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Rarity 1: Storyteller Approval

Rarity 2: Storyteller and Occult Underground Subcoordinator Approval

Rarity 3: Storyteller and Sabbat Coordinator Approval

Replacement:

Rarity 1: Storyteller Approval

Rarity 2: Storyteller and Occult Underground Subcoordinator Approval

Rarity 3: Storyteller, Sabbat Coordinator, and Tremere Coordinator Approval

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Rarity 1: Path of Blood, Lure of Flames, Movement of the Mind, Weather Control

Rarity 2: Path of Father's Vengeance, Hands of Destruction, Path of Mars, Path of Conjuring

Rarity 3: Elemental Mastery, Gift of Morpheus, Spirit Manipulation, Path of Blood's Curse

Replacement:

Rarity 1: Alchemy, Movement of the Mind, Path of Blood, Path of Conjuring Weather Control

Rarity 2: Elemental Mastery, Gift of Morpheus, Hands of Destruction, Lash of Xipe Totec, Lure of Flames, Oneiromancy, Path of Father's Vengeance, Path of Mars, Spirit Manipulation, The Focused Mind

Rarity 3: Path of Blood's Curses

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Ritual	Level	Rarity
Blood Rush	Basic	1
Widow's Spite	Basic	1
Will O' the Wisp	Basic	1

Recure of the Homeland	Basic	1
Mirror of Second Sight	Intermediate	1
Firewalker	Intermediate	1
Keening of the Banshee	Intermediate	1
Spirit of Torment	Advanced	1
Defense of the Sacred Haven	Basic	1
Deflection of the Wooden Doom	Basic	1
Wake with the Evening's Freshness	Basic	1
The Open Passage	Basic	1
Principal Focus of Vitae Infusion	Basic	1
Ward Versus Ghouls	Basic	1
Ward Versus Lupines	Intermediate	1
Warding Circle Versus Lupines	Intermediate	1
Warding Circle Versus Ghouls	Basic	1

Ward Versus Kindred	Intermediate	1
Warding Circle Versus Kindred	Intermediate	1
Dominoe of Life	Basic	1
Machine Blitz	Basic	1
Clinging of the Insect	Intermediate	1
Eyes of the Nighthawk	Basic	1
Blood Contract	Advanced	1
Illuminate the Trail of Prey	Basic	2
Power of the Invisible Flame	Basic	2
Summon Guardian Spirit	Basic	2
Friend of Trees	Intermediate	2
Summon Mischievous Spirit	Intermediate	2
The Haunting	Intermediate	2
Respect of the Animals	Intermediate	2

Eyes of the Beast	Advanced	2
Lion Heart	Advanced	2
Thirst Unquenchable	Advanced	2
Communicate with Kindred Sire	Basic	2
Devil's Touch	Basic	2
Scent of the Lupine's Passing	Intermediate	2
Incorporeal Passage	Intermediate	2
Bone of Lies	Intermediate	2
Eldritch Glimmer	Intermediate	2
Craft Bloodstone	Basic	2
Rutor's Hand	Intermediate	2
Soul of the Homunculus	Intermediate	2
Umbra Walk	Advanced	2
Ward Versus Demons	Advanced	2
Ward Versus Ghosts	Advanced	2

Ward Versus Spirits	Advanced	2
Warding Circle Versus Demons	Advanced	2
Warding Circle Versus Ghosts	Advanced	2
Warding Circle Versus Spirits	Advanced	2
Fire in the Blood	Intermediate	3
Ritual of the Bitter Rose***	Intermediate	3
Bottled Voice	Intermediate	3
Mirror Walk	Intermediate	3
Dominion	Advanced	3
Mindcrawler	Advanced	3
Iron Mind	Intermediate	3
Drawing Upon the Bound	Elder	3
Invisible Chains of Binding	Advanced	3
Paper Flesh	Advanced	3

The Gift	Master	3
Spider's Web	Elder	3
Chill of the Windsaber	Master	3
Shadow of the Wolf	Master	3
The Severed Hand*	Advanced	3 INQ
Track Transgressor**	Intermediate	3
Steps of the Terrified	Basic	3

Replacement:

