: Once cast one influence actions of the target of this ritual take three times as long as they normally would. At Storyteller discretion, a player with a significant amount of influence may decrease this time penalty, but that is left purely under the jurisdiction of chronicle Storytellers.

Burning Blade

Basic

Camarilla Guide, p. 110

Developed during Clan Tremere’s troubled inception, Burning Blade allows a thaumaturge to temporarily enchant a melee weapon to inflict unhealable wounds on supernatural creatures. While this ritual is in effect, the weapon flickers with an unholy greenish flame. This ritual can only be cast on melee weapons.

System: The caster must cut the palm of her weapon hand during the ritual – with the weapon if it is edged, otherwise with a sharp stone. This inflicts a single health level of lethal damage which cannot be soaked but may be healed normally. The player spends three blood points which are absorbed by the weapon. Once the ritual is cast, the weapon inflicts aggravated damage on all supernatural creatures for the next few successful attacks, one per temporary mental trait spent during the casting, up to a maximum of three. Multiple castings of Burning Blade cannot be “stacked” for longer durations. Furthermore, the wielder of the weapon cannot choose to do normal damage and “save up” aggravated strikes – each successful attack uses one aggravated strike until there are none left, at which point the weapon reverts to inflicting normal damage.

Candle of Haunting

Intermediate

V20 Dark Ages, p. 308

System: The summoned poltergeist must scare their target by making a contested challenge against the victim’s Self-Control/Instinct + Courage, with the traits of the poltergeist being 8. The retest is Intimidation. With each success, the poltergeist gains an additional bonus trait to their challenges to scare their victim with a maximum of 5. The poltergeist must attempt to cause serious harm to the victim once each evening, and may do so with a contested physical challenge, with the poltergeist’s trait pool being 8 plus however many bonus traits they have earned from scaring their target already. With each successful

scare, a mortal victim becomes weakened, and may even suffer a heart attack with 5 or more successful scares. Otherwise use as written.

Chairs of Water

Basic

OWBN Custom

This 15 minute ritual allows the caster to create more substantial and detailed chains of water when employing Neptune's Might. Instead of chains of water used to bind persons, the caster can now create objects with water. Chairs and tables are the most common uses for this power. Those who use these objects mysteriously do not get wet even while lying on a couch of water. The objects created cannot be moved, and cannot be used to prevent passage through an area. They cannot be used in combat at all. They last until the creator leaves the area, or until he wills them away.

System: The ritual consists of the caster anointing himself with water while chanting for fifteen minutes. The power lasts for the rest of the night. Blood expenditures are still required to create the objects. Here are some sample costs for common objects. Stool or chair - one blood trait; card table - two blood traits; large table or sofa - three blood traits.

Chime of Unseen Spirits

Basic

Rites of the Blood, p. 23

System: Use as written.

Cloak of Blood

Basic

Diablerie Britain, p. 9

System: The Diablerist must fast for seven nights prior to casting, as the Diablerist's heart must be cleansed of tainted vitae. After the seventh night, the Diablerist inscribes a rune on their chest in their own vitae (the Diablerist or another may perform the actual ritual). At this point the diablerist must drink the blood from a willing innocent mortal, and can not be taken through force, coercion, or violence. One the kindred drinks, the black lines in their aura are hidden for the number of nights equal to blood points drank from the innocent. However, if any Blood points are spent during these nights, the effect's duration is reduced by the number of blood points spent. The effect can also be diminished if the kindred drinks from another source following the same principles. This ritual must be cast after the Diablerie for the effects to work, and if diablerie is committed while this ritual is in effect the black lines in the aura are even more visible than they would be normally. Note: this can hide the diablerie veins related to clan weaknesses/flaws on a temporary basis as well.

Commune with Cainite

Basic

V20 Dark Ages, p. 304

System: Use as written.

Confess

Basic

Hunters Hunted, p. 63

This ritual must be cast in the presence of the subject, who must then answer one question posed by the caster fully and truthfully. No resistance beyond the initial casting is required or allowed.

Consecration of the Sanctum

Intermediate

Players Guide to Low Clans, p. 173

System: While within the consecrated area get a +1 trait bonus to the casting of all Hermetic rituals and 2 extra “Occult Ability” retests per night. Conversely, any non-Hermetic magic used inside the area suffers a -1 penalty.

Craft Spirit Bloodstone

Advanced

OWBN Custom

System: This is a small perfectly spherical stone crafted from an opal (tourmalated opal). The opal is left in a crystal bowl of vitae (three points of your own blood), which takes three evenings to absorb. This can only be cast during the full moon, and must be exposed to the moonlight during the evening. This bloodstone may then be tracked across to the umbra, and the shadowlands. Further the caster may track it from three planes interchangeably: the astral plane, the umbra, and the shadowlands.

Dante’s Urban Legend

Intermediate

Rites of the Blood, p. 26

System: Ritual last 10 years with a successful casting. Mortals must spend a WP and win a WP test vs 8 to enter the area. Otherwise use as written.

Decrypt Missive

Basic

V20 Dark Ages, p. 303

System: To decrypt a document not addressed to the caster or translate one written in an unfamiliar tongue, the caster lets a drop of their blood fall onto the page they wish to comprehend, and must be recast for each page, sheet, or surface. They then meditate for ten minutes. The caster engages in a static mental challenge with a difficulty of 9 to decode a page. If the ritual is unsuccessful, the caster may attempt again. If successful, the caster is able to decode, translate, or comprehend the text if this ritual is successful. This does not change the page it affects; it merely allows the caster to read it.

Deny the Sun’s Weight

Intermediate

OWBN Custom

System: The caster may awaken early and remain awake late during the first and last hour of light, with no need to expend Willpower to stay awake. This Ritual takes 20 minutes to cast and its duration is 24 hours. This ritual does not grant the ability to bid more Traits than your Morality would normally allow during the day. Another means such as Light Sleeper or the ritual Wake with Evening’s Freshness would be needed to bid more Traits than your Morality would normally allow during the day. The primary Components to cast is A moonstone gem, which must be with the caster for the duration of the ritual, and is often worn as a ring or pendant.

Diamond's Doom

Advanced

OWBN Custom

This ritual is the trademark of John Diamond, Jonestown's sire. It enchants a wooden object into a powerful anti-Kindred weapon. The object can be as large as a wooden stake or a cane, or as small as a letter opener; in any case, it must be roughly shaped like a stabbing weapon.

System: A Diamond's Doom stake gains an additional trait for use in combat challenges. Like any common stake, it can be used to impale the heart of and immobilize a vampire. The attacker makes three simple tests, not two, and if any two of them succeed, the defender is staked. Once the enchanted weapon is in a vampire's heart, it takes root, and cannot be removed without ripping out the heart and putting the vampire into torpor--a disaster for low-generation Kindred. Furthermore, if the weapon and heart are removed--a task involving considerable strength or crude butchery--the vampire remains staked, similar to the results of staking a removed heart as in Heart of Darkness. If the heart is burned or exposed to the sun, the vampire is destroyed. Furthermore, if the heart is outside of the body of the kindred for more than one hour, it begins to decay, and will lead to the death of the kindred who's heart it is (this ritual is not a cheap alternative to Heart of Darkness, and does not provide the protections of the heart that the Advanced Serpents does).

