

INSTRUCTIONS

You may freely download, modify, print, and use this file, but please:

1. Credit the author and link to [my site](#) if you modify and/or share it.
2. Do not offer it for sale or include it in a for-profit product.

Save your own copy of this document by using the File menu and downloading it in the format of your choice or choosing Make a copy and saving it to your own Google Drive.

Use the View menu in Google Docs to select Show document outline or use the Table of Contents below to navigate between sections quickly.

ABOUT THIS RESOURCE

This is a free resource for roleplaying games presented by [Kismet's World of Darkness](#). To send feedback, [please email me](#).

My Web site is not affiliated with, endorsed or sponsored by any company or private party. Trademarks, intellectual property, art, and logos belong to their respective owners; my site offers no challenge to their ownership or rights. For more information, please visit White Wolf at ([white-wolf.com](#)) and Onyx Path at ([theonyxpath.com](#)). Original content/characters are © 1998-2022 Kismet Rose unless otherwise noted.

Please note: This is based on a fictional tabletop roleplaying setting called the World of Darkness. It is not meant to be taken literally and does not condone abuse of any kind in the real world.

Thank you for reading and supporting my work, and happy gaming to you!

TABLE OF CONTENTS

[Instructions](#)

[About This Resource](#)

[Table of Contents](#)

[Cone of Silence](#)

[Level 2 Thaumaturgy Ritual](#)

[System](#)

[Tabletop](#)

[MET](#)

[Thaumaturgy Ritual: Damn Thy Eyes](#)

[The Flame-Sealed Letter](#)

[Level 3 Thaumaturgy Ritual](#)

[System](#)

[Tabletop](#)

[MET](#)

[Frigus Incendium](#)

[Level 1 Thaumaturgy Ritual](#)

[System](#)

[Tabletop](#)

[MET](#)

[Thaumaturgy Ritual: Heathen's Gate](#)

[New Thaumaturgy Rituals](#)

[Son of the Devil \(Level 5 Thaumaturgy Ritual\)](#)

[Step One](#)

[Step Two](#)

[Step Three](#)

[Step Four](#)

[Step Five](#)

[Reflection of Stubborn Eyes \(Level 4 Thaumaturgy Ritual\)](#)

[Step One](#)

[System](#)
[Step Two](#)
[Step Three](#)
[New Thaumaturgy Rituals](#)
[Voice of Reason \(Level 2 Ritual\)](#)
[System](#)
[Sanguine Shield \(Level 3 Ritual\)](#)
[System](#)
[Malleable Visage \(Level 3 Ritual\)](#)
[System](#)
[Valeren: Sanguine Flame](#)
[Valeren Level 7 Variant](#)
[System](#)
[Valeren: Bloodbath](#)
[Valeren Level Six Variant](#)
[System](#)
[Vicissitude: A Treatise On The Role Of The Great Art Of Physick And Combat Surgery](#)
[Personnel](#)
[Equipment](#)
[Common Varieties of Battlefield Trauma](#)
[Trauma, Blunt Force](#)
[Trauma, Penetrating](#)
[Trauma, Gunshot](#)
[Trauma, Burns](#)
[Visceratika: Wing Flutter](#)
[Visceratika Level Six Variant](#)
[System](#)
[Combination Discipline Strategies](#)
[I. Emotional Manipulation](#)
[Requirements](#)
[System](#)
[II. Emotional Domination](#)
[Requirements](#)
[System](#)

III. Advanced Memory Manipulation

Requirements

System

IV. Selective Freak-out

Requirements

System

V. Fear Projection

Requirements

System

Combination Disciplines II

Restoring the Mortal Visage

Bully's Knack

Igniting the Righteous Rage

So What?

Je Ne Sais Quoi

Sipping at Memory's Cup

Tipping the Hourglass

Esau's Curse

Animalism Rituals

Level 1 rituals

Level 2 rituals

Level 3 rituals

Level 4 rituals

Level 5 rituals

Annihilating the Fall

System

Avoidance of Alternation

System

Tabletop

MET

Commute the Remnant Spirit

System

Tabletop

MET

[Legacy Articles from Sanguinus Curae \(1999-2010\)](#)

[New Discipline Powers Part 1](#)

[New Discipline Powers Part 2](#)

[New Discipline Powers Part 3](#)

[New Discipline Powers Part 5](#)

THAUMATURGY RITUALS

CONE OF SILENCE

LEVEL 2 THAUMATURGY RITUAL

by: [Bjorn Townsend](#)

A Legacy Article from Sanguinus Curae

In a group as secretive and political as Clan Tremere, discretion truly is the better part of valor. Since private conversations must often take place in public, neutral areas – such as Elysium -- the Tremere find it handy to have a means of preventing casual eavesdroppers from picking up any juicy tidbits.

The Cone of Silence ritual creates a bubble ten feet in diameter that is nearly impervious to sound. Only the loudest, lowest-frequency sound can penetrate (such as the pounding bass of a noisy nightclub). Conversation taking place within this bubble will be nearly impossible to listen in on, and will also remain undisturbed by the surrounding noise -- allowing the parties involved to speak normally, no matter how loud the surrounding area may be.

This ritual can be a grave breach of the Masquerade, however, if used in a public area. It is most often employed in private Elysium gatherings.

SYSTEM

TABLETOP

The caster makes the standard Thaumaturgy roll. A single success allows the bubble to be created. It lasts for one hour, or until dispelled by its creator. Any being attempting to listen in on the conversation using supernatural abilities or sophisticated electronic listening devices is at a +3 difficulty. Persons inside the

Cone of Silence will have equal difficulty in perceiving sounds outside of the Cone's area of effect. Neither is possible if the Cone is being used in an area where loud noise is already present.

Note that the Cone of Silence does not present a visual or tangible barrier -- it simply insulates against sound. Anyone can simply step into the Cone's area of effect, and will be able to hear the conversation inside. A talented lip-reader might also be able to discern the conversation, unless suitable precautions (like covering one's mouth while speaking) are taken. Furthermore, the Cone of Silence does not guard against electronic or magical surveillance devices hidden within its area of effect, though such devices hidden outside its effective area will not pick up any sound.

MET

The standard ritual-casting challenge is used to invoke the Cone. An individual attempting to use supernatural or technological means to overhear the conversation must bid his or her perception based traits (intelligence or wits-based traits are not applicable to this challenge) against a difficulty of five traits.

All those within the Cone gain the negative trait Oblivious that can be invoked in challenges to hear sounds from outside the Cone.

THAUMATURGY RITUAL: DAMN THY EYES

by: [Butcher of Nod](#)

A Legacy Article from Sanguinus Curae

This 2nd level ritual allows the caster to temporarily impair the vision of or even blind a foe outright. Casting time is only about 15min. During the casting of this ritual, a blind mortal is bound and both of it's eyes are sucked from it's skull by the Thaumaturge (Str roll - Diff equals Stamina) The pupils are then removed and kept under the tongue or in the cheek of the Thaumaturge. Until sunrise, the Thaumaturge's breath becomes a potent means of defense. By exhaling in the face of an opponent (Strength + Occult to hit - Diff. 6), the Thaumaturge can temporarily reduce all of the targets Perception or Dexterity based dice-pools by the number of successes he/she gained on the Ritual roll. For example, 1 success subtracts 1 from the targets dice pool. 2 successes subtracts 2 and so on and so forth. If the Thaumaturge scored more successes than the target has in Stamina, he/she is blinded and has a max. dice pool of 2 for Per. and Dex. based actions. The duration for this impairment is 10 (minus target's Stamina) turns. This is not meant to be a missile weapon, only a means of defense. A botched attack roll results in the Thaumaturge being affected by the full force of his/her rancid breath.

THE FLAME-SEALED LETTER

LEVEL 3 THAUMATURGY RITUAL

by: [Bjorn Townsend](#)

A Legacy Article from Sanguinus Curae

Every once in a while a ritual is created, and every Tremere in the Tellurian wonders why he or she didn't think of it first. The Flame-Sealed Letter is one such ritual -- fairly simple, and exceedingly useful. With this ritual, a magus can insure that his or her written communications will remain reasonably secure -- if the Letter is stolen, it will burst into flames once it leaves a predetermined distance from its owner.