Ritual	Level	Rarity
Abandon the Fetters	Advanced	1
Ambrus Kelemen's Aegis	Basic	3
Animated Assistants	Intermediate	2
Animated Weapon	Intermediate	1
Bind Familiar	Intermediate	2
Blood Contact	Basic	1

Blood Mastery	Basic	2
Blood Rush	Basic	1
Blood Walk	Basic	1
Bone of Lie	Intermediate	2
Bottled Voice	Intermediate	2
Brothers Eyes	Intermediate	2
Candle of Haunting	Intermediate	1
Chill of the Windsaber	Elder	3
Clinging of the Insect	Intermediate	2
Commune with Cainite	Basic	1
Communicate with Kindred Sire	Basic	2
Craft Bloodstone	Basic	2
Cure of the Homeland	Basic	2
Dedicate the Haven	Advanced	1
Defense of the Sacred Haven	Basic	1

Deflection of the Wooden Doom	Basic	1
Devil's Touch	Basic	2
Dominion	Advanced	2
Dominoe of Life	Basic	1
Donning the Mask of Shadows	Basic	2
Drawing Upon the Bound	Elder	3
Eldritch Glimmer	Intermediate	3
Enchant Talisman	Advanced	1
Encrypt/Decrypt Missive	Basic	2
Escape to a True Haven	Advanced	2
Extinguish	Basic	1
Eyes of the Beast	Advanced	2
Eyes of the Nighthawk	Basic	1
Fire in the Blood	Intermediate	3
Firewalker	Intermediate	1

Flaming Weapon	Basic	1
Friend of Tries	Intermediate	2
Heart of Stone	Intermediate	2
Illuminate the Trail of Prey	Basic	2
Incorporeal Passage	Intermediate	2
Invisible Chains of Binding	Intermediate	2
Iron Body	Basic	2
Iron Mind	Intermediate	2
Keening of the Banshee	Intermediate	1
Lion Heart	Advanced	2
Machine Blitz	Basic	1
Mindcrawler	Advanced	2
Mirror of Second Sight	Intermediate	1
Mirror of the Gods	Basic	2
Mirror Walk	Intermediate	2

Paper Flesh	Advanced	2
Power of the Invisible Flame	Basic	2
Preserve Blood	Basic	1
Principal Focus of Vitae Infucion	Basic	1
Purify Blood	Basic	1
Purity of Flesh	Basic	1
Recure of the Homeland	Basic	1
Respect of the Animals	Intermediate	2
Ritual of the Bitter Rose	Intermediate	3
Rutor's Hand	Intermediate	2
Scent of the Lupine's Passing	Basic	2
Scry	Intermediate	2
Scry the Hearthstone	Intermediate	3
Severance	Advanced	2
Severed Hand	Advanced	2

Shadow of the Wolf	Elder	3
Shafor of Belated Quiescence	Intermediate	2
Shroud of Day	Basic	2
Soul of the Homunculus	Intermediate	2
Spider's Web	Elder	3
Spirit of Torment	Advanced	1
Steps of the Terrified	Basic	2
Stolen Kisses	Intermediate	2
Stone Slumber	Advanced	2
Strength of the Vanquished Spirit	Intermediate	2
Summon Guardian Spirit	Basic	2
Summon Mischievous Spirit	Intermediate	2
Telecommunication	Intermediate	2
The Gift	Elder	3
The Haunting	Intermediate	2

The Open Passage	Basic	1
Thirst Unquenchable	Advanced	2
Track Transgressor	Intermediate	2
Umbral Walk	Advanced	2
Wake with the Evening's Freshness	Basic	1
Ward	Basic	2
Ward Versus Demons	Advanced	2
Ward Versus Ghosts	Advanced	2
Ward Versus Ghouls	Basic	1
Ward Versus Kindred	Intermediate	1
Ward Versus Lupines	Intermediate	1
Ward Versus Spirits	Advanced	2
Warding Circle Versus Demons	Advanced	2
Warding Circle Versus Ghosts	Advanced	2

Warding Circle Versus Ghouls	Basic	1
Warding Circle Versus Kindred	Intermediate	1
Warding Circle Versus Lupines	Intermediate	1
Warding Circle Versus Spirits	Advanced	2
Widow's Spite	Basic	1
Witness of Whisperers	Basic	2