Aegis may be blown to avoid death by heart deterioration. The heart will re-form in the body when Aegis is blown. The weapon will release its grip and slide out easily if the true name of the one who wielded it is spoken as it is pulled. Anyone may remove it by this method. Other methods of removal would be by the use of Vicissitude (up to Bonecraft is required), the ritual Rotten Wood will destroy the stake, Decay (First Basic Hands of Destruction) will destroy the stake (the Second Basic Gnarl Wood will not work). Other methods such as burning the stake out with a blowtorch will only result in the death of the person so staked. The ritual Purity of Flesh will also expel the stake.

Those who can see auras will notice a shimmering cloud of menace and hate around the weapon if they think to check. Anyone who tries to use Spirit's Touch or its equivalent will be overwhelmed by visions of pain and violence from the malevolent intelligence that inhabits the weapon if they attempt to "read" it. Whether they win or lose, they will gain no useful information from the Spirit's Touch. This ritual can by no means be combined with Shaft of Belated Quiescence or Splinter Servant.

Domum Tersus (Cleanse the Home)

Basic

OWBN Custom

Casting this ritual cleanses an average size house, or two floors of a larger building, of evidentiary materials recently left there. The time period cleansed cannot be more than the number of hours in the past equal to the current mental traits of the caster, with a maximum of 12 traits/hours.

Examples of items cleansed are bullet casings, residues of various sorts (cordite, explosives, drugs, etc.), any and all blood and similar forensic evidence (finger prints, hair samples, fibers, etc.) that were not present at the time being reverted to.

You must have *Mundatis Locus (Clean the Room)* in order to learn *Domum Tersus*.

Draught of the Earth's Blood

Intermediate

Players Guide to Low Clans, p. 173

System: Use a standard ritual test vs. 7 for each point of tassel to be converted. Vampires gain one blood for each trait consumed and for the next scene or hour Tremere may call a "Tassel" retest on any Thaumaturgy challenge. Only one retest may be called per challenge. This tassel infused blood can take the vampire over their generation maximum but they may only make use of a number equal to their occult ability rating.

Empathetic Jar

Intermediate

OWBN Custom

System: This ritual creates a bottle that collects and condenses emotions. The thaumaturge must fill the bottle with a trait of his blood, which must be drawn by a knife that has been used in a murder. A wedding ring is placed in wax and used to seal the bottle. Once sealed, the bottle begins to absorb emotions from the immediate area. The emotion absorbed will be whatever emotion is strongest in the area. The blood in the bottle becomes transparent as emotion is absorbed. Once the liquid is clear, the bottle is full of emotion. The liquid will have a slight color to it, which represents the emotion contained inside.

The time required to fill the bottle depends on the strength of emotions in the immediate area. A bottle left in a supermarket would take a year, while one in a church might take a few weeks. A bottle left at the scene of a recent or currently occurring murder might take a few hours. If the wax is removed before the blood is clear, or if the bottle ever breaks, the ritual ends and the emotion dissipates. As soon as the wax is placed on the bottle, the blood in the bottle becomes for all purposes inert, and cannot be used again for anything. Once the liquid is clear, the wax can be removed and the emotion can be used, by pouring the liquid onto a person, place or item. If the liquid is poured on an item, the item then radiates that emotion permanently. This covers any other emotions on the object, unless they were very strong to begin with.

When using *The Spirit's Touch*, or similar powers, a separate test must be won versus 12 traits to notice anything except the emotion. If the liquid is poured over an area, the area radiates the emotion. This will cause small changes in behavior for anyone in the area. Storytellers should inform players of the "feelings" they get in a certain area. This effect lasts for the rest of the night. If the liquid is poured on a living (or undead) creature, requiring a physical challenge, the individual is overcome with that emotion. The individual receives two negative traits appropriate enchant talisman or the emotion, and should role play out the emotion. This effect lasts for the rest of the night. If the liquid is ingested, the individual receives the negative traits, and a derangement appropriate for the emotion. This also lasts for the rest of the night.

Once the wax seal has been broken, the liquid must be used within five minutes, or the effect is lost. One bottle can only be used for one object, place or person. All of the content must be used for it to be effective.

Encrypt Missive

Basic

MET ST Guide, p. 65

System: Use as written

Enchant Talisman

Advanced

Camarilla Guide, p. 113

Enchant Talisman allows the Thaumaturge to enchant a personal magical item (i.e., the fabled wizard's staff) to act as an amplifier for her Thaumaturgical might. Many such talismans are covered with magical writing and runes (like every ward the caster knows). The object must be rigid and about a yard in length (swords and walking staffs are the most common, but some may enchant shotguns, pool cues or other more exotic objects). This may also be cast upon a willing Gargoyle (please refer to the write up in the OWBN Gargoyle packet).

System: Prior to the ritual, the caster must declare which path their talisman will be linked to. This link cannot be changed and remains until the item is dispelled. Casting takes 6 hours per night for a complete lunar cycle, beginning and ending with a new moon. The caster enters one extended challenge per week. The challenge is 10 static mental challenges against 16 traits. The caster must win or tie (be sure to compare traits on a tie on the RPS) 20 times over the course of the 4 sets of challenges. Failure means that the effort has been wasted, and the thaumaturge must start over.

If successful, the caster now has a potent weapon and tool. With the following benefits (as long as the Talisman is in the hands of the caster):

- ❖ The caster is considered 2 traits up on any Magical attack made against them.
- ❖ The caster is considered 3 traits up on any challenge with their chosen path.
- ❖ The caster is considered 2 traits up when casting their rituals.
- ❖ The caster is considered 2 traits up when using the talisman as a weapon.

If another person ever takes this item, being that it is inscribed with the true name of it's creator (and if you are a product of western society, your birth name IS your true name), they are considered three traits up in any Magical attack against you. You always have an innate mental connection with your talisman, and you can track it if moving at a normal walking pace. You can always tell the general direction and distance. You know if it is destroyed. You can only have One Talisman in existence at a time.

Epistula Phasma ("Ghost Letter")

Basic

OWBN Custom

System: This is a simple ritual, made for sending a written message to an acquaintance. A Single sheet of parchment is magically pre-prepared using a trait of the caster's blood. It will not be possible by any means to determine who sent the letter, apart from recognizing the handwriting, etc. When activated, the note will travel through the ether to its intended recipient where it will hover in front of them in an incorporeal form which only they (or someone with active Thaumaturgical Sight) can see. The target will know the letter is intended for them, and may choose to pluck it out of thin air. The note will wait for an opportune moment to manifest, rather than when the recipient is occupied, distracted, or traveling. Should they choose to not accept the note within a reasonable amount of time (10 minutes) or if they move away from it the effect will end and the message will be forever lost between planes.

The caster can only send notes to people they are acquainted with, and have actually met in person. Encrypt missive can be used in conjunction with this casting, but any other rituals are subject to ST

discretion as to if they will work combined with epistula phasma. This is designed as little more than a glorified cantrip, intended for passing notes.

Escape to a True Friend

Advanced

MET Faith and Fire, p. 209

System: One of the few rituals that provide a form of teleportation, this ritual takes the caster to the general area of the person that they trust the most. Taking 3 hours each night for 3 nights engraving a magic circle on bare stone. Each night requires three blood traits as well that are poured into the circle, and the caster permanently expends a mental trait each night. Once the circle is complete, the transport may happen at any time. Note that the caster is the only one that may utilize the circle. The caster steps into the circle and speaks the name of her friend. Once the casting is complete the Magus then appears a short (5 min) walk away from her friend. Subsequent uses of the circle may be done if the casting was done on a permanent structure that remains undisturbed. This ritual will only function if the caster names one who she believes to be her friend.