The story behind the Flame-Sealed Letter is an interesting one. It was invented in August of 1999, in the city of Bellingham in the American Pacific Northwest. The Tremere Regent, one Kesper Ravenswood-North, had been recently reassigned from London and charged with maintaining order in the city, establishing a new Chantry, and keeping a particularly close eye out for threats from far Cathay. Mystified at receiving this poor assignment -- as Bellingham was a minor city at that time, pleasant but lacking in truly worthwhile industry or culture -- since his record was so very sterling, Kesper arrived in the city with his wife, Elspeth, and set up shop, as it were. It took them only a few weeks to begin pulling the strings of the Toreador Prince Solomon, and Kesper decided to make the best of things as a big fish in a very small pond, quietly maintaining order in the city through the cipher of Prince Solomon.

Unfortunately, Solomon made a poor tool. He had a childish unwillingness to take good advice, and soon found himself shamed, in danger of having his Princeship taken away either by the Camarilla or suffering a revolt of the Kindred in his own city. His weak rulership and lack of consistent enforcement made the local Kindred contemptuous of authority, and as bands of anarchs hunted for Solomon, he along with the rest of the Primogen Council came to Kesper and actually begged him -- a Tremere! -- to assume rulership of the city.

Kesper was reluctant to expose himself and his 'family', reluctant to wield power so visibly, but if he did not do so, the city would fall quickly to the anarchs, or to the Sabbat, or the ravening Lupines. He required a means to enforce a very precise set of laws in the city governing territory, Elysium, proper hunting, and maintenance of the Masquerade, one that would leave no room for doubt or misinterpretation.

The simplest solution would be a detailed, written copy -- yet this in and of itself is a dire breach of the Masquerade, should it ever fall into the wrong hands. So Kesper created the Ritual of the Flame-Sealed Letter and cast it upon copies of the Seven Laws of the City that he wrote, and their detailed sub-paragraphs and footnotes. Thanks to the ritual, copies of the Laws could not fall into unauthorized hands, and Kesper was able to consolidate his rule of the city and enforce strict order within a week. No one could question his instructions, as his document left no room for doubt. Kesper's Laws, as well as this ritual, have become required reading for Tremere involved in the rule of cities throughout the world.

SYSTEM

TABLETOP

The Flame-Sealed Letter is a variation of standard Thaumaturgical warding, and magi who are familiar with those rituals will find this ritual similar (and, optionally, easier to learn).

To cast the Flame-Sealed Letter upon a sheet of paper, a magical sigil must be drawn in the casting thaumaturge's blood on the lower left-hand corner. The same sigil must be inscribed in the center of the paper in a mixture of ash and water. The ritual can be cast on up to five sheets of paper at a time, provided the sheets are stacked one on top of another -- the ink of the sigils will bleed through the sheets, marking each.

After the ritual has been cast, the sheet or sheets that have been warded in this manner will burst into flame if they leave a three-foot radius around the casting thaumaturge's body. However, if the thaumaturge should voluntarily give the warded paper to another individual, the paper will 'remember' this person as

being authorized to hold it, until the paper is returned to the thaumaturge. If this person tries to give the paper to anyone other than the casting thaumaturge, the paper will burst into flame.

This ritual requires a standard Thaumaturgy role, difficulty 6 for one sheet of paper, 7 for two, and so on up to ten. With a botch, the paper will immediately burst into flames, and will have to be rewritten or reprinted.

MET

The same as above, requiring a static mental challenge bidding as many traits as there are sheets to be cast upon, up to 5.

FRIGUS INCENDIUM

LEVEL 1 THAUMATURGY RITUAL

by: [Bjorn Townsend](#)

A Legacy Article from Sanguinus Curae

Despite their foreboding and serious reputation, some Tremere still cling to notions of both style and romance. However, as the saying goes, romance needs candlelight, and no Chantry is complete without hundreds of dripping candles. The problems with having sources of open flame burning constantly in an area filled with vampires, however, are obvious. Therefore this ritual was created. Once cast upon a candle or other source of flame, the object will burn until the casting thaumaturge wills it to stop. However, the flame will produce no heat whatsoever. Otherwise, it appears to be a perfectly ordinary candle. This ritual can also be cast on the logs in a fireplace, but requires more power to fuel it and therefore greater expenditure of blood. Kindred will still suffer the effects of Rotschreck if they are in close proximity to the flame, unless they are aware of its nature. For instance, a member of an invading Sabbat war party will still shy away from a torch lit with Frigus Incendium, but one of the resident Tremere will not.

SYSTEM

TABLETOP

This simple ritual requires little preparation and can be cast quickly. The materials required are one candle, torch or fireplace log, seven ice cubes, and a length of silver wire. The ritual requires three minutes to cast, and involves wrapping the wire around the ice cubes and placing the object upon which the ritual is being cast in the center while repeating a phrase invoking spirits of light and cold. The caster must spend one blood point to light a candle or torch, and two to light a fireplace log. The caster's player must roll the standard Thaumaturgy roll, difficulty six (regardless of the size of the object to be lit).

MET

The same as above, though the caster must instead bid one mental trait in a static mental challenge.

THAUMATURGY RITUAL: HEATHEN'S GATE

by: [Butcher of Nod](#)

A Legacy Article from Sanguinus Curae

This level 4 ritual was in fact developed in the 17th century by a Thaumaturge who was constantly evading agents of the Church. The practitioner can effectively teleport to his or her Haven by invoking this simple ritual. A live dove must be doused in pitch and set ablaze in front of some sort of obstacle (trash can, tombstone, parked car, etc.). The shadow cast by the flame provides the portal by which the Thaumaturge travels to his/her destination. A combined Wits and Courage roll (diff 7) is required as the Thaumaturge is hurtled through some Nether-realm (the Abyss, Hell, the Deep Umbra, who knows). This ritual is not without its cost, however. For the remainder of the night all dice pools are halved, as the weight of the visions glimpsed during their journey are too great to ignore.

NEW THAUMATURGY RITUALS

by: [Saras](#)

A Legacy Article from Sanguinus Curae

SON OF THE DEVIL (LEVEL 5 THAUMATURGY RITUAL)

The workings of this sick blood magic are thusly so:

Using the following conditions, the caster can revive the ability to produce sperm for short periods of time, thus being able to reproduce. The results of this ritual are often, if not always, horrific and disastrous.

The vampire wishing to enact this ritual must obtain a variety of material components:

- A large fresh and healthy sperm sample
- Relative items of fertility and aphrodisiac properties
- A borderline overdose amount of cocaine
- A dosage of Viagra
- Fresh blood from a newly born child
- 10 Blood Points from the Caster

The following procedures are used to create a blood potion known as Damien's Spirit that the vampire must drink before impregnating a viable target.

Damien's Spirit must be prepared and created in a room filled with items reminding the vampire of Humanity and life.

STEP ONE

The vampire must prepare a large cauldron heated by fire; the temperature is applied to keep the potion warm (somewhere near body temperature).

10 of the vampire's Blood Pool must be emptied into the cauldron.

STEP TWO

At least two foodstuffs with the properties of aphrodisiacs need to be ground into a paste within the aura of an item of fertility (various cultures have a variety of objects that represent fertility).

The product of this step should then be placed into the cauldron and thoroughly stirred; the unfinished concoction will then emit a steam that should be allowed to bathe the vampire.

STEP THREE

The dosage of Viagra should be crushed using a marble pestle and mortar and the powdered cocaine should be applied to the drug. The two combined must be ground until they imitate a sugar like substance then the sperm sample must also be applied.

Empty the contents of the pestle into the cauldron.

STEP FOUR

A newly born child must have its one point of blood drained from the jugular into the cauldron. With its blood goes its essence and the formula is completed. (Those Thaumaturges with Spirit Thaumaturgy may wish to use Spirit Eyes as such a sacrifice often causes anger in the ethereal realm.)

STEP FIVE

The rather unpalatable mixture will assume a pure blood form, which must be drunk within a given time of the ritual being completed.