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Rarity 1: Storyteller Approval

Rarity 2: Storyteller and Inquisition Subcoordinator Approval

Rarity 3: Storyteller and Sabbat Coordinator Approval

Replacement:

Rarity 1: Storyteller Approval

Rarity 2: Storyteller and Inquisition Subcoordinator Approval

Rarity 3: Storyteller, Sabbat Coordinator, and Tremere Coordinator Approval

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Judge Litanies (Paths)

Rarity 1: Lure of Flames, Movement of the Mind, Path of Blood, Weather Control

Rarity 2: Path of Conjuring, Spirit Manipulation

Rarity 3: Gift of Morpheus, Path of Father's Vengeance

Knight Litanies (Paths)

Rarity 1: Lure of Flames, Movement of the Mind, Path of Blood, Weather Control

Rarity 2: Elemental Mastery, Spirit Manipulation

Rarity 3: Hands of Destruction, Path of Mars

Watcher Litanies (Paths)

Rarity 1: Path of Blood, Movement of the Mind, Path of Conjuring, Weather Control

Rarity 2: Gift of Morpheus, Lure of Flames

Rarity 3: Path of Father's Vengeance, Path of Mars

Replacement:

Paths

Rarity 1: Alchemy, Movement of the Mind, Path of Blood, Path of Conjuring, Weather Control

Rarity 2: Elemental Mastery, Gift of Morpheus, Hands of Destruction, Lure of Flames, Oneiromancy, Path of Father's Vengeance, Path of Mars, Path of the Venator Haereticus. The Focused Mind

Rarity 3: Path of Blood's Curse

Path of the Venator Haereticus

Developed by the Inquisition's most dedicated practitioners of Judicium, this path of magic was founded with a single presiding goal in mind; to find, confront, and combat Infernalists within the Sabbat and sieging Sabbat cities. For too long has the Inquisition been at the mercy of such entities playing at their periphery, with the advent of this path the Knight Inquisitors who benefit from this magic have become true hunters of the heretics. All uses of Path of the Venator Haereticus require the expenditure of 1 blood trait in addition to any listed expenditures

•*Sentire Peccatum*

All hunts must begin with the awareness of one's quarry. By finding the spiritual center of a given area, the hunter can observe the ebb and flow of the lifeblood of a city, and see within it the telltale traces of sickness that the Infernal pollutes.

System: To use this power the character must find what would pass for the 'Heart of the City' within a given location, such a location is up to ST purview. Once they have reached the location they may expend 1 temporary willpower and engage in a static mental challenge vs 10 traits, retesting with Lore: Infernal. If they are successful, they will be truthfully informed if there is a presence of any infernalists within the city or its immediate surrounding area. (In this instance Infernalist means a creature with any infernal investments, pacts, or demonic/infernal

patrons.) This information does not detail strength, numbers, names, locations, or anything more informative than the presence of such an entity/s within the city itself.

••*Tactus Diaboli*

While on the trail of a hunt, it becomes necessary for a hunter to be capable of identifying the remains and trail of their prey. By tapping into the residue left behind by Infernal magics and utilizing their deep understanding of the Lore, a hunter can begin to identify the magics used even after their prey has left the area.

System: Activating this power lasts for one scene or hour. During that time, any Dark Thaumaturgy that has been used within the past 24hrs may be detected as long as it is within ten feet of the character using this power. Once those qualifications are met; the character may make a static mental challenge vs 10 traits, retested with Lore: Infernal and gain the name from a storyteller of the power used. To be considered within 10ft, you can either be at the location where the magic was used or cast, or be within 10ft of a subject/location for whom the magic was used on or against.

•••*Confessio Diaboli*

When the hunt has born fruitful and the prey has been ensnared, it is never quite as simple as eliminating the one. The Infernal is never just the one, it is a mass that must be cut out. Utilizing the ancient art of the confession, the hunter can compel the truth of their prey's dealings, so that they may better excise the tumor within the city itself.