Escape to a True Haven

Advanced

V20 Dark Ages 20th Anniversary, p. 310

System: The ritual requires the construction of a permanent yard-wide circle charred into the bare ground of the floor of the chosen haven, which takes six hours a night for six nights to complete, reduced by one night for each level of Occult ability the caster has up to 5. Otherwise use as written.

Ex Libris (formerly “Fire Trap”)

Basic

OWBN Custom

System: This ritual is simply a ward cast and scribed on the inside cover of a bound book where, after casting the book cannot be opened without intoning the power phrase (set during the casting). If the correct phrase is not uttered before opening the book, it combusts and burns to ashes (causing no damage to the person holding the book). As a Basic Ritual this takes a casting time of 15 min., and one blood trait (used as the ink of the ward).

Expedient Paperwork

Basic

Blood Magic, p. 87

System: This ritual allows a thaumaturge to avoid delays that are created in modern bureaucracies (church, government, financial, etc...). It requires the hair of a dog that is considered loyal and protective (could be bound). Once cast, this decreases the amount of time that a single influence action might take. The amount of time saved is up to the ST. It is suggested that the time required is reduced to one third of the original time. The ritual takes 8 hours to complete.

Extreme Care

Basic

OWBN Custom

System: This ritual allows for the creation of enchanted elixirs. These elixirs have the ability to miraculously heal mortal creatures of disease and wounds. This ritual, usable only on mortal living creatures (humans, ghouls, Garou, etc.), requires that one trait of Vampiric Blood be injected, or ingested,

into a subject's body. This has the usual effects - the subject moves a step closer to becoming blood bound to the vampire whose blood is used, and temporarily becomes a Ghoul. In addition, the mortal automatically heals one Wound Level of damage and the Thaumaturge, if in the presence of the use of the elixir, may spend one Medical Ability to cure the patient of one viral or bacterial illness (Not cancers or hereditary diseases. AIDS, Ebola, and other such particularly nasty things should be immune to healing, but the lifespan of the infected person could be extended).

Mortals drinking this elixir may be brought back from the threshold of death, without being made into a vampire. The blood leaves no trace in the patient's system, and all but the partial Blood Bond fades completely within 3 days. Once the Thaumaturge's blood is transformed into the elixir it loses most of its connections to the Thaumaturge. Thus, it may not be used for Discipline or rituals against the Thaumaturge. Rituals such as Blood Walk or Disciplines such as Taste of Vitae merely reveal that it is altered Kindred vitae and little else.

The elixir will only retain its potency for 72 hours after casting.

Eyes of Bable

Basic

Rites of the Blood, p. 24

System: Use as written.

Eyes of the Chaotic Past

Intermediate

OWBN Custom

Based on Eyes of the Past, this ritual was developed by a Malkavian Archon with the aid of the Tremere Justicar's office.

System: The caster recites an incantation which allows them to scrutinize the patterns that occurred at a specific time in the past, up to five years ago. Wisdom can be found within the cracks of the past reality, allowing the caster to find insight in the seemingly random patterns, uncovering the motives and secrets of those who were present at that time in the past. This ritual allows the castor to use Eyes of Chaos on any actions/scenes they can view while using Eyes of the Past.

Father of Mine

Basic

OWBN Custom

System: This ritual gives the thaumaturge a subliminal sense of direction and distance to people, places, and objects of personal and mystical importance to the target. While intoning the ritual's vocal component, the caster spins in a slow circle with a glass object of some sort held to one of his eyes while spilling a trait of his own vitae onto a sketch of his sire. At the end of the ritual the vitae soaked sketch is burned and the ashes sprinkled over a personal item of his sire. The personal item is then kept with the caster and he gains a subliminal sense of direction and distance to people, places, and objects that had personal and mystical significance to his Sire for the remainder of the night. Once this ritual has located an item, place, or person, it ceases to be detected with future uses.

The maximum range is equal to 10 miles per Generation background of the Caster, or five miles if he has no points in the Background. If attempted on the caster's Sire when he's still alive, the ritual

automatically fails and the Sire realizes his childe has tried to scry on him. The ritual only works to locate people, places, and objects of the caster's Sire and only if the caster's Sire has met Final Death. This ritual lasts the remainder of the night, until next sunrise.

An ST must be present to adjudicate the use of this power.

For the protection of a Chantry by Spiritual Essence (aka Chantry Spirit Defense Ritual)

Advanced

OWBN Custom

The Tremere who leads this ritual will be of Regent or higher rank within the pyramid. An appropriate guardian spirit shall be found and informed of what service the Caster wishes it to perform. If, and only if, the

spirit is full willing shall it be placed in a box with a gold seal, inscribed with the 5th Pentacle of the Sun, and brought to the site where it shall be bound to watch the Chantry. The Caster and no less than 7 Tremere will bind the spirit to its location over the course of 9 nights. This may be done for each spirit at each separate location around the Chantry that the Caster wishes.

OOC: Wards & Measures access ONLY.

After an appropriate spirit is found and placed into a box, it may be bound no more than 5 miles away from the Chantry. High Ritual is performed, with a mental challenge by the npc Caster to bind the spirit into its new home. The spirit will then be on the watch for anyone approaching the Chantry with a malicious intent toward the Chantry or its residents, and should that threat be perceived, the spirit will tell the Regent through the quickest means available. This Ritual must be renewed once per year.

Ghost in the System

Advanced

Blood Magic, p. 97

System: Modern false identities can be created with this ritual. The identity is created with great detail, Citizenship, driver's license, SSN number, etc. The caster must make 7 challenges (they must be won), one for each night that this ritual takes to complete (IE one week). If she fails 4 or more of the challenges the ritual is a complete failure and a certain government agency might start looking into the changes. If all of the challenges are not won there is an extended delay in the creation of the new identity. The amount of time is up to the ST. While in this 'problem' time the Kindred will have as much of a hard time completing mortal activities as an ST wishes. This ritual is powerful with real negative drawbacks if failed.

Import Item

Advanced

OWBN Custom

System: This ritual allows the Thaumaturge to call forth an enchanted item into their presence, avoiding all physical barriers in its path. Unlike this ritual's Infernal predecessor, 'Aport Object', it does not use external forces – such as demons and their ilk – to accomplish its task. Without these forces to make the ritual possible the Tremere looked to other rituals, such as 'Escape to a True Friend', to re-derive their means of translocation. The Shadowlands, while not as secure as an Umbral Pocket realm, was deemed to be the most achievable means by which this translocation could be accomplished. Although this was the

decided upon means – it does take a considerable trained Thaumaturge to master its utilization. Unlike its Infernal cousin that even a neonate can master – or is that ‘its masters will utilize them’? To enchant an item, so it's capable of such a journey, the Thaumaturge needs to soak the item in three of her Blood Traits, for the ninety-minute ritual, and expend a Willpower Trait.

Items attuned in this manner may be no larger than the Thaumaturge can hold in both hands or be more than twice her mass. Items, which are so attuned, must have this indicated on their respective ‘item cards’ or recorded on the Thaumaturge’s character sheet for the ST’ review. To summon an object so ensorcelled through the Shadowlands, the Thaumaturge must will the object into her presence, thus expending a Mental Trait (taking one full combat turn).