The Vampire must roll Wits+Occult Difficulty 8; the number of successes determines the longevity of the potion.

Successes	Result
Botch	The potion lasted less than a second and is useful
1	The potion lasts one minute
2	3 minutes
3	10 minutes
4	30 minutes
5+	1 hour (this is the maximum longevity of the potion)

After the potion is consumed, the vampire must make a soak roll (difficulty 7) against 7 dice damage. The vampire will be enshrouded by pain and the potion shall course through his veins, causing his muscles to convulse and seize for anywhere up to an hour. After this time, the vampire is imbued with the reverse of his pain and is overcome with passion and euphoria. This feeling will last for a number of hours depending upon the number of dots the vampire has in Stamina (1 for 1) and Fortitude (2 for 1). For the aforementioned time, the vampire has the ability to make any female of the mortal equivalent species pregnant, although the pregnancy will not be as if it was mortal.

(Female menstrual cycle plays in full effect when trying to bring on pregnancy.)

The vampire will feel the orgasm and enjoy sexual intercourse for the first time since his embrace but after the ritual is over, the vampire will be unable to heal any wounds for 10 days minus his Stamina+Fortitude.

The ritual ends with an overwhelming feeling of depression that fades with the inability to heal wounds. If the subject should fall pregnant, then the consequences should be left to the discretion of the Storyteller.

REFLECTION OF STUBBORN EYES (LEVEL 4 THAUMATURGY RITUAL)

This ritual can be used upon the caster or a victim/patient at a higher difficulty. The basic premise of this ritual is the resistance of the Dominate discipline. The ritual requires several components and considerable time and concentration.

The caster will need to acquire the following short list of components:

- A substantially sized mirror or reflective surface (which must be solid i.e. the surface of a liquid could not be used)
- Freshly removed eyes from a human victim
- A reasonable quantity of opaque liquid with staining properties, (Indian Ink is ideal)
- 3 points of blood from a vessel born to this world without the power of sight
- A large candle

STEP ONE

The first procedure of this ritual is to prepare a potion known as "Blindman's Blood." This can be achieved in the following manner: A cauldron needs to be prepared so the components can be heated to body temperature via a naked flame. Once the cauldron is at the correct temperature, the blood from the blind needs to be placed into the cauldron, along with the selected opaque liquid, the freshly cut eyes, and 10 Blood Points of blood from the caster or victim. This concoction needs to be heated until it achieves mortal human body temperature. When the cauldron starts to curdle its contents, the liquid needs to be contained in an insulated vial.

SYSTEM

The vampire must make an Int + Brewing* roll (Difficulty 7 if prepared for caster, Difficulty 10 if prepared for someone else); the number of successes determines the potency of the "Blindman's Blood" and the level of Dominate that can be resisted.

Successes	Result
1-2	1

3	2
4	3
5	4
(+1)	(+1)
5+ Successes	1 hour (this is the maximum longevity of the potion)

Regardless of the above, the level of resistance cannot exceed the level of the vampire's highest Thaumaturgical path.

STEP TWO

The second procedure is one of mental strengthening and conjuration of the resistance to Dominate. The caster needs to set himself a seat before the reflective surface. Then the candle needs to be set at eye level between the caster's position and the reflective surface. The caster then needs to prepare himself for a lengthy ordeal. The candle must be lit and the caster must consume the "Blindman's Blood." The consumption of such a liquid can often cause internal damage to the vampire if the body cannot separate the substance from the blood. The vampire must make a soak roll (difficulty 8) against 7 dice damage (difficulty 6). If the vampire is hardy enough to survive this consumption, then he must move on to the third step of the ritual.

STEP THREE

The vampire must affix his gaze into his own eyes within the reflective surface, staring across the naked flame of the lit candle. The vampire's face must be no further than six inches away from the flame for the ritual to work. The vampire must then spend two points of Willpower. After the expenditure of Willpower, the vampire must make a series of Courage rolls until he obtains 20 successes (difficulty 6). Each roll that is made takes 30 minutes. In the result of no successes in a Courage roll, the difficulty is increased by one. If a consecutive roll scores no successes, then the difficulty keeps rising. In the event of a botch, the vampire frenzies and ruins the ritual. If the vampire succeeds all 20-Courage successes, then the ritual works to the effectiveness of step one. The resistance works for two nights but can be boosted with the additional expenditure of Willpower (one point of Willpower will increase the ritual duration for one day).

If the ritual is successful, then the vampire's eyes will glaze over with a reflective surface and anyone staring into them will be gripped with disgust and fear. The vampire will be completely immune to the Dominate discipline, according to the potency of the "Blindman's Blood."

NEW THAUMATURGY RITUALS

by: Benedira

A Legacy Article from Sanguinus Curae

VOICE OF REASON (LEVEL 2 RITUAL)

With this ritual, the Thaumaturge stands a greater chance of beguiling an individual into believing them. Once under this enchantment, the subject will accept almost anything the Thaumaturge says as reasonable truth, even if prior to the enchantment she knew the truth to be otherwise.

SYSTEM

To perform this ritual, the caster must have an image or effigy of the target. This ritual requires three hours to cast, reduced by 15 minutes for each success on the roll. The Thaumaturge must bite off the end of their own tongue, doing one level of aggravated damage that cannot be soaked. The tongue is spit on the image of the target, and the ritual lasts for one night or until the tongue is removed from the image.

To disbelieve anything the caster says, the target must score more successes on a Willpower roll (difficulty is caster's Thaumaturgy rating +3) than the caster scored for the ritual. This roll must be made for each statement or suggestion the target might wish to disbelieve. The target will continue to believe the things said by the caster after the ritual has worn off, until circumstance or evidence convinces them otherwise.

SANGUINE SHIELD (LEVEL 3 RITUAL)

The primary purpose of this ritual is to prevent the caster from being blood bound, though a few other uses have been discovered for it as well.

SYSTEM

A small amount of ash from burnt holly must be mixed with the caster's blood to create a paste. After the proper words are spoken, the caster coats the underside of her tongue with this paste. For each success on the roll, thirty minutes of protection is provided to the Thaumaturge. The effects of this ritual are negated if the caster imbibes anything between the time that the ritual is performed and the time they swallow the vitae they wish to be protected from. This means human blood, their own blood, or any other liquid. This ritual requires one hour to perform.

MALLEABLE VISAGE (LEVEL 3 RITUAL)

This ritual grants the caster the ability to change one cosmetic physical aspect of self permanently. These changes may include permanently healing abrasions or removing telling birthmarks or scars, changing hair color or length, changing eye color or shape, etc.

This ritual will not allow major wounds such as broken bones or internal damage to be healed, nor can it change things such as overall height, weight or sex.

Because of the unchanging tendency of the body vampiric, this ritual may only be enacted once every two months. Over time however, this ritual could be used to completely remake the Thaumaturge's appearance.

SYSTEM

The Thaumaturge must create a likeness of self from red clay, imbuing it with one blood point as they fashion it. While the effigy need not be precise or artistic, the feature to be changed must be clearly depicted. Once this likeness is formed the next hour must be spent remaking the feature to be changed, and again the final goal must be clearly depicted on the effigy as well as clearly visualized. This ritual takes at least one hour to perform, plus the time it takes the Thaumaturge to create the clay likeness.

The likeness may be stored for later use, as a side effect of this ritual is the creation of a "voodoo doll" perfectly attuned to the caster. Those who do not wish to leave such a powerful item in existence must place the doll somewhere that it can be struck by the noonday sun, which will effectively burn the Thaumaturge's blood away and leave the effigy with no power over them.

VALEREN

VALEREN: SANGUINE FLAME

by: [Sol Rael](#)

A Legacy Article from Sanguinus Curae

VALEREN LEVEL 7 VARIANT

Hannibal stalked toward Donovan, sword in hand. "Come here you filthy, blood stealing, Tremere," Hannibal said, his voice betraying the beast he barely restrained. "Burn, you clanless piece of undead crap," Donovan said as a gout of flame jumped from his hands. He began to laugh "Get me now, you putz." Then he saw movement in the roiling inferno. Hannibal leapt from the pyre, his body unscathed by the heat. Donovan never had a chance to blink before the beast pulled his head off and fed.

