

# Rituals

---

Rituals are Thaumaturgical formulas, meticulously researched and prepared, that create powerful magical effects. Rituals are less versatile than paths, as their effects are singular and straightforward, but they are better suited to specific ends.

All thaumaturges have the ability to use rituals, though each individual ritual must be learned separately. By acquainting herself with the arcane practice of blood magic, the caster gains the capacity to manipulate these focused effects.

Thaumaturgical rituals are rated from 1 to 5, each level corresponding to both the level of mastery of Thaumaturgy the would-be caster must possess and the relative power of the ritual itself. **Unless stated otherwise, a ritual requires five minutes per level to cast and the expenditure of 1 blood point per level.**

Casting rituals requires a successful Intelligence + Occult roll + Thaumaturgy - The Ritual level. Only one success is required for a ritual to work, though certain spells may require more successes or have variable effects based on how well the caster's roll goes. Should a roll to activate a ritual fail, the Storyteller is encouraged to create strange occurrences or side effects, or even make it appear that the ritual was successful, only to reveal its failure at a later time. A botched ritual roll may even indicate a catastrophic failure or summon an ill-tempered demon.

Rituals sometimes require special ingredients or reagents to work — these are noted in each ritual's description. Common components include herbs, animal bones, ceremonial items, feathers, eye of newt, tongue of toad, etc. Acquiring magical components for a powerful ritual may form the basis for an entire story.

Some rituals allow you to create Inscriptions, these are "items" that can be given to anyone, and the person in possession can use it to activate the Ritual. **Using a Inscription is a Reflexive Action and requires 1 Blood Point.**

At the first level of Thaumaturgy, the vampire automatically gains a single Level One ritual. To learn further rituals, the thaumaturge must find someone to teach him, or learn the ritual from a scroll, tome, or other archive. Learning a new ritual can take anywhere from a few nights (Level One ritual) to months or years (Level Five ritual). Some mystics have studied individual rituals for decades, or even centuries.

## Level One Rituals

---

### BIND THE ACCUSING TONGUE

This ancient ritual is said to have been one of the first developed by the Tremere and a primary reason for the lack of cohesive opposition to their expansion. Bind the Accusing Tongue lays a compulsion upon the subject that prevents him from speaking ill of the caster, allowing the thaumaturge to commit literally unspeakable acts without fear of reprisal.

**System:** The caster must have a picture or other image or effigy of the ritual's target, a lock of the target's hair, and a black silken cord. The caster winds the cord around the hair and image while intoning the ritual's vocal component. Once the ritual is complete, the target must score more successes on a Resolve + Composure roll than the caster scored in order to say anything negative about the caster. At every scene where he would like to say something bad about the Tremere, he may roll his Resolve + Composure again. The ritual lasts until the target succeeds at this roll or the silk cord is unwound, at which point the image and the lock of hair crumble to dust.

---

### BLOOD RUSH

This ritual allows the vampire to create the sensation of drinking blood in himself or anyone he gives the inscription, without actually feeding. The ritual can be used for pleasure, but it is more often used to prevent frenzy when confronted with fresh blood. The vampire must carry the fang of a predatory animal on his person for this ritual to work.

**System:** Performance of the ritual results in the Beast being kept in check automatically. Blood Rush allows the vampire to resist hunger-based frenzy for up to one hour, at which point the Cainite feels hungry again (assuming he did before). To Activate this ritual, whoever has the inscription must take a Reflexive Action and pay 1 Blood Point.

---

### COMMUNICATE WITH KINDRED SIRE

By enacting this ritual, the caster may join minds with her sire, speaking telepathically with him over any distance. The communication may continue until the ritual expires or until either party ends the conversation. The caster must possess an item once owned by her sire for the ritual to work.

**System:** The caster must meditate for 30 minutes to create the connection. Conversation may be maintained for 10 minutes per success on the activation roll.

## DEFENSE OF THE SACRED HAVEN

---

This ritual prevents sunlight from entering an area within 20 feet (six meters) of this ritual's casting. A mystical darkness blankets the area, keeping the baleful light at bay. Sunlight reflects off windows or magically fails to pass through doors or other portals. To invoke this ritual's protection, the caster draws sigils in her own blood on all the affected windows and doors. The ritual lasts as long as the thaumaturge stays within the 20-foot (6-meter) radius.

**System:** This ritual requires one hour to perform, during which the caster recites incantations and inscribes glyphs.

## DEFLECTION OF WOODEN DOOM

---

This ritual protects the caster from being staked, whether she is resting or active. While this ritual is in effect, the first stake that would pierce the vampire's heart disintegrates in the attacker's hand. A stake merely held near the caster is unaffected; for this ritual to work, the stake must actively be used in an attempt to impale the vampire.

**System:** The caster must surround herself with a circle of wood for a full hour. Any wood will work: furniture, sawdust, raw timber, 2' x 4's, whatever. The circle must remain unbroken, however. At the end of the hour, the vampire places a wooden splinter under her tongue. If this splinter is removed, the ritual is nullified. This ritual lasts until the following dawn or dusk.

## DEVIL'S TOUCH

---

Thaumaturges use this ritual to place curses upon mortals who earn their ire. Using this ritual marks an individual invisibly, causing all those who come in contact with him to receive him poorly. The mortal is treated as the most loathsome individual conceivable, and all who deal with him do everything in their power to make him miserable. Even bums spit at an afflicted individual, and children taunt him and barrage him with vulgarities.

**System:** The effects of this ritual last one night, disappearing as the sun rises. The mortal (it doesn't work on vampires) must be present when the ritual is invoked, and a penny must be placed somewhere on his person (in a pocket, shoe, etc.).

## DOMINO OF LIFE

---

A vampire wanting or needing to simulate a human characteristic can do so once Domino of Life is cast. For one entire night, the vampire can eat, breathe, maintain a normal body temperature, assume a human flesh tone, or display some other single trait of humankind she desires. Note that only one trait can be replicated in this fashion. The vampire must have a vial of fresh human blood on his person to maintain this ritual.

**System:** Using this ritual adds one die to the caster's dice pools when attempting to pass as human. Unless onlookers are especially wary, the Domino of Life should fool them into thinking the caster is mortal — not that they should have any reason to suspect otherwise.

## ENGAGING THE VESSEL OF TRANSFERENCE

---

This ritual enchants a container to fill itself with blood from any living or unliving being who holds it, replacing the volume of blood taken with an equal amount previously held inside the container. When the ritual is enacted, the vessel (which must be between the size of a small cup and a one-gallon/four-liter jug) is sealed full of the caster's blood and inscribed with the Hermetic sigil which empowers the ritual. Whenever an individual touches the container with his bare skin, he feels a slight chill against his flesh but no further discomfort. The container continues to exchange the blood it contains until it is opened. The two most common uses of this ritual are to covertly create a blood bond and to obtain a sample of a subject's blood for ritual or experimental purposes.

**System:** This ritual takes three hours to enact (reduced by 15 minutes for each success on the casting roll) and requires one blood point (although not necessarily the caster's blood), which is sealed inside the container. The ritual only switches blood between itself and a subject if it is touched with bare skin — even thin cotton gloves keep it from activating. Individuals with at least four dots in Occult recognize the Hermetic sigil with two successes on an Intelligence + Occult roll.