If however she does not have either hand free, the item will appear where she wishes but no more than five feet from her. Note: the item will not imbed itself within anything or anyone. Also noting the medium by which the ensorcelled item travels, Ward versus Spirit prevents the use of this ritual. Upon reaching the Thaumaturge, items summoned

in this manner lose their enchantment. This is important because a Thaumaturge may only have one enchantment of this type at any given time. Hypothetically two Thaumaturges may each have an item enchanted by this ritual.

However be warned: if both Thaumaturges summon the same item at the exact same instance (same action) the object goes to neither. In fact Arcades, the creator of this ritual, postulates that items lost in this manner are displaced into the depths of the Shadowlands – but as of now this is only a hypothesis.

Incantation of the Shepherd

Basic

Camarilla Guide, p. 70

System: This 15 Minute Ritual allows the user to locate, in approximate Direction and Distance, all members of the Caster's Herd. To properly cast this ritual, the Thaumaturgist, while intoning the names of her Herd, must hold two small glass objects to her eyes and spin in a slow circle. . If the Caster does not have the Herd Background, she will detect the closest three mortals from whom she has fed at least three times. This Ritual has a Maximum range of 10 times the Caster's Herd Background, or 5 miles if she does not have any Herd background.

Inherited Affinity

Intermediate

Tremere Clanbook, p. 59

Typically the subject is chained to a wall, so as to avoid having them break loose and cause havoc. The caster feeds the subject a nauseating concoction of rendered fat, various herbs and powdered garnet all steeped in blood. Then the thaumaturge inserts six heated, gold-plated needles into various points of the subject’s anatomy — points of bodily power, generally, though the exact locations vary from caster to caster. Over the next three hours, the caster instructs the subject to infuse her body with the power of her vitae. The needles block off usual sources of blood circulation and alter the results (often quite painfully), complete with bloody splotches on the skin, profoundly distended veins and bleeding from various pores. Once complete, the subject may learn and practice Hermetic Thaumaturgy more readily than before.

System: To awaken the Inherited Affinity, the caster must have uninterrupted access to the subject for an

entire night. Otherwise use as written. Note: the Kindred subject is still vulnerable to chances of frenzy from hunger and injury due to the use of this ritual. They take five lethal wound levels and lose all but one Blood Trait in the process of the ritual.

Innocence of the Child's Heart

Intermediate

MET Laws of Elysium, p. 86

System: As this ritual requires the sacrifice of a human child to complete, the Thaumaturge may be required to make Morality Path check each time they cast this ritual due to the Beast's instinctual reaction to the theft of true innocence. This ritual is a Level 1 sin for most Morality Paths to cast. For the duration of the ritual's casting and activation, the caster is down 2 Conscience traits and gains the negative traits Callous x 2. Ultimately the drawbacks in their entirety will be determined by the ST. Otherwise use as written.

Knowledge of the Childe's Peril

Intermediate

OWBN Custom

System: With a trait of Blood from a ghoul (the caster's or not), the caster of this Ritual may become attuned to said ghoul for a night allowing the use of the ghoul's senses. This Ritual takes 30 min. to cast and lasts all night. One trait of the caster's blood is mixed with one trait of the ghoul's blood, and the ritual is performed. The blood boils down to one trait and then Imbibed by the caster, thus attuning the ghoul to the caster. After the Ritual is complete any time throughout the night the caster may spend a Mental Trait to gain use of one of the Ghoul's senses for a period of 1 hour, though the caster may choose to 'turn off' the effect of the Ritual. (see through the ghouls eyes, hear through the ghouls ears, etc.) The caster's senses take a back seat to those of the ghouls so they are effectively blind or deaf or without whatever sense they are taking from the ghoul. The ghoul is unaware that the ritual has been cast or enacted, however the caster may NOT interact with anything within the area of the affected ghoul. When the hour is up the caster may expend another trait to gain the effects of the Ritual again, however at the end of the night the Ritual is over and the ghoul must be re-attuned to use the Ritual again.

Lighting Rod

Intermediate

OWBN Custom

System: With this Ritual a Master of the Path of Weather may utilize a Bolt of Lightning for later use. An appropriate item must be pre-prepared to accept the bolt. A Staff or Sword is appropriate (though if a sword the Lightning Bolt cannot be released as part of a strike of the Weapon). This takes a week, with a series of challenges (one static mental challenge each night difficulty of 10). If any fail the item is destroyed and the process must start over again. On the last night a Permanent Mental Trait must be spent to attune the item to the caster.

Only the caster may release her own Lightning. Once the item is created it may hold One (1) Lightning Strike, for each of the Permanent Willpower that the caster has. Following the rules of Lightning Strike (Advanced Weather) the caster must summon Lightning to the Rod. He or she will take 3 Lethal Wounds doing so, but the Lightning is also stored.

If the Rod is broken the Lightning will harm anyone holding it. To release the Lightning Strike the caster must again follow all rules of Lightning Strike, save the weather requirement, since the lightning already exists.

Lorem Ipsum Reficere (Rebuild the Room)

Intermediate

OWBN Custom

Casting this ritual will allow the caster to restore up to a single room back to its previous state. The state chosen cannot be more than the number of hours in the past equal to the current mental traits of the caster, with a maximum of 12 traits/hours.

The items that are "restored" are such things as broken or damaged walls, windows, and furniture. All electronic items and complex mechanical items appear normal but no longer work. Magic items repaired do not retain their magical properties.

Luminous Vitae

Basic

NY by Night, p. 48

System: This ritual duplicates the effects of alternate light sources on vitae, causing blood to glow in the caster's sight. This is most often used to make sure an area has been cleaned sufficiently in a chantry laboratory, but it has a number of useful applications outside the chantry as well. The caster looks through the eye of a needle when using this ritual.

To enact this ritual the caster must engage in a static mental challenge vs. six traits while pouring water through his fingers. The power of this ten-minute ritual lasts for one scene or one hour, during which blood on a surface no matter how small an area or how faint glows an iridescent purple. From the oldest bloody fingerprint on a desk drawer to a pool of blood gathering beneath a murder victim's corpse, it all becomes visible. The power has no effect on blood inside a person or container. If the thaumaturge opens a vessel containing blood, he will see the vitae in the usual purple color, but this ritual does not allow him to see through other objects.

Magic Mirror

Advanced

OWBN Custom

This ritual was designed by members of House Principia and only learned exclusively by those members of Wards & Measures who install the mirrors within chantries or havens so that members of clan Tremere may communicate.

System: The ritual is cast upon a mirror using a bit of the user's blood which forms the link to the network of mirrors that they are authorized to communicate through. Any attempts to record the messages on the mirrors will be blank. All attempts to cast magic upon it, movements, or disruptions will result in the mirror to cease functioning and require the Warlock to explain why another needs to be installed.

The blood itself is infused into the network, not the mirror itself, and so a Regent would be able to use an Apprentice's mirror and still have contact with their Lord. Due to this, the mirror does not count as a personal item unless it is for another reason. A kindred who's blood is not infused into the network cannot activate the mirror.

Mirror Attunement

Advanced

OWBN Custom

System: This ritual requires a glass mirror. The caster must etch (properly and with good craftsmanship, as hieroglyphics are not only a language but a set of magical symbols as well) into the glass, a border of text. That text being a very lengthy and poetic description of a soul passing through its own reflection. Then the "mate" of this mirror must have the *exact* mirrored set of hieroglyphs etched in by the caster, including any flaws or extended artistic whim. The caster then paints in, with her vitae, the etched hieroglyphs (the mirror image reflection on its mate, identically) and brings them 'to life'. The blood then must be left to dry, in the waxing half-moon moonlight.