The Salubri is granted immunity to one of his greatest weaknesses, fire. His blood becomes so hot with righteous fury and thirst for vengeance that he is no longer effected by the flame's touch. The blood becomes searing hot, actually igniting those flammable substances it touches. The boiling rage costs the Salubri his ability to withstand the beast. While like this, the third eye glows infernally red and weeps the searing blood.

SYSTEM

Pay four blood points. For the following 24 hours, the Salubri Antitribu takes no damage from fire, electricity, and temperature extremes, natural or otherwise. Anything coming in contact with the Salubri's blood during that time takes two dice of aggravated damage for each blood point it touches. All difficulties to resist frenzy are increased by three.

VALEREN: BLOODBATH

by: Reno Camilani

A Legacy Article from Sanguinus Curae

VALEREN LEVEL SIX VARIANT

Because of the purge concentrated on the Salubri by the Tremere, many Cyclops have had to develop new fighting skills and powers to protect them from the Warlocks. Valeren, in particular, has undergone many changes to accommodate the war between the clans. One such change is Bloodbath, a higher-level power that allows a Fury to bestow a measure of invincibility to a subject. It received its name because of the rather large amount of blood that must be transferred to the target.

SYSTEM

The character spends four blood points, which must be applied to the target's skin. If a character is using this power on themselves, they only have to cut and bleed on themselves. After the blood points have been spent, the character makes a Willpower roll. Count how many successes are rolled, and add to it the character's highest physical Attribute score (So, if a character rolls five successes and her highest physical attribute is 5, she's got ten successes). These successes may be used in a number of different ways. They may be used on a point-for-point basis to raise the subject's physical attributes (maximum of 10), or to gain additional Wounded health levels. The successes may also be used to increase the duration of the power (default time is five turns, each success spent adds two more turns). The Valeren level 3 power Burning Touch can be bought for two successes, and the level 5 power Vengeance of Samiel can be bought for three successes. Each can be used once per turn for the duration of the power (and cost no blood), but both powers disappear once the duration ends (and then must be used under the normal rules until Bloodbath is used again).

VICISSITUDE

VICISSITUDE: A TREATISE ON THE ROLE OF THE GREAT ART OF PHYSICK AND COMBAT SURGERY

by: [Christian Hendry](#)

A Legacy Article from Sanguinus Curae

It is with the greatest sense of grim urgency that I have researched and written this work, for it concerns the minimization of casualties among our Blessed Sect's ranks, the mitigation of potentially crippling injuries to our Sect brothers and sisters, and indeed the preservation of the (un)lives of those brave Sabbat soldiers prosecuting the war that will liberate all those of Caine's Blood from the machinations of those who would drag all of us into the pit of slavery and degradation.

From time immemorial, the Tzimisce Clan has practiced the Great Art of Physick; rendering the earthly and mundane forms of flesh and bone into whatever whims suited the fancy of the various practitioners. Some of the Clan, who espouse to follow the Path of Metamorphosis, seek to transcend even the form of Vampire, through the refinement of the body by means of Vicissitude. Many among the ranks of this most austere and noble Clan, a great pillar of the Sabbat, were chosen for the Embrace due to their mortal proficiency in the medical arts. Others, regardless of their former backgrounds, have through research and experimentation, accumulated a tremendous amount of skill in the manipulation of flesh and bone. It is to these most learned and skilled practitioners that this treatise is penned.

The Jyhad is, by its very nature, a violent struggle of extermination. It is also relentless. The sieges and crusades that the Sect prosecutes against enemy

territory, by their very scope and nature, result in tremendous casualties among the Sect members taking part in the action. The learned reader must understand that this author is no stranger to the battlefield, and that this treatise is not a criticism of Sect strategy and battle practice. However, the losses among our forces participating in such actions can be minimized if there is a concerted effort of triage and evacuation of wounded Sect members to established field hospitals staffed by surgeons well versed in the application of Vicissitude in the treatment of traumatic injury.

The objectives of such practitioners should be:

1. Rapid treatment of traumatic injuries to facilitate a quick return of the wounded to combat.
2. Treatment of traumatic injury that could otherwise result in permanent disability in the patient.
3. Treatment of trauma in order to prevent torpor/Final Death.

It is recommended that the current system of battlefield triage and wound assessment be converted to fit with Cainite physiology and to comply with these three established criteria.

PERSONNEL

Experienced and skilled practitioners of the Great Art of Physick are critical. Such Cainites should be well versed in Cainite Physiology, reconstructive uses of Vicissitude, cool in disposition, and able to maintain a high level of skill under the stress inducing conditions of battle. Such practitioners should also refrain from "improving" by means of Vicissitude, their patients' physical forms. Such indulgence can only lead to counter-productivity. Additional support personnel to assist the practitioners are also recommended. These should be equally well-versed in Cainite physiology, as well as the various forms of combat medicine and surgery applicable to the Vampiric form. As the front within a contested city is often static, there should be a number of Sect members present to serve in a defensive capability should the field hospital be threatened.

EQUIPMENT

The site for the field hospital should be behind the lines of Sabbath held territory during a siege, and mobile if possible. However, it should also be within a short travelling distance from the front, to facilitate rapid delivery of wounded to treatment. On site should be, but not limited to, all the surgical equipment foreseen to treat all the various forms of battlefield trauma to be expected during a Sabbath crusade, copious amounts of stored vitae, a repository containing ghoul human tissue for transplant and grafting, mobile x-ray equipment, recovery beds, IV vitae delivery systems, and whatever additional equipment the practitioners anticipate. Also present should be an effective communications system linking the hospital to the command and control of the military operation, and by which the hospital can be contacted regarding the condition of patients en route for treatment.

COMMON VARIETIES OF BATTLEFIELD TRAUMA

TRAUMA, BLUNT FORCE

This form of injury can usually be managed by the individual Cainite, but can become overwhelming during combat situations. Blows suffered from enemies with the Potence discipline, vehicular attacks, demolitions, and repeated strikes with non-penetrating weapons, can all take their toll on a Cainite's body. Disrupted, pressure lacerated tissue are the most common soft tissue injuries to be encountered. The management of this type of injury as well as the rapid facilitation of its healing is best accomplished by a rapid IV introduction of vitae. This will also relieve the instinct for frenzy in most patients. Crushed, splintered, or otherwise fractured bones often accompany these forms of injury. The proper setting of bones by means of Bonecraft will greatly reduce the chances that the bones will heal improperly aligned. The learned reader must understand that ill-set bones, even in a Cainite body, can result in physical disability even after they have healed.

TRAUMA, PENETRATING

This form of trauma includes those attacks such as knife wounds to Gangrel claws to wooden stakes. Such injuries are usually injuries to soft tissue, though damage to blood vessels and the heart of a Cainite can often result. Again, most Cainites can mitigate such injuries on their own, however, during the wild

melees that often result in siege combat, Sect members can often become overwhelmed by such attacks. Practitioners should approach the patient's injuries from the inside out; fleshcrafting back together the damaged blood vessels within, before moving to the surface injuries. This will often involve the grafting of connective tissue back to muscle and bone, which are often lacerated during this form of injury. During this process a constant IV transfusion of vitae should be maintained. Additionally, as this treatment is often quite painful, opiate-laced vitae can be used to manage the patient's level of discomfort.

TRAUMA, GUNSHOT

The use of firearms, both among our own ranks, and among those of the Sabbat's infidel adversaries, has become widespread. As technology has increased, so has the lethality of these weapons. New developments in ammunition, when used in conjunction with rapid-fire weapons, can pose a formidable threat to even the stoutest Cainite. Gone are the nights of old, when Kine peasants were armed with sword and fire alone. Gunshot trauma worthy of Vicissitude repair must be considered overwhelming, and practitioners should expect patients to be suffering from multiple wounds. Mobile x-ray machines should be employed to determine the extent of projectile and projectile fragments still remaining in the patient's body. Immediate IV infusion of vitae should begin to ward off torpor. Hydrostatic trauma which results from the shock of a gunshot wound, has a tendency to explode blood vessels and internal organs, as well as causing bones to splinter when struck.