## ILLUMINATE THE TRAIL OF PREY

---

This ritual causes the path of the subject's passing to glow in a manner that only the vampire can see. The tracks shine distinctly, but only to the eyes of the caster. Even airplane trajectories and animal tracks shine with unhealthy light. The ritual is nullified if the target wades through or immerses himself in water, or if he reaches the destination of his journey. The caster must burn a length of white satin ribbon that has been in her possession for at least 24 hours for this ritual to take effect.

**System:** The thaumaturge must have a mental picture of or know the name of her prey. The individual's wake glows with a level of brightness dependent on how long it has been since he passed that way — old tracks burn less brightly, while fresh tracks blaze.

## INCANTATION OF THE SHEPHERD

---

This ritual enables the caster to mystically locate all members of his herd. While intoning the ritual's vocal component, he spins in a slow circle with a glass object of some sort held to each of his eyes. At the end of the ritual, he has a subliminal sense of the direction and distance to each of his regular vessels.

**System:** This ritual gives the character the location (relative to him) of every member of his Herd. If he does not have the Herd Background, Incantation of the Shepherd locates the closest three mortals from whom the caster has fed at least three times each. This ritual has a maximum range of 10 miles or 15 kilometers times the character's Herd Background, or five miles (eight kilometers) if he has no points in that Background.

## PURITY OF FLESH

---

The caster cleanses her body of all foreign material with this ritual. To perform it, she meditates on bare earth or stone while surrounded by a circle of 13 sharp stones. Over the course of the ritual, the caster is slowly purged of all physical impurities: dirt, alcohol, drugs, poison, bullets lodged in the flesh, and tattoo ink are equally affected, slowly rising to the surface of the caster's skin and flaking away as a gritty gray film that settles within the circle. Any jewelry, makeup, or clothes that the caster is wearing are also dissolved.

**System:** Purity of Flesh removes all physical items from the caster's body, but does not remove enchantments, mind control, or diseases of the blood.

## WAKE WITH EVENING'S FRESHNESS

---

This ritual allows a vampire to awaken at any sign of danger, especially during the day. If any potentially harmful circumstances arise, the caster immediately rises, ready to face the problem. This ritual requires the ashes of burned feathers to be spread over the area in which the Kindred wishes to sleep.

**System:** This ritual must be performed immediately before the vampire goes to sleep for the day. Any interruption to the ceremonial casting renders the ritual ineffective. If danger arises, the caster awakens and when he makes his Humanity roll, he can count with one extra success on his first roll per successes he had when he performed the ritual.

## WIDOW'S SPITE

---

This ritual causes a pain, itch, or other significant (but not deadly) sensation in the subject. Similar in effect to legendary "voodoo doll" effects, this ritual is used more out of scorn or malice than actual enmity. In fact, it requires a wax or cloth doll that resembles the target, which bleeds when the power takes effect.

**System:** The ceremonial doll must resemble, however rudely, the victim of the ritual. It produces no mechanical effect, other than a simple physical stimulus. The caster may determine where on the subject's body the pain or itch appears.

## BLOOD MASTERY

---

Whispered rumors tell that one should never allow the Tremere to gain access to the blood of another vampire. Paranoid tales in hushed tones tell of the Tremere's mastery over other Kindred through the sole use of a small quantity of vitae. While modern, cosmopolitan Kindred scoff at such tales, even they are careful not to let their blood fall into the wrong hands, just in case.

Such caution, though, is well-deserved. A Tremere with even rudimentary understanding of blood can focus its power into sympathetic forms. By destroying another Kindred, blood, the Tremere gains symbolic power over that Kindred. This in turn allows the Tremere to manifest his supremacy over the victim.

**System:** The thaumaturge must mix a tiny quantity of his own vitae (a negligible amount, less than a point) with that of his victim, then slowly burn it in a fire or boil the blood slowly over an open flame. The caster speaks the phrases of symmetry as he finishes. Once complete, the Tremere has magical mastery over the victim, however briefly.

Successful completion of the Blood Mastery ritual guarantees a victory of some degree over the victim. In the next contention that the caster brings against the victim, the ritualist automatically succeeds. If the task would require some roll, the caster garners one success automatically. This means that the caster is guaranteed a marginal success against his opponent. Of course, it may not be in a fashion that the thaumaturge desires - one success alone is not enough to decapitate an enemy, but it might influence him briefly with the Dominate Discipline.

Similarly, if the victim takes some action first, the ritual is of no help if the caster's player could not normally make a countering roll. For example, the caster would still be subject to an opponent's use of Majesty, because he may not normally make a roll to resist. If the victim uses some Discipline that would require the caster to resist, though, then the thaumaturge automatically can invoke his 1 success here.

Blood Mastery can only guarantee success in one limited endeavor - a thaumaturge cannot burn multiple points of blood to gain additional success or success on multiple consecutive actions. Once the ritual is in place, it must be discharged before it can be invoked again against the same subject. Blood Mastery expires if its effects remain unused by sunrise.

---

## WILL O'THE WISP

This ritual allows a thaumaturgist to produce a supernatural ball of light. The ball of light travels as the vampire mentally commands. The ball of light, referred to as a "Will o' the Wisp", can be made to travel anywhere within sight of the vampire and perform tricks.

Among the things the ball of light can do are: glow brighter, glow dimmer, divide into many smaller balls, fly about, bathe someone in its magical glow, swirl, remain stationary or perform whatever maneuver the vampire can imagine. This ritual is useful as a diversion or simply a light source.

**System:** The ritual requires a small branch from a willow tree. The vampire must recite the magical incantations and throw the stick into the air, whereupon it bursts into the ball of light. The light lasts for a scene. It is possible to make an inscription on said stick, for later use.

---

## SCENT OF THE LUPINE'S PASSING

Developed in a besieged Carpathian chantry where Tremere fell as often to the claws of night-black Lupines as to the other clans, this simple ritual lets the caster scent Lupines in the area.

The thaumaturge prepares a small herbal bundle with milkweed, wolfsbane, sage and a handful of simple grass. With a short set of phrases, she takes a whiff from the mixture, after which she can immediately tell any Lupine by scent.

This does not mean that she can detect Lupines at a distance, merely that she can tell if a specific person's smell happens to be Lupine, which can be useful when combined with augmented senses.

**System:** The thaumaturge simply completes the ritual and sniffs from the herbal bundle. Afterward, she can detect Lupines by scent; actually sniffing someone up close would require no roll, but catching a scent at a distance of a few feet might take a Perception + Alertness roll (difficulty 6). Detecting a Lupine hidden around a corner, for example, could increase the difficulty to 8. This scent distinction lasts for an entire scene.

It is possible to make an inscription on said herbal bundle, for later use.

---

## PRESERVE BLOOD

This ritual allows a vampire to preserve blood in a specially enchanted container. The ritual requires a covered earthenware container large enough to contain the amount of blood the vampire wants to store. Some Tremere use it to preserve blood of notorious vampires they can get their hands on.

**Casting:** The vampire prepares the container by burying it in the earth for two nights. The following night the container must be dug back up. The container is opened and the blood is poured in with a healthy sprinkling of burdock added. The caster recites a few incantations over the container before sealing it with wax.

### System:

The player pays the cost and makes the roll. Each success allows for the blood to be preserved by a day. The caster can only have up to his natural Blood Potency in containers at the same time. It is possible to keep enacting this same ritual on a container, to preserve that specific blood for further time.