After this preparation these two mirrors - no matter what location, distance, or angle - can be entered by someone using the ritual Mirror Walk, and exit out the 'mate' of the mirror entered.

Mirror Prison

Advanced

Rites of the Blood, p. 29

System: Escaping the Mirror Prison requires winning a contested Willpower challenge. Retest Occult. WP can also be used as a retest by both parties. Otherwise use as Printed.

Obscure the Malice

Basic

NY by Night, p. 48

System: In this ritual, the caster pours her own vitae into a corpse's wound. The blood scabs over and the wound "heals" during the course of the ritual. This ritual cannot be used to heal the living or undead, though it can conceal evidence of feeding or other physical violence on a corpse. To activate this ritual the caster must engage in an extended static mental challenge vs. six traits, the effect of the ritual is determined by the amount of successes. One success indicates a very visible wound (that nonetheless must have healed before the victim suffered whatever trauma killed him...) while five successes heal the wound flawlessly postmortem. This ritual works only for wounds – poisons, drowning, etc. will still be evident with a full autopsy, though such results may prove misleading without other telltale marks.

One Mind of the Covens

Advanced

Player's Guide 2nd ed., p. 91

This is a very exclusive ritual used by the Regent of a given chantry during a simultaneous communication with her equivalents across the world.

System: This ritual is one of the main reasons that the Tremere clan is so controlled and organized - it allows the elders to demand current information concerning the progress of all its members' schemes." Another more common utilization of this ritual, allows those with the same variant rituals, after engaging in an hour-long chant, to stare into a silver mirror and telepathically speak to their counterparts, even across the world.

This means of communication can be maintained all night and can switch from person to person throughout the casting. It can even contact several (or all) of them simultaneously, with each Tremere

getting a signal, much like that sent by the Rite of Introduction, alerting her to the fact that there is another that seeks her attention. Many Tremere carry pocket mirrors in compacts or cigarette cases for just such an event.

OWBN has created an online email group for Regents with this ritual. Please inquire with the Tremere Coordinator team if your PC has purchased this ritual and wishes to be added to the list.

Peace of the Dead

Intermediate

Dark Colony, p. 118

System: Storytellers may choose which write up they are most comfortable being used within their chronicle. Both write ups should be included in the notes of character sheets for STs to review.

1. Version 1 Ward:

- a. The thaumaturge must mark out a perimeter no larger than a city block with small runes etched no further than 30 feet apart. As long as three quarters of the runes remain intact the ward will remain in effect. The caster may exclude individuals present at the casting with their blood “attuning” them to the ward.
- b. For every round inside the affected area characters must make a WP challenge vs 7. On a loss the victim is driven into a deep unrousable sleep for the round. A WP may be spent each round to automatically stay awake for the round; this may be done even after the WP test is lost. The caster may exclude individuals he can see at the time of casting if he so chooses.

1. Version 2 Spell:

- a. Upon successful casting of the ritual, spend 1 to 3 WP to determine the range of “Peace of the Dead”.
 - i. A large home and yard
 - ii. An apartment complex or Sports stadium.
 - iii. A city block.
- b. For every round inside the affected area characters must make a WP challenge vs 7. On a loss the victim is driven into a deep unrousable sleep for the round. A WP may be spent each round to automatically stay awake for the round; this may be done even after the WP test is lost. The caster may exclude individuals he can see at the time of casting if he so chooses. The spell lasts for 2 hours.

Preserve

Basic

Rites of the Blood, p. 24

System: With successful activation this ritual lasts until the object is significantly damaged or destroyed. Otherwise use as written.

Preservation of the Sanguine Heart

Intermediate

Rites of the Blood, p. 27

System: This ritual provides protection for one night per mental spent at the time of casting. Otherwise use as printed.

Puissant Shield

Intermediate

Awakening: Diablerie Mexico, p. 24

Puissant Shield is a Thaumaturgical ritual that establishes an invisible kinetic shield roughly one foot around the caster. It blocks all inanimate projectiles and they visibly deflect from the shield when they hit. It cannot stop physical melee attacks. It will not stop the effects of a magical attack or other Disciplines nor will it block fire, air, sunlight, water, etc.

System: There is a one minute concentration time while the caster blows on a strip of cowhide. The ritual lasts for one hour.

Quicksilver Eel

Intermediate

House of Tremere, p. 115

System: Once released the eel will last as many days as twice the creators level of the Occult ability.

Raven Watcher

Intermediate

Dark Colony, p. 118

System: The 13 kernels of corn must be fed to the subject over 13 consecutive nights. If the sun rises without a kernel being taken the spell is broken. Each night the witch engages in a WP challenge against the subject; the witch needs to win at least 5 of these challenges for the curse to be successful. A mental trait is lost by the subject each night until the spell is completed; with the 13th kernel the transformation and enslavement is complete and the Raven's mental traits return so they are able to serve their new master. The Raven are loyal as per a 3 point blood bond and only have vague memories of their past before they were Ravens.

The witch can simultaneously share some of the senses of their Ravens as a group for a scene if she focuses and spends up to 3 mentals.

- ❖ 1 Mental trait: Can hear but not see.
- ❖ 2 Mental traits: Can hear and see vague shapes.
- ❖ 3 Mental traits: Can hear and see perfectly.

Intermediate: This version allows the enslavement of normal ravens. While they can follow very simple proactive commands they do little more than add eyes and ears to the witches network.

Advanced: This most commonly used version allows the transformations and enslavement of mortals. These Raven with human intelligence can better aid the Witch.

Ravening Walls of Ceoris

Advanced

V20 Dark Ages Companion, p. 117

System: The caster may designate one additional Kindred beyond themselves to be immune to the effects of this ritual and harvest the blood from it for as many permanent willpower traits they have. Otherwise use as written.

Refresh the Wearied Mind

Intermediate

OWBN Custom

System: In a small, unventilated room, burn five candles made of Beeswax, Ginkgo Biloba oil, and Rosemary oil, arranged in a traditional star pattern with a runic circle drawn in the middle. The thaumaturge meditates during the casting of the ritual, repeating a chant in Latin, which causes the candles to burn quickly and completely (new candles are required for every casting). The thaumaturge must then draw the smoke deeply into her lungs, which completes the casting. Upon successful completion, the Thaumaturge replenishes all her mental traits.

The ritual can only be cast once per night. It does not take the place of using willpower to replenish traits; a Willpower trait may be used as normal. The caster must have and expend (for the night) a level of the meditation ability to cast this ritual.

Rend the Mind

Intermediate

Blood Magic, p. 96

Most of the Tremere are not physically powerful. This ritual combines the lethal powers of Thaumaturgy and Auspex into a powerful tool.

System: This ritual allows the caster to make one telepathic attack before the next sunrise. If she wins a mental challenge against her target she will cause a number of bashing wounds equal to her permanent willpower. This ritual takes one hour to cast. Also the casters Primary Path must be at the second intermediate and have Telepathy.

Restore the Etiolated Quintessence

Basic

OWBN Custom

System: This Five minute chant allows the Thaumaturge to refresh up to five mental traits that were expended. This ritual will only restore expended mental traits not traits lost to bids or otherwise.

Revertere In Domum (Restore the Home)

Advanced

OWBN Custom

Casting this ritual will allow the caster to restore an average size house, or two floors of a larger building back to its previous state. The state chosen cannot be more than the number of hours in the past equal to the permanent mental traits of the caster, with a maximum of 12 traits/hours.