The higher the velocity of the calibers employed, the greater the likelihood of shattered bones. Long bones struck in such a fashion may be difficult to impossible to craft fully back to functionality, especially if the bones damaged are in a joint such as the hip. Therefore the transplantation of bones taken from ghouls, then crafted to fit properly in the patient body, can serve as a highly effective treatment for such injury. Great success has been achieved with such procedures, and as the bones are already accustomed to Cainite vitae, there is no rejection of such by the patient's own physiology.

Additionally, due to the devastating tissue damage engendered by new designs in hollow-point bullet design, grafting of ghoul tissue to the patient's body may be needed in some cases, especially wherein blood vessels and solid organs have been compromised. Grafted arterial tissue should be employed to

restore vitae perfusion in the patient, and organ tissue to be restored to a non-lacerated state. Practitioners should strive to remove all projectile and projectile fragments lodged in a patient. As these are often jagged, they can continue to cause internal injury to the patient if left inside the body.

TRAUMA, BURNS

Fire has always been the bane of the Cainite body. Due to the physiology of Vampires, the flesh of the Cainite is subject to combustion by flame, and is slow to heal such damage afterward. Such injuries are very painful to the afflicted, and can easily result in torpor or final death. Unlike Kine, Cainite flesh, once burned, has a tendency to turn to ash, and slough off the body. As such, grafting of tissue is the most rapid and effective form of treatment for traumatic burns.

Assessment of the severity of the burn is key. As always, IV infusion of vitae should be undertaken immediately, though this vitae should be laced with some variety of painkiller. Burns to muscle and skin should be assessed for depth of damage, loss of vitae perfusion, damage to motor muscle and connective tissue, damage to bone, neurological deficit, and percentage of body burned.

If connective tissue and nerve fiber has been damaged to the point of permanent disability, grafting of ghouled tissue should be undertaken at once. Using established surgical procedure, the wound should be excised of damaged tissues previous to the grafting. Nerve fiber should be grafted first, followed by damaged connective tissue and blood vessels. It is important to note that while the patient should be drugged, they should not be unconscious, as they shall need to guide the practitioner during the grafting to make certain the grafts function properly.

The reestablishment of vitae perfusion to the wound area is critical to make certain the new tissue rapidly becomes part of the patient's own physiology. Once these criteria have been met, grafting of striated skeletal muscle should commence, followed by subcutaneous, dermal, and epidermal graftings. For speed of procedure, which is often required by the pressures of a battlefield hospital, surgical staples can be employed in place of fleshcrafting during the last stages of the described operation.

Surgeons should be advised that while it is often more expedient to simply remove a burned muscle or other body part and graft another in its place, doing so violates the ethical trust the patient, a Sabbat brother or sister, has placed in the practitioner's skill. Every reasonable effort should be made, during the initial patient assessment, to save the maximum amount of the patient's original tissue.

The learned reader must understand that the organizational skills necessary to accomplish the crux of this treatise are, as yet, almost unknown within the Sect. However, as the Final Nights are without doubt upon us, the losses of Sect personnel which have been deemed acceptable during the military campaigns within the past, cannot be tolerated in present or future operations. The most basic of military tacticians understands clearly the need to facilitate the treatment of wounded troops in order to create a veteran pool of experienced soldiers, improve morale among the ranks, increase efficiency in battle, and hereby defeat the enemy. Clearly stated it is this author's opinion that by not instituting such medical protocols in future Sabbat sieges and crusades, we as a Sect are committing de facto treason by needlessly weakening our ranks in the face of an ever intensifying Jyhad.

May the many and manifest blessings of Caine be upon us all, and preserve our Blessed Sect through until our Final Victory.

- Professor Wolfgang von Ingolstadt
Koldun of Clan Tzimisce

VISCERATIKA

VISCERATIKA: WING FLUTTER

by: Reno Camilani

A Legacy Article from Sanguinus Curae

VISCERATIKA LEVEL SIX VARIANT

The Gargoyles have long had powerful wings, enabling them to fly very fast and get the drop on their foes. Coupled with Potence and Fortitude, the Gargoyles are almost unstoppable in combat. This power gives them another edge. While it may sound dainty, Wing Flutter is the opposite. The Gargoyle beats her wings with as much force as she can muster, then slowly rotates in a circle. The force of the wings is similar to helicopter rotors. Any objects in the vicinity not bolted firmly down to the ground (like Kindred) get lifted off their feet and thrown rather ungracefully away from the Gargoyle. Enterprising 'Rockheads' use this power as they fly over their enemies, smashing them into the concrete or whatever else they're standing on.

SYSTEM

The Gargoyle spends two blood points and begins beating her wings. The player adds up his Flight + Potence, this is the distance in yards that the objects get thrown next turn. For example, a Gargoyle has Flight 3 and Potence 4 and uses Wing Flutter. The wind buffets stop at a distance of 7 yards from the Gargoyle. Anything within a 21-foot radius around the character would get deposited outside the radius. A person one yard away from the kindred would get physically picked up by the winds and thrown 18 feet (and will probably get bashed by a wing on his way out), while a person 20 feet away from the Gargoyle might just get a forceful shove outside the circle.

For every five feet a person travels before they land, they take two levels of soakable bashing damage from the sheer velocity of the winds (i.e., a person thrown 17 feet takes six levels of bashing damage). Individuals with objects in their hands must make a Strength roll (difficulty 7, Potence counts) and score at least three successes or the item gets thrown out of their grip. A character may try to stay within the radius for the duration of the power, but it takes a successful Strength roll (difficulty 10, this is reduced to 8 if he can grab onto something solid like a parking meter, or digs his claws into the ground. Two successes are required. If one success is gained, the person starts sliding away from the Gargoyle. He may try to roll again next turn. Potence counts as automatic successes on this roll, but only if the person has something to hang on to). The Gargoyle may keep this power in effect for as long as she wishes, but must spend a blood point every turn it is used. Individuals trying to hold onto something must roll Strength again every turn this is used.

COMBINATION DISCIPLINES

COMBINATION DISCIPLINE STRATEGIES

by: [Druthulhu](#)

A Legacy Article from Sanguinus Curae

The use of supernatural disciplines can make a vampire a deadly hunter, fearsome foe, or dreadful prankster. The combined use of these powers can make one even more puissant, particularly when used simultaneously, through splitting of the dice pool or through use of Celerity. Here I offer some strategies and systems for combination discipline use.

The following discipline combinations do not need to be purchased with experience points, as they are simply strategies that combine the use of existing powers.

I. EMOTIONAL MANIPULATION

REQUIREMENTS

Auspex 2: Aura Reading, Charisma + Empathy vs. Humanity

Dementation 1: Passion, Perception + Empathy vs. 8

SYSTEM

Normally, when using the power of Passion to inflame the emotions of a target, the user is unable to determine which emotion will be affected, or to

discern what effects have been produced, short of observing them in the target's behaviour. By preceding the use of Passion with the use of Aura Reading, however, the user can target a particular 'colour' in the target's aura, and thus choose which emotion will be affected. The emotion has to be noticeably present in the target's aura, however, thus making it impossible to produce an emotion that is against the target's nature to feel.

The user of this combination must first gain at least two successes in their Aura Reading roll, enough to discern the colours in the target's aura. If they are using these powers simultaneously the difficulty of their Passion roll is reduced by 1 per success over one on their Aura Reading roll, and the result will be to inflame the emotion of the user's choice. The user can then continue to concentrate on reading the target's aura and thereby determine the effects of the power.

If the Storyteller allows, Passion can be used immediately after Aura Reading, by focusing on the colour of the desired emotion as the concentration on the Aura Reading fades. A secret roll of Wits + Empathy vs. 7 with a target number of one success must be made in order to affect the desired emotion, and there will be no way of knowing if it has worked as desired, short of observing the target's behaviour. There is no bonus to the Passion roll for successes on the Aura Reading roll if they are not used simultaneously.