The container may be carried but, if broken, the blood will spoil at a normal rate. The container may be opened at any time, but may not be resealed containing the same blood. The earthenware container itself can be used again, but the entire ritual must be reenacted.



## ILLUMINATE THE TRAIL OF PREY

---

This ritual causes the path of the subject's passing to glow in a manner that only the thaumaturge can see. the footprints or tire tracks (or whatever) shine distinctly, but only to the eyes of the caster. Even airplane trajectories and animal tracks shine with unhealthy light. The ritual is nullified if the target wades through, cross running water or immerses himself in water. The thaumaturge must burn a length of white satin ribbon that has been in her possession for at least 24 hours for this ritual to take effect.

**System** The thaumaturge must have a mental picture of or know the name of her prey and be at a location where the prey might have passed. The individual's wake glows with a brightness dependent on how long it has been since he passed that way - old tracks burn less brightly, while fresh tracks blaze.

## Level Two Rituals

### BLOOD WALK

---

A thaumaturge casts this ritual on a blood sample from another vampire. Blood Walk is used to trace the subject's Kindred lineage and the blood bonds in which the subject is involved.

**System:** This ritual requires three hours to cast, reduced by 15 minutes for each success on the roll. It requires one blood point from the subject. Each success allows the caster to "see back" one Generation (to a limit of the Fourth Generation — the Third Generation do not give up their secrets so easily), giving the caster both the true name of the ancestor and an image of his face. The caster also learns the Generation and Clan or bloodline from which the subject is descended. With three successes, the caster also learns the identities of all parties with whom the subject shares a blood bond, either as regnant or thrall.

### PRESERVE

---

Clan Tremere has collected wisdom and lore from the dawn of antiquity that had been previously protected and preserved by their mortal magic. However, that magic started to fail. A thousand years of collected occult knowledge was in danger of being lost within a few decades if a solution was not discovered. A devoted Tremere apprentice leveraged preservation techniques learned from monks along with knowledge stolen from the Assamites to create a ritual that chantries could use to preserve their research.

Once their precious libraries were protected, the Tremere realized that this ritual could be turned to political advantage. Ventrue were willing to pay boons to ensure that their own secret documents and treaties were preserved for the future. When it became clear that this ritual could be used for other purposes, Toreador clamored for the opportunity to protect their precious paintings, sculpture, and rare first drafts of a perfect poem or symphony.

Rumors abound that the famous Shroud of Turin and a number of other hidden church relics were preserved via this ritual. A number of the faithful amongst the Followers of Set claim that the Tutankhamen sarcophagus has been preserved via the will of Set, but many suspect that an older (and potentially more potent) form of this ritual has been cast over it.

**System:** Preserve allows the thaumaturge to mystically shield an item from the effects of time and usage. The thaumaturge must lightly coat the item with a point of her blood over the course of a night while chanting the proper incantations. Each success of the activation roll mystically preserves the item for an additional decade. The preserved item remains protected until the ritual expires. This ritual does not create a sympathetic link to the thaumaturge, as the blood used to power the ritual is absorbed completely by the object.

This ritual was designed primarily to preserve documents and texts, but a clever thaumaturge can utilize it for almost any item that can be held in the hand. The targeted item must be made of worked minerals and other natural materials, as artificial compounds (such as plastic) disrupt the ritual. Items that can be preserved include, but are not limited to, artwork, ancient weapons, jewelry, or clothing. This ritual does not make the targeted item invulnerable or even resistant to someone purposely harming it. For example, an ancient roman gladius will remain sharp and in good condition, but will still shatter if used improperly or if someone of sufficient strength attempts to snap the blade.

### BIND THE HEAVENS

---

This curse inflicts a months of drought upon an enemy's land. The magician paints a donkey's skull in gaudy colors, wedges papers bearing vituperative curses and the victim's name between its teeth, and throws it down a well - preferably the well of the victim. This offends the spirits of the land and water, who respond by steering the rain away from the victim's land.

## ASCENSION OF THE BLOOD

---

As the Tremere have plenty of blood rituals that require ingestion, it has become useful to be able to remove some of its inherent qualities. This ritual "purifies" the blood used in it, so it does not count as drinking from an individual for the purposes of blood bond.

**System:** The ritualist prepares a special chalice into which she puts as much of her blood as she requires. With at least one success, the blood in the chalice can no longer create a blood bond and is safe for anyone else to drink. Of course, the blood still looks the same whether the ritual is a success or the Tremere is simply lying.

The time for this ritual is 1 minute, and it has no cost other than the blood being ascended.

## TOUCH THE EARTH

---

This ritual allows the vizier to contact another Assamite for the purpose of aiding him with further sorcerer's effects.

Long in advance of the ritual, the vizier takes a stylus and writes, in ancient Mesopotamian script, on a small, still-wet, clay tablet, the name of a lesser-generation Assamite. Once hardened, the tablet is placed in an acid to weaken it again.

**System:** When he chooses to begin the ritual, the vizier uses chalk or paint to draw on the tiled floor of his ceremonial chamber the stylized image of an eye, with white, pupil and iris. The eye must be big enough so that a cat, dog or rodent can be placed inside it. Using a mortar and pestle, the vizier reduces the tablet to powder. He mixes it into food, which he places in front of the animal. When the animal has ingested the food, the vizier cuts its throat with a knife and waits until the pool of spilled blood has expanded in at least four places past the line denoting the white of the eye.

When the vizier speaks into the animal's ear, the Assamite whose name was written on the tablet hears his voice. When the vizier listens at the animal's mouth, he can hear his target's voice. This works no matter how much distance separates vizier and target. The vizier may proceed to use any Assamite path or other ritual power to benefit the target. The vizier may also pass to the target any object small enough to fit in the palm of his hand.

## GIFT OF MITHRA'S BULL

---

The Sorcerer and his subject must be connected by Touch the Earth. The vizier places a small, sharp blade inside a wineskin or plasma bag and then withdraws it and passes it to the subject. The subject cuts an incision in her chest. Blood bubbles out of the incision but then vanishes, reappearing inside the vizier's waiting container. Through this method, the target may pay the vizier in vitae for his services.

**System:** The ritual takes one turn per blood point donated by the target. \pagebreak

## BURNING BLADE

---

Developed during Clan Tremere's troubled inception, Burning Blade allows a caster to temporarily enchant a melee weapon to inflict grievous wounds on supernatural creatures. While this ritual is in effect, the weapon flickers with an unholy greenish flame.

**System:** This ritual can only be cast on melee weapons. 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, creating an Inscription that can be invoked later.

Once the ritual is invoked, the weapon gains +1 Lethal damage that works on all supernatural creatures, for the scene or 1 hour, whatever is longer. Multiple castings of Burning Blade cannot be "stacked" for longer durations.

## DONNING THE MASK OF SHADOWS

---

This ritual renders its subject translucent; her form appears dark and smoky, and the sounds of her footsteps are muffled. While it does not create true invisibility, the Mask of Shadows makes the subject much less likely to be detected by sight or hearing.

**System:** This ritual may be simultaneously cast on a number of subjects equal to the caster's Occult rating; each individual past the first adds five minutes to the base casting time. Individuals under the Mask of Shadows can only be detected if the observer possesses a power (such as Auspex). The Mask of Shadows lasts a number of hours equal to the number of successes rolled when it is cast, until one of affected individuals make an offensive action or until the caster voluntarily lowers it.