Rhumer's Aggregate Argot

Intermediate

OWBN Custom

The vast amount of research that Clan Tremere performs often requires the translation of tomes written in ancient and forgotten languages of which few have knowledge. To ease collaborative research, and occasionally to "borrow" the linguistic capabilities of a lower ranking Apprentice, members of House Arcanum under the guidance of the late David Rhumer created the ritual "Aggregate Argot."

System: By enacting an hour long ritual the caster creates a mystical link between the individuals within a single room. To do this, at the completion of the ritual the caster pierces the left ear and tongue of each individual with a golden bar upon which Thaumaturgical symbols have been engraved. So long as each

enchanted individual wears these bars and does not leave the room, every individual in the room may speak and read the languages known by any of the individuals present at the casting of this ritual.

If for any reason one or more of the individuals upon which this ritual was cast either remove one of the golden bars or leaves the room the ritual ends immediately. At the conclusion of the ritual, no one has any greater understanding of any language than they had at its casting, but any knowledge they gained through the shared translation is retained.

Rite of the Vanishing Blemish

Basic

OWBN Custom

System: This ritual 'soaks' blood and other stains, leaving no trace. With a small amount of raw cotton or wool and the caster's incantation, even large stains are absorbed into nothingness. The material must be held over the stain while the incantation is said, after which it is mystically "soaked" in and the cotton/wool is useless. This works even if the stain has dried.

Ritual of Darkness

Intermediate

OWBN Custom

System: Creates a very powerful darkness in the user's Haven. This darkness cannot be seen through by intruders, but the caster of the spell can see easily. The caster must rub soot from a coal fire on the windows, and the ritual takes a full hour. The darkness lasts until sunlight hits it (if the haven is underground this could be forever).

Sanctuary

Advanced

Rites of the Blood, p. 29

System: This ritual lasts one year plus an additional year per temporary WP spent at the time of casting. Otherwise use as printed.

Sanguine Assistant

Basic

Camarilla Guide, p. 111

System: The caster spends 5 blood and makes a static test against 10 traits. The resulting servant is about a foot tall, and roughly humanoid shape and is formed out of random objects in the room (but oddly enough it will never take anything that you will be using). The servant will last for a number of days equal to the caster's mental traits. The servant will follow the orders of the caster, and will take on the personality and mannerisms of the caster. When the ritual expires, it will return to the bowl it was summoned in, and fall apart. The caster may re-summon the same servant and it will retain its personality and memories.

Sanguine Lodestone

Intermediate

Players Guide to Low Clans, p. 169

System: As written except range is miles equal to the casters Occult ability multiplied by their Path of Blood Rating.

Sanguine Trail

Intermediate

Lore of the Clans, p. 221

System: As written except instead of needing 5 success to tell the direction of bonds win a second ritual test vs 7.

Scry the Hearthstone

Intermediate

V20 Dark Ages, p. 307

System: Use as written. This ritual's duration is one month. It must be used upon the caster's Haven, and the recipient may be the caster or another of their choosing.

Sculpting the Perfect Servant

Advanced

Blood Magic, p. 97

As this ritual has no game effect, we suggest that it is only utilized by staff with NPCs. If a PC is to learn this, they can not go above Humanity 1 at any point this is on their sheet due to the nature of this ritual's components. If used by a PC, the PC will auto fail the Humanity chop and fall to wassail.

Seal Egress

Basic

Rites of the Blood, p. 25

System: With successful activation this ritual lasts until the room is significantly physically breached.

Serenading the Kami

Basic

Blood Magic, p. 91

System: By binding spirits to her physical form the thaumaturge can gain a temporary boost in strength. This ritual grants the caster 2 additional traits in her next physical action. This action could be as simple as digging a ditch or hitting someone. It takes 30 minutes to cast this ritual.

Serenity of the Heart's Blood

Intermediate

OWBN Custom

System: The caster gains +2 traits in tests to resist Frenzy and Röttschreck, for the duration of this ritual. The thaumaturge may only use the power on himself. No physical component is necessary to empower this ritual, however, during the casting the thaumaturge must meditate and achieve a trance-like state. The ritual gains its power from inherency. The caster cannot expend vitae to increase Physical Traits while the ritual is in effect (thus not allowing his heart's blood to be stirred), is able to gain a degree of mastery over his beast. This ritual requires 20 Minutes to cast and its Duration is 24 hours.

Shaft of Belated Quiescence

Intermediate

MET Faith and Fire, p. 208

System: This ritual turns a regular stake of rowan wood into a particularly vicious weapon. When the tip touches kindred, it breaks off and burrows for the victim's heart. The stake must be of rowan wood, coated in three traits of the caster's blood and baked over an oak wood fire. When the stake is used in

combat, it acts normally as a weapon. If a successful strike hits, the tip of the stake breaks off and begins burrowing at the heart of the victim (even if you have the Misplaced Heart merit). Every hour, the affected player must make a static physical challenge against the mental traits of the caster or take one lethal damage.

Once 5 lethal damage has been done in this fashion, the character is staked. Removing the tip via surgery requires the medicine ability. The surgeon enters an extended challenge against a number of traits equal to the creator of the stake's mental traits. She must accumulate 5 successes to remove the tip. Each challenge made will do 1 point of lethal damage win, loose or tie. Healing the wounds closes the incisions and the surgeon must start over.

If a stake enchanted with this ritual is used on someone that has her heart removed by Heart of Darkness (advanced Serpents), the stake will do normal combat damage on the initial hit, but the tip will not break off, and the ritual is not expended.

Shape of the Familiar

Basic

OWBN Custom

System: Through the casting of this ritual, the caster mixes equal measures of cat blood, their own vitae, and fresh catnip from the ground to form a personal potion that can later be ingested to transform into a feline shape, along with all their carried small possessions and garments. The ritual will fail if the blood was not collected humanely, or if the donor cat is killed in the process. Unlike its cousin Protean Curse, this change in form cannot be shared or inflicted upon others, and it takes about one minute for the potion to become effective once imbibed. The caster can end the effect at will (at the end of the turn), regaining their normal appearance with but a thought and an expenditure of a Willpower trait. Otherwise, the effect ends at sunrise.

Only small cat forms about the size of a domesticated house cat can be taken on, and the appearance of said form will look similar in coloration and breed to that of the subject the blood sample came from. The loss of human speech makes Thaumaturgy impossible, though rituals already cast (Pavis Foul Presence, Deflection of the Wooden Doom, etc.) may still be used. No additional powers or liabilities are gained when in cat form and the caster's normal trait maximums are unchanged.

Sight of the Dead

Intermediate

OWBN Custom

System: Allows the caster to see and hear wraiths for x hours where x is the number of blood traits spent upon casting. The caster must obtain dirt from a freshly dug grave. While mixing in x blood traits, the Thaumaturge must read backwards from the Bible ("Ashes to Ashes..."). He then must smear the dirt/blood mixture behind his ears, and on his eyelids.

Sigil of Authority

Basic

Rites of the Blood, p. 24

System: Once activated any vampires in the sigils presence must make a self-control test vs. the Investors Status total. Retest with self-control and WP for the Sigil Bearer. On a loss those affected by the sigil are

down 3 traits and may not use WP retests in any social challenge against the Sigil Bearer for the next scene or hour. Otherwise use as written.

Soul Yoke

Intermediate

Dark Colony, p. 118

System: This ritual can only be ended by the knowing destruction of the doll by an individual that wishes to free the victim and truly bears them no ill will. If the doll is somehow disenchanting the victim will be instantly destroyed.