II. EMOTIONAL DOMINATION

REQUIREMENTS

Auspex 2: Aura Reading, Charisma + Empathy vs. Humanity

Dementation 1: Passion, Perception + Empathy vs. 8

Dominate: any variable

SYSTEM

By using Emotional Manipulation, described above, in conjunction with any of the various powers of Dominate, the user can render the target particularly

susceptible to their manipulations and commands. Enflaming the target's anger can make them more susceptible to a command to attack. Arousing feelings of love, or lust, can make them more pliable to intimacies, perhaps leading to the Kiss. Enhancing their fear can make them more liable to forget seeing traumatic things such as vampires. Increasing a tendency to submissiveness can aid in any of the powers of Dominate, particularly the power of Conditioning.

If Dominate is used simultaneously with Passion, every two successes on the Passion roll add one success, rounded down, to the Dominate roll, except when a tendency to submissiveness is amplified, in which case successes are gained one for one. If Dominate is used subsequent to Passion, yet during its duration, only the amplification of submissiveness adds Dominate successes, adding one success for every two on the Passion roll. When using Conditioning on a target whose submissiveness has been amplified, every two successes count as three towards the target number.

Whether Dominate is used simultaneously with or subsequently to the use of Passion, every two successes on the Passion roll reduce the difficulty of the Dominate roll by 1, rounded up.

III. ADVANCED MEMORY MANIPULATION

REQUIREMENTS

Auspex 4: Telepathy, Intelligence + Subterfuge vs. Willpower

Dominate 3: The Forgetful Mind, Wits + Subterfuge vs. Willpower

SYSTEM

Using the powers of Dominate to manipulate a target's memories can be far more effective if the user has a direct view of the memories being manipulated. Using Telepathy in conjunction with The Forgetful Mind allows the user a much greater likelihood of success in the alteration of memories.

In the system for Telepathy, each success allows either one item of information to be gleaned or one layer of consciousness to be pierced. I recommend that for one

success, one item may be perceived from the target's surface thoughts, with extra successes being required to pierce further layers. The layers of consciousness are listed in this chart:

Additional Successes Needed	Level of Consciousness and Memory Description
0	surface thoughts; short term memories, within the current scene
1	the preconscious; short term memories, within the current day
2	the subconscious; long term memories, within recent weeks
3	the unconscious; long term memories, within recent months
4	the deep unconscious; memories from years past
5	the deepest levels of the psyche; intense formative life memories

When using Telepathy in conjunction with The Forgetful Mind, each success past the target number to pierce the appropriate level of the target's mind reduces the difficulty of the Forgetful Mind roll by 1. When the powers are used simultaneously, each such success also adds one success to the Forgetful Mind roll. Thus, even a straightforward failure on the Forgetful Mind roll will allow a fresh memory to be suppressed for at least one day, assuming the Telepathy roll had at least one success, and the powers are being used simultaneously.

IV. SELECTIVE FREAK-OUT

REQUIREMENTS

Obfuscate: any variable

Presence 2: Dread Gaze, Charisma + Intimidation vs. Wits + 3

SYSTEM

It may be possible, at the Storyteller's discretion, for a character using one of the powers of Obfuscate to selectively reveal themselves to one or more persons in a group of people, while remaining cloaked to all others. If so, this ability can be used in conjunction with the power of the Dread Gaze to cause a single target within a larger group to react with alarming terror, the source of which will be unknown to all others, making the target seem to have mysteriously become mentally unhinged. Furthermore, the sudden appearance of an invisible vampire would lower the difficulty of their Dread Gaze roll.

If the Storyteller allows, selective de-Obfuscation can be performed by making another roll for the Obfuscate power being used. Failure means the user is not visible to their chosen target, and a botch indicates that the Obfuscation has fallen completely, revealing the user to everyone nearby. The Storyteller may require that the user have a rating in Obfuscate one or even two dots higher than that required for the power being attempted. The Cloak the Shadow power does not require a roll normally, but a Wits + Stealth roll should be required for selective de-Obfuscation. Even if this works, however, bystanders' attention may well be drawn to the spot that the target is interacting with, thus revealing the user's presence.

If, due to a botch, a vampire using Dread Gaze is revealed to several people at once, mortals who are not the target may be affected as well. Any unaware mortals (mortals who do not know about the existence of vampires), as well as aware mortals with a particular (and common) fear of vampires should make a Willpower roll whenever witnessing the Dread Gaze secondhand. The target number is equal to the number of successes on the vampire's Dread Gaze roll, and for every success less than the target number the mortal suffers the effect, for one turn, of one success on a Dread Gaze directed at them, i.e.: loss of one die from all dice pools. A botch on this Willpower roll causes a bystander to be drawn into the Dread Gaze, taking the full effects of all its successes and extended successes along with the primary target. As this makes the Dread Gaze a more powerful attack, the Storyteller may rule that this effect only occurs if the vampire has suddenly appeared from the invisibility of Obfuscation. The difficulty of this Willpower roll is 4 in normal circumstances, 7 if the vampire has recently appeared from invisibility, and 9 if the Dread Gaze is simultaneous with

de-Obfuscation from invisibility. For these purposes, Cloak the Shadow does not count as invisibility.

The intended target of the Dread Gaze will suffer from one extra success on its roll if it occurred just after de-Obfuscation, or one extra success per success on the de-Obfuscation roll if the powers were used simultaneously. Also, if the powers were used simultaneously, the user's difficulty on the first turn will be the target's Wits, rather than their Wits + 3.

This strategy can be particularly useful when making a speech, using Mask of the 1000 Faces to cover a selective Dread Gaze attack on a rival of the user and thereby discredit them as mentally unbalanced. Selective de-Obfuscation is not needed if the Mask can be put up just as the Dread Gaze is cast, but a failure will allow everyone to see the vampire's true face. Just one success is needed for presenting a Mask of the user's own face, and one extra success is needed for remaining visible in truth to the selected target. Selective de-Obfuscation can be done in a turn prior to the Dread Gaze, and the target will see the same thing as everyone else does until the attack is launched. This is probably the best strategy, as it requires no simultaneous actions, and as there is no particular bonus when the user is not appearing out of nowhere. However, if the user is using Mask of the 1000 Faces to appear as someone else, the difficulty of the Dread Gaze is 1 lower if the powers are used simultaneously. The difficulty can be lowered further by 1 or 2 if the differences in the user's real and Obfuscated appearances are striking enough.

V. FEAR PROJECTION

REQUIREMENTS

Auspex 2: Aura Reading, Charisma + Empathy vs. Humanity

Dementation 1: Passion, Perception + Empathy vs. 8

Presence 2: Dread Gaze, Charisma + Intimidation vs. Wits + 3

SYSTEM

By using Emotional Manipulation, described above, in conjunction with the Dread Gaze, a vampire can produce devastating effects through exacerbation of the target's fear. Mundane intimidation, used prior to the attack, can make this even more useful, and might produce fear in someone who does not already show it in their aura. Emotional Manipulation can also be used during this build-up, but it is more useful to cause the fear to flare up at the precise moment of the attack.

Use of Emotional Manipulation simultaneously with the Dread Gaze adds one success to the Dread Gaze roll per success on the Passion roll. Whether the powers are used simultaneously or consecutively, successful Emotional Manipulation of fear reduces the difficulty of the Dread Gaze roll by from 1 to 3, depending on the personality, Nature and Demeanor of the target. If the target is a Bravo or a Survivor, for example, the reduction would be 1, while if the target is a Child it would be 3.

Use of Fear Projection simultaneously with sudden appearance from Obfuscation, as in Selective Freak-out, above, can be totally devastating, possibly reducing the difficulty of the Dread Gaze to 1 or lower. If the difficulty is 1, the target suffers a number of successes equal to the user's Charisma + Intimidation, automatically. If the difficulty is 0 or lower, the target is reduced to a quivering mess, and must succeed in a Courage roll or suffer a Derangement, most likely an appropriate phobia.