## EYES OF THE NIGHT HAWK

---

This ritual allows the vampire to see through the eyes of a bird, and to hear through its ears. The bird chosen must be a predatory bird, and the vampire must touch it when initiating this ritual. At the end of this ritual, the caster must put out the bird's eyes, or suffer blindness herself.

**System:** The vampire is able to mentally control where the bird travels for the duration of the ritual. The bird will not necessarily perform any other action than flight — the caster cannot command it to fight, pick up and return an object, or scratch a target. The bird returns to the vampire after finishing its flight. If the vampire does not put out the bird's eyes, she suffers a three-night period of blindness. This ritual ceases effect at sunrise or when the vampire decides to stop.

## MACHINE BLITZ

---

Machines go haywire when this ritual is cast. It takes effect instantly and lasts as long as the vampire concentrates on it. This ritual may be used to kill car engines, erase flash drives, drain the battery of a cellphone, stop life-support machines, et cetera. Essentially, Machine Blitz stops any machine more complex than a rope-and-pulley. The thaumaturge must have a scrap of rusted metal in her possession for this ritual to work, though some vampires use a variant that requires a knot steeped in human saliva to be untied.

**System:** This ritual only stops machines; it does not grant any control over them. The effects of this ritual are invisible and appear to be coincidental.

## PRINCIPAL FOCUS OF VITAE INFUSION

---

This ritual imbues a quantity of blood within an object small enough for the vampire to carry in both hands. (The object may not be any larger than this, though it may be as small as a dime.) After the ritual is conducted, the object takes on a reddish hue and becomes slick to the touch. At a mental command, the caster may release the object from its enchantment, causing it to break down into a pool of blood. This blood may serve whatever purpose the vampire desires; many thaumaturges wear enchanted baubles to ensure they have emergency supplies of vitae.

**System:** An object may store only one blood point of vitae. If a Kindred wishes to make an infused focus for an ally, she may do so, but the blood contained within must be her own. (If the ally then drinks the blood, he is one step closer to the blood bond). The ally must be present at the creation of the focus.

The object will retain the blood for 2 nights per success on the ritual roll.

## RECURE OF THE HOMELAND

---

The vampire calls on the power of the earth to heal grave wounds she may have received. The thaumaturge must use at least a handful of dirt from the city or town of her mortal birth and recite a litany of her mortal family tree as she casts this ritual.

**System:** The Cainite must mix the earth with three points of her own blood to make a healing paste. One handful will heal one aggravated wound, and only one handful can be used per night. This ritual can only be used on the vampire who knows it.

## POWER OF THE INVISIBLE FLAME

---

This simple ritual allows a vampire skilled in the Thaumaturgic path known as Lure of Flames to create invisible fires. The flames are just as real, however, and while they cannot be seen, they can be felt.

**System:** The ritual lasts one full night. There are no material components required for this ritual, but the vampire must cast the ritual around a fire of at least torch size. It takes 10 minutes and 1 Blood point to cast it.

## THE OPEN PASSAGE

---

Walls, locked doors and even sealed vaults cannot stop a thaumaturge with the Open Passage ritual. the caster smears snake or vermin excrement over the surface in an intricate pattern, which takes an hour to complete. Once finished, the caster becomes insubstantial with respect to that surface - she can walk through a wall or door, yet can still touch and interact with anything attached to it (like a mirror or wooden shelf).

**System:** 1 Hour to cast, 2 Blood points of cost.

The Open Passage lasts for one turn, so the caster must be quick in stepping through the barrier.

## WARD VERSUS GHOULS

---

Wary Tremere created this ritual to protect themselves from the minions of vengeful rivals. By invoking this ritual, the caster creates a glyph that causes great pain to any ghouls who come in contact with it. The Kindred pours blood over the object he wishes to ward (a piece of parchment, a coin, a doorknob, etc.), and recites the incantation, which takes 10 minutes. In 10 hours, the magical ward is complete, and will inflict excruciating pain on any ghouls unfortunate enough to touch the warded object.

**System:** Ghouls who touch warded objects suffer three points of lethal damage. This damage occurs again if the ghouls touch the object further; indeed, a ghouls who consciously wishes to touch a warded object must spend a point of Willpower to do so.

This ritual wards only one object — if inscribed on the side of a car, the ward affects only that door or fender, not the whole car. Wards may be placed on weapons, even bullets, though this usually works best on small-caliber weapons. Bullets often warp upon firing, however, and for a ward to remain intact on a fired round, the player needs five successes on the Firearms roll.

## WARDING CIRCLE VERSUS GHOULS

---

This ritual is enacted in a manner similar to that of Ward versus Ghouls, but creates a circle centered on the caster into which a ghouls cannot pass without being burned. The circle can be made as large and as permanent as the caster desires, as long as she is willing to pay the necessary price. Many Tremere chantries and havens are protected by this and other Warding Circle rituals.

**System:** The ritual requires four blood points of mortal blood. The caster determines the size of the warding circle when it is cast; the default radius is 10 feet/3 meters, with 1 success, and every 10-foot/3-meter increase raises the amount of successes needed by one.

The player spends one blood point for every extra 10 feet/3 meters of radius and rolls. The ritual takes the normal casting time if it is to be short-term (lasting for the rest of the night) or one night if it is to be long-term (lasting a year and a day).

Once the warding circle is established, any ghouls who attempts to cross its boundary feels a tingle on his skin and a slight breeze on his face — a successful Intelligence + Occult roll identifies this as a warding circle. If the ghouls attempts to press on, he must roll more successes on a Resolve + Composure roll than the caster rolled when establishing the ward.

Failure indicates that the ward blocks his passage and inflicts three points of lethal damage, and his next roll to attempt to enter the circle is at -1 dice. If the ghouls leaves the circle and attempts to enter it again, he must repeat the roll. Attempts to leave the circle are not blocked.

### OTHER WARDING CIRCLE RITUALS

The Tremere have access to several other Warding Circle rituals: Warding Circle versus Lupines (Level Three), Warding Circle versus Kindred (Level Four), and Warding Circles versus Spirits, Ghosts, and Demons (Level Five). Each Warding Circle ritual must be learned separately. The material components required for each warding circle are the same as those needed for the corresponding ward, but in larger amounts. The effects against the targeted beings are the same as for Warding Circle versus Ghouls.

## EXTINGUISH

---

This ritual allows the caster to douse flames up to the size of a bonfire. To enact this ritual, the caster pinches out a candle's flame (might provoke frenzy) while spitting on the floor. For the duration of the evening, the caster can speak as a reflexive action a magical syllable to extinguish a number of fires equal to the amount of successes scored on the casting roll.

**System:** The caster must pay 2 blood points and pinch the candle with provokes a frenzy test (albeit he does it with +2 dice, since it was his intention). Then the caster rolls for the ritual. Write his success, he can extinguish fires in an area not bigger than a Hex,  $x$  times where  $x$  is the number of successes he had in the ritual. This ritual takes only 15 minutes to enact.



# Level Three Rituals

## CLINGING OF THE INSECT

---

This ritual allows the caster to cling to walls or ceilings, as would a spider. She may even crawl along these surfaces (as long as they can support her). Use of this power seriously discomfits mortal onlookers. The character must place a live spider under her tongue for the duration of the ritual (though the spider may die while in the thaumaturge's mouth without canceling the power).