Note: To cast this ritual the victim is already in a situation where the caster could destroy them. It provides an alternative to destruction.

Splinter Servant

Intermediate

Camarilla Guide, p. 113

System: The stake must be made from a tree that has been nourished by the dead (a tree from a graveyard would be a good choice) and wrapped in sheath made of nightshade twine and wax. When the binding is torn off, the splinter servant springs to life, ripping little legs out of itself, and attacking the person that it is commanded to attack (by pointing it at the target as the sheath is ripped off).

The splinter servant has a number of Physical Traits equal to half the Mental Traits of the caster, a number of melee equal to the caster's occult rating, and is immune to mental and social challenges. It has three health levels, and ignores wound penalties. It can move up to 30' (9 paces) per turn. It will remain active and attacking until it stakes its victim, it is destroyed by damage, or 5 combat rounds have passed. It loses traits normally, and must succeed in the normal staking challenges. It is up three traits to avoid attacks due to small size.

Any damage increasing effects (Scorpion's Touch, Wards, etc.) will ruin the ritual.

Steps of Silence

Intermediate

OWBN Custom

System: The ritual enchants an item (typically an amulet or shoes) so that while worn, the wearer is considered up +2 traits in stealth related tests. The caster of the ritual instinctively knows where the item is at, at all times. While this does not grant precise knowledge of its location, it does give the caster a strong sense of distance and direction. The caster must know the rituals Craft Bloodstone and Donning the Mask of Shadows in order to successfully learn and cast this ritual. Completion of this ritual takes 10 minutes per night, for three nights, plus one trait of Assamite blood. The effects of the ritual last until the enchanted item is destroyed.

Summon Mischievous Spirit

Intermediate

Sabbat PG 2nd ed., p. 118

System: The Vampire with this Ritual is able to summon a poltergeist. The poltergeist will cause a ruckus, messing with appliances, furniture, plumbing, electronic devices, and any other inanimate objects.

The Spirit may cause almost any object to move around, but it will seldom directly harm a person. However, it will readily cause indirect injury, such as dropping a chair on someone's head, or causing a knife to fly across the room. It is important to remember that the Spirit doesn't want to harm the victim – it just wants to annoy the hell out of him. The effect of the spirit is up to ST discretion. The length of time the spirit stays is based on a simple challenge that is thrown and repeated until a loss occurs. The amount of successes are the number of hours the spirit will stay.

Summon the Blood Imp

Intermediate

Rites of the Blood, p. 29

System: Use as written with statistics below:

- ❖ Health levels: 3
- ❖ WP: 1
- ❖ Physicals: 6. +3 to Stealth.
- ❖ Mentals: Half of the casters at time of casting round down.
- ❖ Socials: Half of the caster at time of casting round down. +3 to Intimidation.
- ❖ Abilities: Has Brawl, Dodge, Stealth, Intimidation, Subterfuge and Occult at two levels lower than the caster. Has Dread Gaze.



Suspension of Incantation

Intermediate

Players Guide to the Low Clans, p. 174

System: Make a test vs. 5 +1 for every currently suspended spell then immediately cast a Path or Ritual (ritual components must still be in place for the power to take hold). You may not suspend more spells than twice your level of occult. If the spell is not invoked within 3 months it will dissipate harmlessly.

Note: This ritual is very similar to the ritual "Trigger" but may be used on rituals and may be stacked on a single focus.

Translocation of the Vessel

Intermediate

Rites of the Blood, p. 27

System: Use as written.

Transubstantiation of Humors

Basic

Players Guide to the Low Clans, p. 170

System: For every trait of blood drunk the victim must spend a full round vomiting up the corrupted blood gaining no sustenance and losing one of their own blood in the purge.

Tremere's Bane

Advanced

OWBN Custom

System: This very potent ritual takes five people to cast, though only one person needs to have the ritual. All five casters must succeed in a Static Challenge (Diff 12). This is a two hour long ritual where the five

magicians chant while the blood of a recently (same night of ritual) embraced and willing (not coerced with disciplines) virgin (male or female) is sacrificially drained into a chalice with a ceremonial dagger. A five-pointed star is drawn on the floor (facing north), each mage sits at one of the points, the virgin is placed in the center. The mage at the north point takes the dagger and chance, places the chance next to the virgin, and then holds up the dagger and everyone begins to chant.

After the chanting has reached its rhythm the dagger is plunged into the heart of the virgin. The blood then begins to drain into the chalice. The blood in the chalice does not stay it mystically evaporates. This process takes the whole two hours. The virgin will feel no pain during the ritual and she will not be killed, just her blood will be drained.

If this ritual has been successfully cast, anyone who is not of Tremere blood will experience a difficult time employing any of the Paths of Thaumaturgy, not rituals just Paths. The system for this is as follows; when any discipline is used the cost for that discipline is doubled and if it doesn't already have a test then it will require a simple test to use. If the tests are failed then the opposite effect of the discipline will occur. The Ritual lasts for One year and affects a single building.

Here are two examples:

- An 11th generation Brujah tries to lower her generation to 8th with Potency of the blood. Normally it would cost her 6 Mental traits and one Blood, but with Tremere's Bane being present it will cost 12 Mental traits, 2 Blood and a simple Test. If she fails the test then instead of lowering her generation she raises her generation to 13th.
- If a Malkavian tries to Forcebolt another vampire, it will cost her 2 blood traits instead of one. If she loses the challenge she suffers the effects of Forcebolt herself.

True Sight

Basic

Diablerie Britain, p. 9

System: True Sight only helps to detect deliberate, willful lies. If the other party believes she is telling the truth, then what she says will appear to be true. The ritual detects the state of nervousness, not whether the truth was spoken. In effect, the Thaumaturge has a single extra investigation ability and five extra mental traits, for the duration of the ritual, for the purposes of Auspex challenges that they initiate as well as ability challenges relating to the discovery of truth.

These traits may not be bid, but are added to the caster's total for purposes of comparison or overbid. They do not aid in Auspex challenges initiated against the caster because the ritual does nothing to alter the Thaumaturges ability to hide their own reactions, nor the other person's ability to perceive the Thaumaturges. To indicate that this ritual is in effect, the player should get a card denoting the extra traits and the time cast from a storyteller. This ritual takes five minutes to cast and lasts one hour.

Unquenchable Flame of Mars

Advanced

Players Guide to Low Clans, p. 170

System: This will permanently enchant a melee weapon to do an additional aggravated damage per strike. This MAY be used with other rituals such as wards.

The Veils of Kirophet

Basic

Dark Colony, p. 118

System: Chant for 3 rounds and make a ritual chop vs 5. Win or loss you must chant for three more rounds before you may make another ritual test. As you accumulate successes increase the effects of the mist per the chart below. The mist will last a full scene after you cease chanting but can be dismissed early if you choose. As the mist is partially physical, powers that merely allow the ability to see in the dark can offer no assistance. Victims with Auspex may make a static mental test, retest investigation, against 7 for each level of auspex they possess.

For every success they reduce their penalties by one category on the below chart.

- ❖ The Mist can fill a large room. Victims are -2 traits to attack anything outside of melee range.
- ❖ The Mist can fill the area the size of a large home. Victims are -2 traits to attack anything in melee range and take full darkness penalties for anything beyond that.
- ❖ The Mist can cover an area the size of a football field. Victims take full darkness penalties.
- ❖ The Mist can cover a full city block. In addition blindness victims gain the negative trait “witless”.
- ❖ The Mist can cover a small college campus. In addition to all other penalties Victims now need to make a static mental test, retest investigation, against the caster’s mentals. On a loss they become disoriented and lost in the mist moving away from their goal. A new test is made every minute.