COMBINATION DISCIPLINES II

by: [Mariel](#)

A Legacy Article from Sanguinus Curae

RESTORING THE MORTAL VISAGE

Requirements: Protean 4, Presence 1

While many Gangrel embrace their bestial nature, some find it convenient to pass among humans or among other Kindred without gaining notice. This power allows the Gangrel to use their natural powers of shape-shifting to enhance their natural appearance and temporarily counteract their animal features.

System: Spend a single point of blood and gain two extra dots in appearance until dawn.

Cost: Medium (Cannot be learned by non-Gangrel)

BULLY'S KNACK

Requirements: Potence 2, Presence 2, Dominate 1

Brujah who have mastered both physical and social arts understand how to use their physical prowess to enhance their social abilities. By emphasizing their physical strength, they can effectively terrify others.

System: Add Potence (as dice) to all intimidation rolls.

Cost: Low

IGNITING THE RIGHTEOUS RAGE

Requirements: Potence 3, Animalism 3 (Path of the Beast)

Those Kindred who explore and understand their inner rage understand equally well how to ignite it in others through violence.

System: Every time you successfully hit someone with your fists, they have to roll frenzy at difficulty 4 + (points of damage taken)

Cost: High

SO WHAT?

Requirements: Presence 2, Fortitude 2

The natural Brujah resistance to authority is reinforced by supernatural toughness to give rebels a chance to resist emotional manipulation.

System: If a person tries to use Presence on you and fails or botches their roll, it is as if you have the equivalent of the Tremere ritual 'Pavis of Foul Presence': the power they tried to use on you reflects back on them.

Cost: High (Cannot be learned by non-Brujah)

JE NE SAIS QUOI

Requirements: Presence 3, Animalism 3 (Path of the Beast)

Filtering the primal urges of the Beast through the social niceties of Presence makes the Brujah sexually irresistible to mortals of the appropriate sexual orientation. The Kindred literally seems to ooze raw sex appeal: think James Dean or Marilyn Monroe.

System: Functions as Presence 3 on ALL mortals of the appropriate sexual orientation within a 10 foot radius.

Cost: Medium

SIPPING AT MEMORY'S CUP

Requirements: Auspex 3, Dominate 2

Toreador have a passionate appreciation of beauty in all its forms. Those with this power can elicit the most meaningful, passionate and emotional moments of a mortal's life and actually experience them.

System: Allows the user to literally experience the most powerful moments of a mortal's life. While this power is in use, the Toreador is entranced as per the Toreador weakness. After the power's use is complete, the Kindred retains a memory of the event in as much (or possibly more) detail as the mortal does.

Cost: Medium (Cannot be learned by non-Toreador)

TIPPING THE HOURGLASS

Requirements: Celerity 3, Fortitude 2

Some Toreador have learned to channel their incredible speed over the course of hours rather than moments. While at any moment they move more slowly than they certainly could, they are able to sustain extraordinarily fast movement for much longer than the blood expended would suggest.

System: Use Celerity to perform extended actions, such as painting or speed-reading, about 50% faster. Each point of blood spent lasts for your Celerity rating in hours. However, each point of blood spent only works for a single kind of action; any interruption of more than five minutes or switch of activity requires a new expenditure of blood. This power confers no benefit in combat.

Cost: High

ESAU'S CURSE

Requirements: Animalism 4 (Path of the Beast), Auspex 2

This power allows a Gangrel to use their knowledge of a target's weaknesses and their own mastery of the powers of the Beast. Combined, they can simply touch a target to cause his Beast to manifest physically, as the Gangrel's own does.

System: You must make a successful Knowing the Beast roll. By then touching the affected Kindred, you can cause them to temporarily gain one animal feature for each frenzy they have ever experienced. They lose a point of a social attribute for every five frenzies, as per the Gangrel weakness. This effect lasts for one hour for every success on the original Animalism roll, or until dawn, whichever comes first.

Cost: High

ANIMALISM RITUALS

by: [Caios](#)

A Legacy Article from Sanguinus Curae

Requirements: Protean 4, Animalism (Path of Beasts) 4

Cost: High/Low - see below

Caveats: Cannot be learned by non-Gangrel, must be taught - see below.

Gangrel who have truly mastered both their innate shape-changing abilities and their connection to the animal world can shift their bodies to gain some of the extraordinary abilities of the animals. However, these powers must be focused through a ritual. A Gangrel will instinctively know the rituals associated with their own two forms when they learn the original power, but gaining the powers of other beasts requires a teacher. The original power is quite difficult to learn, but each additional ritual is relatively easy to learn if one has a teacher.

Perform a ritual and gain the powers associated with a particular animal. Buying the original power (at a HIGH experience cost) also gives you the two rituals associated with your own animal forms, and the base power does not need to be taught. However, other rituals require another Gangrel who knows the powers of that form as a teacher and can be bought at an experience cost proportional to the power gained (generally a LOW experience cost). The form of the rituals vary greatly from Gangrel to Gangrel - the main thing being taught is the nature of the power and the inner nature of the animal in question. Performing the ritual takes at LEAST five minutes per level of the ritual. Each power requires a point of blood during the ritual and lasts until dawn, unless otherwise noted. A list of suggested rituals for various animals follows, with tentative levels.

LEVEL 1 RITUALS

- **Ears of the Bat:** (bat form) functions as heightened senses for sound only.
- **Serpent's Tooth:** (snake form) allows you to completely retract your fangs, invisible to even medical examination.
- **Scent of the Wolf:** (wolf form) is heightened senses for smell.
- **Lion's Roar:** (lion-form males) provides two extra dice for intimidation rolls, but requires the Gangrel to roar or shout loudly. Spend a point of blood while roaring.
- **Huntress's Gift:** (lion-form females) adds two dice to hunting rolls.
- **Peacock's Splendor:** (peacock form) adds two dice to seduction rolls.
- **Peahen's Nest:** (peahen form) adds two dice to stealth rolls.
- **Plunge of the Hawk:** (hawk form) allows you to take no damage from intentional falls up to 20 x (Stamina + Fortitude) feet. Each use requires a point of blood.

LEVEL 2 RITUALS

- **Gazelle's Leap:** (gazelle form) lets you spend a point of blood to make a superhuman jump of up to five times ordinary (10' x Strength + Potence vertically, 20' x Strength + Potence horizontally with a running start). This power can be used multiple times from a single invocation of the ritual, but each requires a point of blood.
- **Eagle Eyes:** (eagle form) means that if you are at the highest point in eyesight, you can locate anything that is under the open sky and within your line of sight. Buildings do not impair line of sight, but natural obstacles such as hills do. The ritual must be performed at the same location where the power will be used.
- **Seal's Innocence:** (seal form) makes you seem harmless; opponents with a humanity of seven or above will never attack you physically unless attacked first. Opponents can spend willpower to avoid this ability.

LEVEL 3 RITUALS

- **Wisdom of the Owl:** (owl form) grants a vision. This ritual takes a whole night to perform, and you are essentially helpless during this process. The ST should decide how accurate the vision is, and whether it is a vision of the past, present or future.

- **Curse of the Albatross:** (sea-bird form) gives some protection against physical damage. If you are physically hurt while in bird form, the person who injured you loses two dice from ALL actions for a number of nights equal to the points of damage they did to you, as they suffer from terrible guilt and nightmares. If you are killed while in bird form, the person who killed you loses two dice from ALL actions for a number of months equal to your Humanity score.

LEVEL 4 RITUALS

- **Coyote's Laugh:** (coyote form) gives you an infectious laugh. When you laugh, the world laughs with you: the sound causes all within earshot to be incapacitated by hysterical laughter until they succeed in a Self-Control roll at difficulty 7. Doing something funny just before using this power increases the difficulty of the roll the affected people must make, up to difficulty 9 for a truly inspired prank. Each time you begin laughing with this power, you must spend a point of blood. While laughing, you are at a +2 difficulty to all other actions.

LEVEL 5 RITUALS

- **Heart of the Bear:** (bear form) raises your generational maximum stamina by one point.
- **Hugin's Whisper:** (raven form) allows you to resist Presence with blood rather than Willpower. You may choose to substitute two points of blood for a point of Willpower when avoiding the effects of the discipline.
- **Munin's Shout:** (raven form) allows you to resist Dominate with blood rather than Willpower. You may choose to substitute two points of blood for a point of Willpower when avoiding the effects of the discipline.