**System:** The character may move at half her normal rate while climbing walls or ceilings. This power lasts for one scene, or until the vampire spits out the spider. This ritual can be gifted and activated as an Inscription, but it requires that the caster maintains the spider (alive or not) inside his mouth from the beginning when he made the ritual, until the end of the scene where him or the person he gave the inscription to, activates and use it.

## FLESH OF FIERY TOUCH

---

This defensive ritual inflicts painful burns on anyone who deliberately touches the subject's skin. It requires the subject to swallow a small glowing ember, which does put off some vampires with low pain thresholds. Some vain thaumaturges use this ritual purely for its subsidiary effect of darkening the subject's skin to a healthy sun-bronzed hue.

**System:** Flesh of Fiery Touch takes two hours to cast (reduced by 10 minutes per success). It requires a small piece of wood, coal, or other common fuel source, which ignites and is swallowed at the end of the ritual. The subject who swallows the red-hot ember receives two aggravated health levels of damage (but can soak with Fortitude). Until the next sunset, anyone who touches the subject's flesh receives a burn that inflicts two aggravated health levels of damage (again, soakable with Fortitude). The victim must voluntarily touch the subject; this damage is not inflicted if the victim is touched or accidentally comes in contact with the subject.

This ritual darkens the subject's skin to that which would be obtained by long-term exposure to the sun in a mortal. The tone is slightly unnatural and metallic, and is clearly artificial to any observer who succeeds in a Wits + Medicine roll.

## INCORPOREAL PASSAGE

---

Use of this ritual allows the thaumaturge to make herself insubstantial. The caster becomes completely immaterial and thus is able to walk through walls, pass through closed doors, escape manacles, etc. The caster also becomes invulnerable to physical attacks for the duration of the ritual, but is not able to attack or use any discipline without breaking it. The caster must follow a straight path through any physical objects, and may not draw back. Thus, a Kindred may walk through a solid wall, but may not walk down through the earth (as it would be impossible to reach the other side before the ritual lapsed). This ritual requires that the caster carry a shard from a shattered mirror to hold her image.

**System:** This ritual lasts a number of hours equal to the number of successes scored to cast it. The caster may prematurely end the ritual (and, thus, her incorporeality) by turning the mirror shard away so that it no longer reflects her image.

## MIRROR OF SECOND SIGHT

---

This object is an oval mirror no less than four inches (10 cm) wide and no more than 18 inches (45 cm) in length. It looks like a normal mirror, but once created, the vampire can use it to see the supernatural: It reflects the true form of Lupines and faeries, and enables the owner to see ghosts as they move through the Underworld. The caster creates the mirror by bathing an ordinary mirror in a quantity of her own blood while reciting a ritual incantation.

**System:** The ritual requires the vampire to bathe the mirror with his blood. Thereafter, the mirror reflects images of other supernatural creatures' true forms — werewolves appear in their hulking man-wolf shapes, magi glow in a scintillating nimbus, ghosts become visible (in the mirror), and so on. Sometimes, the mirror also reveals those possessed of True Faith in clouds of golden light.

## PAVIS OF FOUL PRESENCE

---

The Tremere joke privately that this is their “ritual for the Ventrue.” Kindred who invoke the Majesty Discipline on the subject of this ritual find the effects of their Discipline reversed, as if they had used the power on themselves. For example, a vampire using Majesty to instill fear in a Kindred under the influence of this ritual feels the fear herself; a vampire summoning the caster is instead drawn to the thaumaturge’s location. This ritual is an unbroken secret among the Tremere, and the Warlocks maintain that its use is unknown outside their Clan. The magical component for this ritual is a length of blue silken cord, which must be worn around the caster’s neck.

**System:** This ritual lasts against a number of effects equal to the successes rolled, or until the sunrise after it is enacted. Note that the Presence Discipline power must actually succeed before being reversed by the ritual. As such, only powers that specifically target the caster (and thus, require a roll to succeed) can be reversed — “passive” powers are not affected.

## SANGUINE ASSISTANT

---

Thaumaturges often need laboratory assistants whom they can trust implicitly. This ritual allows the intrepid vampire to conjure a temporary servant. To cast the ritual, the thaumaturge slices open his arm and bleeds into a specially prepared earthen bowl. The ritual sucks in and animates whatever random unimportant items the wizard happens to have lying around his workshop — glass beakers, dissection tools, pencils, crumpled papers, semiprecious stones — and binds the materials together into a small humanoid form animated by the power of the ritual and the blood. Oddly enough, this ritual almost never takes in any tool that the caster finds himself needing during the assistant’s lifespan, nor does it take the physical components of any other ritual nor any living thing. The servant has no personality to speak of at first, but gradually adopts the mannerisms and thought processes that the thaumaturge desires in an ideal servant. Sanguine Assistants are temporary creations, but some vampires become fond of their tiny accomplices and create the same one whenever the need arises.

**System:** The player spends five blood points and rolls. The servant created by the ritual stands a foot (30 cm) high and appears as a roughly humanoid shape composed of whatever the ritual sucked in for its own use. It lasts for one night per success rolled. At the end of the last night, the assistant crawls into the bowl used for its creation and falls apart. The assistant can be reanimated through another application of this ritual; if the caster so desires, it re-forms from the same materials with the same memories and personality.

A Sanguine Assistant has Strength and Stamina of 1, and Dexterity and Mental Attributes equal to those of the caster. It begins with no Social Attributes to speak of, but gains one dot per night in Presence and Manipulation until its ratings are equal to those of the caster. It has all of the caster’s Abilities at one dot lower than his own. A Sanguine Assistant is a naturally timid creature and flees if attacked, though it will try to defend its master’s life at the cost of its own. It has no Disciplines of its own, but has a full understanding of all of its master’s Thaumaturgical knowledge and can instruct others if so commanded. A Sanguine Assistant is impervious to any mind-controlling Disciplines or magic, so completely is it bound to its creator’s will.

## SHAFT OF BELATED QUIESCENCE

---

This ritual turns an ordinary stake of rowan wood into a particularly vicious weapon. When the stake penetrates a vampire's body, the tip breaks off and begins working its way through the victim's flesh to his heart. The trip may take several minutes or several nights, depending on where the stake struck. The stake eludes attempts to dig it out, burrowing farther into the victim's body to escape surgery. The only Kindred who are immune to this internal attack are those who have had their hearts removed by Serpents.

**System:** The ritual takes five hours to enact, minus 30 minutes per success. The stake must be carved of rowan wood, coated with three blood points of the caster's blood, and blackened in an oak-wood fire. When the ritual is complete, the stake is enchanted to act as described above.

An attack with a Shaft of Belated Quiescence is performed as with a normal stake roll (the attack does not need to specifically target the heart) with a lethal damage rating of + 1. If at least one health level of damage is inflicted after the soak, the tip of the stake breaks off and begins burrowing. If not, the stake may be used to make subsequent attacks until it strikes deep enough to activate. Once the tip of the stake is in the victim's body, the Storyteller begins an extended roll of the caster's Thaumaturgy rating, rolling once per hour of game time.