The Verdant Blade

Advanced

Archons and Templars, p. 146

Kindred sometimes have to be taken in for judgment or (more likely) for questioning. Carrying a heavy wooden stake is fairly conspicuous, though, and it lets your target know that you don’t want him dead. Several Quaesitors developed the Verdant Blade in the 1800s. Its use is limited largely to that group, though a few other Archons have learned it. The ritual temporarily enchants any sharp object – a sword or large knife, a bone, a piton, or tent spike – to paralyze Kindred staked with it as though it were wooden.

The weapon or item must be placed in a vat or tub along with a freshly cut tree branch, several ounces of sap, and a gallon of water. When the ritual is complete, the weapon will paralyze a vampire when driven into its heart. This effect works only once; once the weapon is removed, it must be enchanted again if the caster wishes to use it to stake another Kindred.

System: The caster must expend a blood trait and make a static mental challenge vs. ten mental traits, and must spill a second blood trait into the vat with the items described above. The chanting that follows takes 25 minutes. If the static mental is failed, the weapon is not enchanted and will shatter on impact. The item or weapon must still be large enough to use as a stake (a large knife or sword will work, but a pin will not). The ritual does not make the actual staking process any easier, and the weapon cannot be enchanted in any other respect.

Vigil of the Stone Guardian

Intermediate

Rites of the Blood, p. 29

System: Use as written.

Vires Acquirit Eundo

Advanced

Blood Magic, p. 98

System: This ritual, when cast in tandem with another ritual, can increase some effects of that ritual. The effects that are extended are completely up to the ST. The player can suggest possibilities as to what effects are changed, but the ST has the final say so. It is suggested that the player carry an index card signed by an ST and saying that the change in question is legitimate. It is strongly advised to STs that they use common sense before approving some extended requests.

Vistas of the Mind

Basic

Storyteller's Handbook, p. 118

System: This ritual causes an increase in memory and intelligence, allowing a single retest once in the evening on the use of any Mental Ability.

Walkin's Purity of the Flesh

Basic

OWBN Custom

System: This Ritual is functionally the same as the Ritual 'Purity of Flesh' with a few minor changes. It does require the same casting time, and additionally 13 quartz Crystals, that are 'popped like flashbulbs' upon the Ritual's completion. The system for this Ritual is Identical to 'Purity of Flesh' with the addition that the subject of the Ritual is also freed of any Technological enhancements (i.e.: Technocracy Nanites and the like).

What's Yours Is Mine

Advanced

OWBN Custom

Required Items: A Glass Vial, Wood, Stone, Mortar, and Brick

After spending 3 days in a building the caster is already attuned to, the Wood, Stone, Mortar and Brick must be ground to dust and then mixed with two traits of the caster's blood. One trait of Blood is then ingested and the second trait is put into the already present vial. The ingested trait is unspendable except for use to activate the vial but it does take up one point in the kindred's system.

When the vial is activated by breaking it in the building the caster is attempting to take control of, the blood in it is considered used and disappears. The caster is now attuned to the new building for one scene or hour, whichever comes first. Once this attunement is completed, the caster may freely use their Hearth Path in the new building. At the end of scene or hour, the attunement reverts to the previously attuned to building.

The Caster may only have one vial of this ritual prepared at a time.

Wielding the Spear of Damnation

Intermediate

V20 Dark Ages Companion, p. 116-117

System: The weapon can harvest Blood equal to the caster's level of Path of Blood plus their level of Occult ability before the effect wears off.

Witness of Whispers

Basic

V20 Dark Ages, p. 304-305

System: This ritual creates a scrying device which can be used to either observe enemies and events from a position of relative safety or hear sounds or a great distance. The ritual requires a three-inch pin, a length of thread, a claw of a raven, three points of the caster's vitae, a container, and one healthy human ear or eye (one or the other, not both). The caster sews the eye/ear to the claw, and then seals the device in the container of their vitae. After a week has passed, the device animates and can now be placed in any location the caster wishes to survey from a distance. To see or hear through the device, the user concentrates for five minutes and spends one blood. Once a connection has been established, the caster may mentally move the device one ft per turn at will. For as long as the caster wishes, the device takes over their visual/auditory perceptions (depending on if an eye or an ear was chosen, but not both); they then see what the device sees or hears rather than what is physically around their person. The caster may deactivate the ritual at will, and may reactivate it again through the same steps. The device can be used up until it is physically destroyed.

Wizard's Gift

Advanced

OWBN Custom

System: This ritual was created as the opposite of Wizard's Gold. Once an Apprentice attains the position of Regent she must be able to educate Apprentices under her chain of command. During the casting of the ritual, the coin (or coins, as this can be cast on any coins that have the person's name on it) must be in the presence of the person they are intended to affect. If successful the Thaumaturge is now free to teach the rituals and paths that were previously closed via Wizard's Gold.

Wizard's Gold

Intermediate

OWBN Custom

System: A Gold coin of the highest quality must be used. Stamped on one side is the shield of House and Clan Tremere. On the other are the names of the teacher and the student and the name of the ritual or path that is being taught.

The teacher places the coin in a Silver chalice with a trait of her vitae as well as a blood trait of the student. During the casting of the ritual the coin absorbs the blood and takes on a slightly red hue. Another trait of Vitae must be used to fuel the ritual itself. Once completed the student is unable to teach the ritual or path. She can speak of the path and its effects, but she is unable to impart enough knowledge to effectively instruct another person on its intricacies (i.e., to allow them to purchase the ritual).

References

Books:

❖ *Bloody Hearts Diablerie Britain*

- ❖ *Archons and Templars*
- ❖ *Hunters Hunted*
- ❖ *New York by Night*
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- ❖ *V20 Rites of the Blood*
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- ❖ *Mind's Eye Theatre Anarch Guide*
- ❖ *Camarilla Guide*
- ❖ *Guide to the Camarilla (MET)*
- ❖ *Die Stadt, das Blut, der Tod: Frankfurt bei Nacht, pg. 87*

Guide to Abbreviations:

LotN = Laws of the Night	LotC = V20 Lore of the Clans
LotN:R = Laws of the Night, Revised	RotB = V20 Rites of the Blood

A-Cook = Anarch's Cookbook	MET Anarch = Met Anarch Guide
LoE = Laws of Elysium	V20 DAC = V20 Dark Ages Companion
SoBM = Secrets of Blood Magic	V20 DA - V20 Dark Ages
Cam Guide = Camarilla Guide	Diablerie Britain = Bloody Hearts Diablerie Britain
Tremere CB = Tremere Clanbook	HH = Hunters Hunted
Tremere CB, R = Tremere Clanbook, Revised	2nd ed Sabbat PG = Players' Guid to the Sabbat, 2nd ed
MET Sabbat = MET Sabbat Guide	WOD = World of Darkness
A&T = Archons and Templars	SFBN = San Francisco by Night
Ny by Night = New York by Night	GttC = Guide to the Camarilla
MET = Mind's Eye Theatre (ST - Storyteller; J1 - Journal 1)	
OWBN CCBD = One World by Night Custom Content Database	
DC:Cloven Hoof Coven = Dark Colony: Cloven Hoof Coven	

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