

THE RARE STOCKS

Through jealously guarded rituals of Blood Sorcery, it is possible to preserve vampire vitae for later consumption. It is often imbued into another liquid, creating a wine-like beverage. Although expensive and not particularly slaking, the taste and ability to drink at social functions is worth it to many vampires. And so there are vampires, primarily Tremere, who have specialized in providing this rare taste to an appreciative clientele. For a price, of course.

Hadriana Moon of Luna Winery is one such. She just laughs when her mortal clientele call her a sorceress for the remarkable, if entirely mundane, vintages she concocts for them; but her vampiric clientele know the truth, and clamor for her attention and a chance at the rarer stocks in Hadriana's cellars. The Tremere is known for her discerning taste -- in wines, and in customers. Her blood wines are in such demand that she can charge almost anything... and sometimes, she does.



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• Casual Drinker: You are a casual customer of the vintners. Once per month, you may ask Hadriana Moon to provide you with a bottle of bloody alcohol and she will pick whatever she has ready; quality is not guaranteed. It will leave you tipsy but it will not slake any hunger.

• Returning Customer: You have purchased enough bottles from Hadriana, or drowned her in enough extra tips, that you are now allowed the privilege of picking what sort of alcohol you wish to purchase. Your range in the catalog is limited by your resources, but the vintners will accommodate

your custom orders, as long as you can pay them. You've also drunk enough bloody alcohol that you no longer suffer drunkenness penalties if slaking only 1 level of Hunger from intoxicated humans.

•• Party Decadence: Hadriana knows you and will make your wildest dreams come true. Once per story, the vintners will provide you with enough casks of bloodwine and other desired liquors to throw a party to remember, even if the price will be astronomical. Drink enough from these bottles and you and your guests will be able to slake 1 level of Hunger.

••• Brewery: Hadriana and her vintners have come to trust you and your good taste in alcohol. Gain Hadriana as a Mawla (•) with limited benefits: she will agree to share with you the ritual to make bloody alcohol of your very own, for your personal pleasure and that of your closest associates. Attempting to undercut her business by selling bottles to the wider public will incur her ire and turn her into an Adversary (•); other consequences are at the Storyteller's discretion. Brewing alcohol is a Level 3 Blood Sorcery Ritual that you may purchase at no experience cost; Hadriana will not teach the corresponding Blood Sorcery

level or the Discipline itself unless you are Tremere or Banu Haqim.

•••• **Blood of Christ:** You've drunk enough bloody alcohol over the years that it has begun to feel like a truly human experience again. You are able to taste and digest wine at Humanity 7. Should you find yourself at Humanity 8, you will be able to taste and digest all other normal alcohols as well.



Level 3

PRESERVED BLOOD

By brewing alcohol or imbuing existing bottles, the ritual permits the creation of drinks that imitate the taste of true liquors and can be digested by kindred, though they slake little Hunger. Types of Preserved Blood may be mixed for cocktails.

- **Ingredients:** A rouse check worth of vampiric vitae per bottle, the caster's or someone else's, and a bottle of alcohol or brewing materials.
- **Process:** The caster, by making their own alcohol or purchasing bottles, slowly imbues the vitae into the spirits while incanting words of power, then marks the bottles or other containers used with a drop of their own vitae and leaves the concoction to age for two weeks. The taste and quality of the drink will resemble that of the unaltered alcohol prior to the ritual.
- **System:** Make the Ritual roll while imbuing the vitae. A critical win impeccably preserves the taste of the unaltered spirit and allows the bottle to

slake 1 dot worth of Hunger if drunk in full. The caster can tell whether the Ritual succeeded, so they won't end up with a spoiled bottle. The resulting mixture will cause alcohol intoxication as per tainted blood rules at p. 310 in Corebook. It isn't possible to gain Disciplines from tasting the vitae in Preserved Blood.