Successes on this roll are added to the successes scored in the initial attack. This represents the tip's progress toward the victim's heart. A botch indicates that the tip has struck a bone and all accumulated successes are lost (including those from the initial attack roll). Removing the part of the body where the tip impacted (such as a Tzimisce turning into blood or a vampire cutting off their arm) may stop the tip's progress, depending on the number of successes acquired and the Storyteller's discretion. When the shaft accumulates a total of 15 successes, it reaches the victim's heart. This paralyzes Kindred and is instantly fatal to mortals and ghouls.

Attempts to surgically remove the tip of the shaft can be made with an extended Dexterity + Medicine roll made once per hour. The surgeon must accumulate a number of successes equal to those currently held by the shaft in order to remove the tip. Once surgery begins, however, the shaft begins actively evading the surgeon's probes, and its rolls are made once every 30 minutes for the duration of the surgery attempt. Each individual surgery roll that scores less than three successes inflicts an additional unsoakable level of lethal damage on the patient.

Shaft of Belated Quiescence may be performed on other wooden impaling weapons, such as spears, arrows, practice swords, and pool cues, provided that they are made of rowan wood. It may not, however, create a Bullet of Belated Quiescence.

## Level Four Rituals

### BONE OF LIES

---

This ritual enchants a mortal bone so that anyone who holds it must tell the truth. The bone in question is often a skull, though any part of the skeleton will do — some casters use strings of teeth, necklaces of finger joints, or wands fashioned from ribs or arms. The bone grows blacker as it compels its holder to tell the truth, until it has turned completely ebony and has no magic left.

This ritual binds the spirit of the individual to whom the bone belonged in life; it is this spirit who wrests the truth from the potential liar. The spirit absorbs the lies intended to be told by the bone's holder, and as it compels more truth, it becomes more and more corrupt. If summoned forth, this spirit reflects the sins it has siphoned from the defeated liar (in addition to anger over its unwilling servitude). For this reason, anonymous bones are often used in the ritual, and the bone is commonly buried after it has been used to its full extent. A specific bone may never be used twice for this ritual, though different bones from the same corpse can.

**System:** The bone imbued with this magical power must be at least 200 years old and must absorb 10 blood points on the night that the ritual is cast. Each lie the holder wishes to tell consumes one of these blood points, and the holder must speak the truth immediately thereafter. When all 10 blood points have been consumed, the bone's magic ceases to work.

## FIREWALKER

---

This ritual imbues the vampire with an unnatural resistance to fire. Only a foolish vampire would actually attempt to walk on or through fire, but this ritual does grant an advanced tolerance to flame. Some Sabbat use this ritual to show off, while other thaumaturges use it only for martial concerns. To enact the ritual, the caster must cut off the end of one of his fingers and burn it in a Thaumaturgical circle.

**System:** Cutting off one's finger does not do any health levels of damage, but it hurts like hell and requires a Willpower roll to perform. This ritual may be cast on other vampires (at the expense of the caster's fingertips...). If the subject has no Fortitude, he may spend blood and soak fire with his Stamina for the duration of this ritual. If the vampire has Fortitude, he may soak fire with his Stamina + Resilience for the duration of the ritual. This ritual lasts one hour. It is possible to make an Inscription with this ritual.

## HEART OF STONE

---

A vampire under the effect of this ritual experiences the transformation suggested by the ritual's name: his heart is completely transmuted to solid rock, rendering him virtually impervious to staking. The subsidiary effects of the transformation, however, seem to follow the Hermetic laws of sympathetic magic: The vampire's emotional capacity becomes almost nonexistent, and his ability to relate to others suffers as well.

**System:** This ritual requires nine hours (reduced by one hour for every success). It can only be cast on oneself. The caster lies naked on a flat stone surface and places a bare candle over his heart. The candle burns down to nothing over the course of the ritual, causing one aggravated health level of damage (soakable with resilience).

At the end of the ritual, the caster's heart hardens to stone. The caster gains special armor equal to his Thaumaturgy rating to soak any attack that aims for his heart and is completely impervious to the effects of a Shaft of Belated Quiescence (see p. 237).

Additionally, the difficulty to use all Majesty or other emotionally manipulative powers on him is increased, reduce three dices from anyone trying this against the caster.

The drawbacks are as follows: this is a breaking point, the caster must roll to see if he loses Humanity, but he also loses 1 extra point of Humanity. And his Empathy score drops to 1 (or to 0 if they already were at 1) and all dice pools for Social rolls except those involving Intimidation are halved (including those required to use Disciplines). All Merits that the character has pertaining to positive social interaction are neutralized. Heart of Stone lasts as long as the caster wishes it to.

## SPLINTER SERVANT

---

Another ritual designed to enchant a stake, Splinter Servant is a progressive development of Shaft of Belated Quiescence. (The two rituals, however, are mutually exclusive.) A Splinter Servant consists of a stake carved from a tree which has nourished itself on the dead. The stake must be bound in wax-sealed nightshade twine. When the binding is torn off, the Splinter Servant leaps to life, animating itself and attacking whomever the wielder commands — or the wielder, if she is too slow in assigning a target. The servant splits itself into a roughly humanoid form and begins singlemindedly trying to impale the target's heart. Its exertions tear it apart within a few minutes, but if it pierces its victim's heart before it destroys itself, it is remarkably difficult to remove, as pieces tend to remain behind if the main portion is yanked out.

**System:** The ritual requires 12 hours to cast, minus one per success, and the servant must be created as described above. When the binding is torn off, the character who holds it must point the servant at its target and verbally command it to attack during the same turn. If this command is not given, the servant attacks the closest living or unliving being, usually the unfortunate individual who currently carries it. A Splinter Servant always aims for the heart. It has an attack dice pool of the caster's Wits + Occult + Thaumaturgy rating, and a maximum movement rate of 30 yards or meters per turn.

Note that these values are those of the caster who created the servant, not the individual who activates it. A Splinter Servant cannot fly, but can leap its full movement rating every turn. Every action it takes is to attack or move toward its target; it cannot dodge. The servant makes normal stake attacks that aim for the heart (-3 dices), and its success is judged as per the rules for a normal staking. A Splinter Servant has three health levels, and 11 defense due to its small size and erratic movement patterns.



A Splinter Servant has an effective life of five combat turns per success rolled in its creation. If it has not impaled its victim by the last turn of its life, the servant collapses into a pile of ordinary, inanimate splinters. Three successes on a Dexterity roll are required to remove a Splinter Servant from a victim's heart without leaving behind shards of the stake.

## TORMENT OF SALOUT

---

This monstrous ritual is used to imbue weapons with the ability to drain the target's blood. Usually through their eyes, like they are crying. It was vastly used after the Diablerie of Salout, when the Tremere started hunting all remaining Salubri, even the ones that because of their doctrines refused to fight.

**System:** The caster imbue it's blood in a inscription that can be later activated. When activated, it makes the chosen weapon destroy blood on it's target for each damage dealt, up to the caster's Blood Potency. When activated, this lasts for the scene or 1 hour (whatever is longer).

## UNWEAVE RITUAL

---

With the preponderance of cursing rituals among the jealous Warlocks, it's only a matter of time until a Tremere labors under the effects of an enemy's magic. Whether it's another Tremere eager to discomfit a political adversary, or some non-Tremere thaumaturge looking for retribution, having Thaumaturgy turned around against its supposed masters makes for a bitter aftertaste indeed. Once a Tremere manages to identify the enemy ritual under which he labors, it's possible to build a counter-sorcery to unweave it. Thaumaturges skilled in this magic learn general principles to confound other rituals, shrug off their effects or collapse them prematurely.