ANNIHILATING THE FALL

by: [Caios](#)

A Legacy Article from Sanguinus Curae

Requirements: Potence 4, Fortitude 4

While most Kindred do not fear falling relatively short distances, very high falls can be a serious problem. To get around this a Kindred can learn to channel the energy of her fall and release it away from their body safely.

SYSTEM

When a Kindred falls any distance where he can take damage the Kindred may choose to activate this power. This power can only be activated properly if the Kindred actually hits a surface of any kind. The cost is one blood point and it must be spent before damage is rolled for the fall. Once the power is activated the Kindred can ignore a number of health levels of falling damage equal to the number of successes on a Strength + Fortitude roll. The difficulty can be set by the storyteller depending on how far you fell, otherwise it is normally 6. Keep in mind that Potence will still give you automatic successes on this roll. Whatever damage is successfully ignored is actually channeled into whatever stopped the Kindred's fall, so the results can be quite disastrous nonetheless. (Imagine falling from a plane and landing on a building only to have that building collapse due to massive structural failure.) This ability can also be used to avoid damage from being thrown, and other similar forms of damage.

AVOIDANCE OF ALTERNATION

by: [Don Lara](#)

A Legacy Article from Sanguinus Curae

Requirements: Vicissitude 4, Fortitude 4

The blood of the Fiends runs thick in the veins of their Clan members. So thick, in fact, that some masters of the flesh-shaping arts have built up a certain amount of resistance to their unique abilities being turned back upon them.

SYSTEM

TABLETOP

Tabletop cost: 18 experience points

With the acquisition of this power, a Tzimisce may now make a Stamina + Fortitude roll when having either Fleshcraft or Bonecraft used against them. If the player rolls more successes on their Stamina + Fortitude roll than the attacker did in attempting to strike the Tzimisce with Fleshcraft or Bonecraft, the character might still be subject to bashing or lethal damage from the strike, but the Vicissitude will simply not work upon them.

However, this roll may only be made if the attacker Vampire is of a higher Generation than the defender. A Vampire with lower Generation blood in their veins can override even this supernatural resistance.

Storytellers should take care in determining how and why a character might learn of this ability, as it is a closely guarded secret among the Fiends, and allows for the possibility of negating two entire levels of a discipline.

Note: This power should be acquired by Tzimisce only.

MET

MET cost: 12 experience points

When attempting to use Vicissitude upon a character with this power, an attacker must first make a physical challenge against the total of (the target's stamina-based traits) + (their rating in Fortitude). If the attacker loses this test, his Vicissitude simply fails to work on the target, though Bashing or Lethal damage might still apply.

Example: Jake wants to swipe Amy across the face using Fleshcraft. He first makes the Physical challenge to strike Amy. Winning that, he must then make an additional Physical challenge against Amy's stamina-based traits (4) + her rating in Fortitude (4). So, Jake must make a physical challenge against 8 traits. He loses this test, so Fleshcraft simply fails to affect Amy's character. He did strike her, however, so regular bashing damage will still apply to Amy's character.

Again, this power is irrelevant when facing a Vampire of lower generation.

COMMUTE THE REMNANT SPIRIT

by: [Don Lara](#)

A Legacy Article from Sanguinus Curae

Requirements: Auspex ***, Dominate ***, Presence***

With this subtle exertion of mental control, a Vampire may now alter or imbibe an object with the spiritual and emotional flashes of his own choosing. This talent is useful in concealing the true importance and/or history of certain items, prior to their being scanned with the ability of Spirit's Touch.

For example, a Vampire might stake another Vampire for the purpose of leaving him for the next sunrise. In order to help conceal her crime from future investigation, she would merely need to take hold of the stake and alter the emotional and visual images she might have left upon it while enacting the deed.

Also, a Vampire may take an object that has no significant psychic impressions, and 'give' it some, for use as false evidence or to leave a false clue for pursuers.

SYSTEM

TABLETOP

Tabletop cost: 12 experience points

The character must first use Spirit's Touch to scan an object's aura, to know what impressions already exist within the object. Then, while holding the item the character wishes to alter psychically, the player rolls Manipulation + Empathy, difficulty 7, and spends a Blood point and one Willpower point. Each success allows the character to either erase or replace either one emotional, or one visual impression possessed by the object.

Note: at Storyteller discretion, the number of impressions one may alter or erase may be limited to the number of successes on the initial Spirit's Touch roll, as the character cannot alter what she does not know.

For a future party to detect the alteration of the object's aura, that individual must gain more successes on her Spirit's Touch roll than the first player did in rolling to alter the object with Commute the Remnant Spirit. Otherwise, the impressions left by 'Commute the Remnant Spirit' are indistinguishable from actual psychic impressions.

MET

MET cost: 6 experience points

The player must first scan the object in question using Spirit's Touch. Player then makes a Mental Challenge against 7 traits while holding the object in question. If she wins the challenge, she may either alter or erase one of its present psychic impressions (Subterfuge may be used as a retest for enacting this power). For each Mental trait the player spends after that, she may either erase or replace one emotional or visual impression possessed in the object.

(The easiest way to handle this is to make an item card for the object, and supply a list of the impressions altered to an ST or Narrator, so that he/she will know what to tell someone should they scan it with Spirit's Touch.)

To detect the alteration, one must first scan the object with Spirit's Touch. Upon garnering the false impressions left by the first character, the investigating player must then win, not tie, in a simple test (no trait risk) against the number of mental traits possessed by the first character at the time of the initial test to alter the object.

Example: Harry wins the test to use Commute the Remnant Spirit on a book. At the time of that first test, Harry had 9 Mental traits. Later, Jessica uses Spirit's Touch on the book. After getting the false impressions Harry left behind, an ST/Narrator engages Jessica in a simple Mental test against 9 traits. Only if she wins does Jessica detect that some or all of the impressions are somehow fabricated.

LEGACY ARTICLES FROM SANGUINUS CURAE (1999-2010)

Sanguinus Curae started in 1999 as a gathering place for articles about the old World of Darkness and Vampire: the Masquerade, in particular. The site was the brainchild of Belladonna and Benedira (a.k.a. the Bloodsisters), and it started with their excellent sense of taste and their well-written content. From there, it grew with user submissions and quickly became the kind of resource I wanted my own gaming site to be. Their sleek presentation and meaty articles set the bar high – just the way I liked it. Their performance enhanced mine.

They say that you don't know what you've got till it's gone, but that's not always the case. I kept an eye on Sanguinus Curae over the years and was glad to be able to refer to it. As World of Darkness web sites seemed to dwindle away and links started to go dead, it reassured me to see an old internet neighbor was still kicking. Imagine my surprise and dismay on New Year's Day, 2010 –not long after the stroke of midnight – when I went to look something up and found that Sanguinus Curae had shut its doors. Being a Hitchhiker's Guide fan, I knew that "So long, and thanks for all the fish!" was final. So the first thing I did was send an email, because I didn't want their work to fade away from the internet.

And imagine my happy surprise when I was able to get permission from Belladonna and Benedira to repost their considerable content here! It took more time than I'd hoped, but I was able to integrate all of their articles and I was proud to put my own work among them. I have edited the Sanguinus files for basic spelling, grammar, and readability issues, as well as what's needed to weave them into the style of this site. I have left their author information intact. I am thrilled to be able to keep their work available and I hope you will enjoy reading it.

Just recently, I was reminded that Sanguinus Curae once offered HTML character sheets for Masquerade that were sleek and well-loved. When asked if I had them, I found that I did but that they had been misplaced in a distant folder so they hadn't been uploaded here. I have made them available at last to complete the archive and to inspire people to post their characters proudly, in whatever fashion they wish.

I will never claim to have created anything that I did not make. I respect the people who were behind Sanguinus too much for that. I left links to the old email addresses of the authors whenever I had them; you can always see if those addresses still work. If you wish to send questions to me, please do, but if I don't have the answer I will let you know.