**System:** First, the caster must figure out what ritual currently afflicts him. This is probably automatic if he knows the ritual (unless the caster has been very subtle or the subject is daft), but may require some research (and Intelligence + Occult rolls, at the Storyteller's discretion) otherwise. Next, the unweaving takes place. The caster must secure a component that would be used in the casting of the offending ritual, then destroy it in some fashion. His successes subtract from the successes scored by the original caster; if he manages to wipe away all of the successes, the offending ritual immediately ends, with all concomitant effects. Thus, a quick end to Bind the Accusing Tongue would allow the Tremere to speak ill of his enemies again, but a premature end to a Blood Contract would painfully shove him into torpor, and a premature end to Night of the Read Heart would result in Final Death.

Only rituals that have a duration can be unwoven. For instance, a Tremere who has thrown off a blood bond through Abandon the Fetters is not constantly under the effects of that ritual - once the ritual is complete, the bond is gone and the ritual is done. However, a Tremere suffering from Steps of the Terrified would be considered under the duration of the ritual as long as it slowed his movement, so it could be unwoven. Note that a thaumaturge can only unweave a ritual on himself, not on someone else. Also, a thaumaturge suffering from multiple rituals must unweave each one separately. Multiple unweavings can be accumulated against a ritual so long as the appropriate time and components can be acquired.

# Level Five Rituals

## BLOOD CONTRACT

---

This ritual creates an unbreakable agreement between the two parties who sign it. The contract is composed by 2 identical copies and must be written in the caster's blood and signed in the blood of whoever applies their name to the document. This ritual takes three nights to enact fully, after which both parties are compelled to fulfill the terms of the contract.

**System:** This ritual is best handled by the Storyteller, who may bring those who write and sign the blood contract into compliance by whatever means necessary (it is not unknown for demons to materialize and enforce adherence to certain blood contracts). The only way to terminate the ritual is to complete the terms of the contract or to burn both copies of the document — attempts to add a clause forbidding burning the contract have resulted in the contract spontaneously combusting upon completion of the ritual. One blood point is consumed in the creation of each document, and two additional blood point are consumed by those who sign them.

## ENCHANT TALISMAN

---

This ritual is the first taught to most Tremere once they have attained mastery of their first path. Create Talisman allows the caster to enchant a personal magical item (the fabled wizard's staff) to act as an amplifier for her will and thaumaturgical might. Many talismans are laden with additional rituals (such as every ward known to the caster). The physical appearance of a talisman varies, but it must be a rigid object close to a yard or a meter long. Swords and walking sticks are the most common talismans, but some innovative or eccentric thaumaturges have enchanted violins, shotguns, pool cues, and classroom pointers.

**System:** This ritual requires six hours per night for one complete cycle of the moon, beginning and ending on the new moon. Over this time, the vampire carefully prepares her talisman, carving it with Hermetic runes that signify her true name and the sum total of her thaumaturgical knowledge. The player spends one blood point per night and makes an extended roll of Intelligence + Occult, one roll per week. If a night's work is missed or if the four rolls do not accumulate at least 20 net successes, the talisman is ruined and the process must be begun again.

A completed talisman gives the caster several advantages. When the character is holding the talisman, all harmful magic that targets her are less efficient (-3 dices). The player receives two extra dice when rolling for uses of the character's primary path and one extra die when rolling for the character's ritual castings. If the talisman is used as a weapon, it gives the player an additional die to roll to hit. If the thaumaturge is separated from her talisman, a successful Perception + Occult roll gives her its location. If a talisman is in the possession of another individual, it gives that individual five additional dice to roll when using any form of magic against the talisman's owner. At the Storyteller's discretion, rituals that target the caster and use her talisman as a physical component may have greatly increased effects.

A thaumaturge may only have one talisman at a time. Ownership of a talisman may not be transferred — each individual must create her own.

## ESCAPE TO A TRUE FRIEND

---

Escape to a True Friend allows the caster to travel to the person whose friendship and trust she most values. The ritual has a physical component of a yard-wide/ meter-wide circle charred into the bare ground or floor.

The caster may step into the circle at any time and speak the true name of his friend. He is instantly transported to that individual, wherever he may be at the moment. He does not appear directly in front of him, but materializes in a location within a few minutes' walk that is out of sight of any observer. The circle may be reused indefinitely, as long as it is unmarred.

**System:** This ritual takes six hours a night for six nights to cast, reduced by one night for every two successes. Each night requires the sacrifice of three of the caster's own blood points, which are poured into the circle. Once the circle is complete, the transport may be attempted at any time. The caster may take one other individual with her when he travels, or a maximum amount of "cargo" equal to his own weight.

## ABANDON THE FEATHERS

---

As closely guarded as any secret within the clan, Abandon the Fetters seems to depart from normal conventions of Thaumaturgy. Occult theorists note that it has more in common with primal, passionate sorcery than with the cerebral, systematic approach to Hermetic blood magic. A few even darkly hint at its similarities to the Vaulderie - for the ritual to Abandon the Fetters shatters the blood bond. Breaking the blood bond is a grueling process. The thaumaturge must have unrestricted access to the subject, as well as a sample of blood from the master.

The ritual requires an entire night; its execution is excruciating for both caster and subject. The thaumaturge forms a bond to the subject and master with a mixture of blood from all three, placed in a glass container. Next, the caster must exsanguinate and excoriate the subject - the manner is up to the ritualist's individual style; some might mortify the flesh with lashes, while others might apply brands. Once the subject hangs on the thread of demise, the caster shatters the glass container, spilling the blood to the ground and snapping the thread of the bond. The mixture of blood evaporates in a hissing, scalding steam, and the subject is freed.

Of course, Abandon the Fetters remains one of the rarest of Tremere secrets. Few Warlocks could be trusted with such potent knowledge. Indeed, the merest hint that a Tremere can perform this ritual is enough to cause other Kindred to eye her with renewed suspicion - the Tremere have sorcerous ways to steal blood, so who's to say that a thaumaturge couldn't release someone's thralls and bond them to herself instead? Even those Kindred who suffer under the bond's lash would rarely trust a Tremere enough to risk going through this process.

**System:** The thaumaturge must have one point of blood from himself, the subject and the subject's regnant. (If the caster happens to be the subject or regnant, no additional blood is needed.) The excoriation causes four levels of unsoakable aggravated damage to the subject, as flesh is flayed or burned away. The final venomous steam inflicts an additional level of unsoakable aggravated damage upon both the caster and the subject.

The subject loses a permanent point of Willpower, but if the ritual succeeds, the blood bond atrophies immediately. However, this offers no protection against the formation of another, later bond.

## PAPER FLESH

---

This dreadful ritual enfeebles the subject, making her skin brittle and weak. Humors rise to the surface and flesh tightens around bones and scales away at the slightest touch. Used against physically tough opponents, this ritual strips away the inherent resilience of the vampiric body, leaving it a fragile, dry husk. The thaumaturge must inscribe his subject's true name (which is much harder to discern for elders than it is for young vampires) on a piece of paper, which he uses to cut himself and then burns to cinders.

**System:** This ritual causes the subject's Stamina and Resilience (if any) to drop to 1 each. For every Blood Potency over 4, the subject retains one extra point of Stamina or Resilience (keeping Resilience first, though she may not exceed her original scores). For example, a vampire with Blood Potency 9 with Resilience targeted by Paper Flesh would drop to a Stamina + Resilience score of 6 (assuming the score was 6 or more to begin with). This ritual lasts one night.

## INVISIBLE CHAINS OF BINDING

---

This ritual allows the caster to create a supernatural force that holds a target immobile with invisible and intangible chains. They are still able to fight and use any power, but can't move from that place (unless they can teleport or something similar)

**System:** This ritual takes 1 hour to make and the usual 5 blood points cost, and will create an inscription that can be given to anyone. Write the successes, because they will be target number the one affected by this ritual must reach in order to break it.

To activate the inscription, the one holding it must pay the blood point and take an Instant action making bold hand gestures. The target can't move, having his defense halved, but can take Instant Action to try and break from the chains making a Strength check (plus Vigor, if any).

When activating this inscription, a number of targets equal to the caster's Occult (the one who performed the ritual) rating may be chained at the same time, provided they are all within 10 meters of the one activating the ritual.

The chains will last for a night.

## QUINTESSENTIAL BLADE

---

Another Legendary Tremere ritual, this was used to imbue blades with such power that they would always cause grievous injuries to vampire and any other supernatural beings.

This ritual is so mighty that the blade can even cut through vampires in swarm form, shadow form, blood form, etc. Even spirits and demons not manifested are not safe from this blade, provided the user can perceive them.

**System:** The caster takes the normal time and blood to make a Level 5 ritual and make an inscription that can be used to infuse a weapon with the power of this ritual. Nowadays it seems it's extremely popular for Tremeres to infuse their Assault Rifles with this ritual.

Once the Inscription is Activated, the power of the ritual last for a scene or 1 hour (whatever is longer) The weapon will deal Lethal damage to any supernatural creature. And if the weapon bearer uses 1 Point of Willpower, for that round the weapon will deal 2 extra aggravated damage and will affect spirits, demons, swarms, shadows and etc.

## SCRY

---

This ritual causes a body of water stained with black ink, a black-tinted mirror, or a dark, rounded, highly polished stone to becoming a scrying device, able to center on an item that bears his psychic impression, or on a person or location. The object used for the scrying can be no smaller than a foot in diameter or larger than a well. The caster is able to see and hear as if she was personally there with some caveats:

- The caster cannot use additional Auspex powers through the ritual.
- If used to center on a person, the caster must have a personal item belonging to the individual in his possession.
- If a location is the center of the Scrying, it cannot be changed for the duration of the ritual.
- This ritual lasts for a number of hours equal to the number of successes for the casting; the caster only has to concentrate during this duration to view scenes through the water.

**System:** This ritual takes the usual amount of time and blood for a Level five ritual. Creature with Obfuscate or other supernatural forms to obscure themselves might be able to hide their presences (clash of wills at the narrators criteria). Creatures with Auspex or other supernatural forms of special awareness might perceive they are being watched/scried (clash of wills at the narrators criteria).

## SUMMON GUARDIAN SPIRIT

---

The caster summons a spirit for the express purpose of guarding him. The spirit serves the caster for 24 hours and aids in no other way except to alert the caster to danger. Though the spirit cannot speak, the caster is often jarred (and awakened if at rest) by a sudden and strong intuitive sense when something is amiss. The spirit is only visible to the caster or those capable of seeing it through supernatural perception, such as Auspex, Mortis or Necromancy. The spirit only appears during times of danger, staring at the caster while pointing in the threat's direction.

**System:** The caster must pay for the blood and spend 1 point of Willpower to enact this ritual that takes 5 hours to complete. But each success on the ritual, decreases the ritual time by 30 minutes.

## COBRA'S FAVOR

---

As a precaution from having their blood stolen against their will, the Tremere manipulated their vitae via this ritual to burn with a toxin that causes it to damage anything it touches. It requires an herbal poultice and the venom of a snake to be mixed with some of the thaumaturge's blood.

**System:** After spilling three points of vitae into a container and combining them with the necessary herbs and poison, the thaumaturge recites an incantation and the concoction turns jet black. The caster must ingest the elixir for the ritual to take effect, suffering three levels of unsoakable aggravated damage in the process. For one full month, anything consuming the blood of the caster suffers a level of aggravated damage per point ingested.



## UNQUENCHABLE FLAME OF MARS

---

An advancement on the level 2 ritual Burning Blade, this ritual enchants a melee weapon to do some aggravated damage. Weapons enchanted by Unquenchable Flame of Mars burn with a fierce red heatless flame unless sheathed.

**System:** The caster must spend six hours each night casting this ritual for a full lunar cycle, beginning and ending on the night of the full moon. The caster rolls as normal each week, in an attempt to accumulate 20 successes. Failure to achieve 20 successes does not destroy the weapon, but a botch on any single roll does, even if the weapon is already the caster's Talisman. Weapons enchanted with Unquenchable Flame of Mars gain on top of the regular damage a 2 aggravated fire damage. Enemies hurt by this weapon must resist ROTSHRECK with a -3 penalty.

This ritual enchants the weapon forever.

## VERDANT BLADE

---

Archons sometimes have to take Kindred either 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 2 blood points when making his roll, and must spill a third blood point into the vat with the items described above. The chanting that follows takes 25 minutes. If the roll is botched, 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 a sword will work, but a pen will not). The ritual does not make the actual staking process any easier, and the weapon is not considered enchanted in any other respect.

## LION HEART

---

The Lion Heart ritual is a masterpiece of the Tremere Warriors, crafted for those who charge into battle without hesitation. This potent blood magic infuses the caster or a chosen ally with the ferocity, resilience, and indomitable courage of a lion. The ritual is often performed in times of dire need, when the odds of survival are slim, but the need for valor is absolute.

**System:** The ritual begins with the caster inscribing a sigil of a roaring lion over their chest or the intended recipient's using 7 of it's own vitae mixed with powdered gold and ground lion bone. The ritual is accompanied by a chant in ancient Enochian, calling upon the primal strength of beasts and the discipline of blood. A burning brazier at the center of the ritual chamber illuminates the participants, its flames flickering with hues of gold and crimson as the magic is woven.

As the final incantation is uttered, the recipient's veins glow faintly with a golden light, and their heartbeat echoes like the roar of a lion in their ears.

### Effects:

By spending 1 Vitae, the Tremere can invoke the effects of this ritual, that will last for a combat.

- **Courageous Resolve:** The recipient becomes immune to fear, supernatural or otherwise. They fight with an unshakable will, able to withstand even the most terrifying presences.

- **Ferocity of the Lion:** When injured, the recipient becomes even more dangerous, their attacks growing more precise and powerful as their health diminishes. They gain +2 Strength, and when they are injured, instead of wound penalties, they add it to their attacks.

- **Enhanced Vitality:** The recipient gains resistance to damage, shrugging off wounds that would incapacitate others. They gain Armor 2 during this effect.

### Drawbacks:

- While this ritual is active, any use of thaumaturgy or social/mental skill will have a -5 penalty roll, because the warrior's spirit is restless and demands action.
- The magic exacts a toll on the recipient's body. Once the ritual's effects end (after the combat), the recipient suffers from extreme exhaustion and must spend an additional point of vitae to heal any wounds received while under the ritual's influence.