System: Using this power requires the use of the Torture ability, meaning that the target of this power must be bound or captured and exposed for the length of time in which a use of the torture ability could be used. (Recommended to be 10 minutes a full scene). The caster expends 1 temporary willpower and engages the target in a physical vs mental challenge retested with Torture and defended with Subterfuge. If the caster is successful, the target must provide accurate and truthful details of its dealings with any Infernal or Demonic entity from which it has received a pact, investment, or similarly granted power/ability. Powers that would normally allow for a perfect lie that can not be detected do not defend against this ability. Only the lack of the knowledge itself would save the target from their confession. Answers provided must be informative and damning to the target in question, should such information be available.

Subsequent uses and successes of this ability will compel further information that was not previously shared by the former uses of this ability.

••••*Clypeus Inferni*

The hunter is never safe when on the trail. Caution must be taken to ensure the predator does not become the prey. As such the hunter has developed this knack for being prepared against their prey's dealings, a shield to keep them safe as they stalk the night.

System: Activating this power lasts for the scene or hour. While this power is active the caster is immune to any form of detection, identifying, scrying, or observational powers that are gained as a result of pacts, investments or empowerments from infernal entities. They likewise gain an additional free retest against all such powers utilized by Demons or Infernal entities who attempt to employ them against the caster. As a note, this does not protect the user from a Fallen's innate supernatural awareness.

•••••*Finis Diaboli Transgressio*

The greatest power of the prey is their Infernal magics. Gifted powers from beyond the veil can wrack the mind, cripple the flesh, and curdle the soul. Through sheer will and a deep understanding of their prey however, the hunter is able to end such powers, and even foil their greater schemes.

System: Once a caster has successfully used *Tactus Diaboli* to identify a Dark Thaumaturgical power, they may, as a separate cast and action, employ *Finis Diaboli Transgressio*. By expending 2 additional blood and 1 temporary willpower, they may engage the original caster or current possessor of the Dark Thaumaturgy Path or Ritual in a mental vs mental challenge retested with Occult. If successful, they immediately end the effect in question, requiring it to be recast or reactivated to function again. This power can only be used to target one effect at a time per cast. In the instance of a non-active defender, the spell will use the mental traits of the caster at the time of casting to defend against the caster of Caine's Pact. At ST discretion, particularly powerful magical effects or rituals may only be suspended or weakened rather than completely shut down.

Ritual	Blessing Name	Rarity
Craft Bloodstone	Mark of Nod	1
Defense of the Sacred Haven	Sanctuary from Michael's Wrath	1
Deflection of the Wooden Doom	Defy the Crone	1
Principal Focus of Vitae Infusion	Vitae Reliquary	1
The Open Passage	Part the Obstacle	1
Illuminate the Trail of Prey	Blaze the Heretic	2
Summon Guardian Spirit	Caine's Angel	2
Steps of the Terrified	Condemn the Sins	3
Bone of Lies	Unearth Sin	1
Firewalker	Relieve Michael's Curse	1
Incorporeal Passage	Angelic Form	1
Mirror of Second Sight	Reveal the Soul	1

*Soul of the Homunculus	Caine's Cherub	1
Ward Versus Kindred	Suffer Not the Unclean	1
Warding Circle Versus Kindred	Cast Out the Unclean	
Bottled Voice	Sealing Lies	3
Forging the Reliquary	Forging the Reliquary	3
**One Mind of the Covens	Commune With Caine	1
Umbra Walk	Part the Shadow World	1
Ward Versus Demons	Suffer Not the Adversary	1
Warding Circle Versus Demons	Cast Out the Adversary	1
Dominion	Deny the Heretic	3
Invisible Chains of Binding	Shackles of the Condemned	3
Paper Flesh	Resist Not Thy Judgment	3

Tree of Damnation	Tree of Damnation	3
Chill of the Windsaber	Caine's Verdict	3
Return the Blade	Return the Blade	3
The Gift	Caine's Mastery	3
Utter Destruction of Bonds	Shatter Faith	3
The Severed Hand	The Severed Hand	3

Replacement:

Ritual	Level	Rarity
Abandon the Fetters	Advanced	1
Ambrus Kelemen's Aegis	Basic	3
Animated Assistants	Intermediate	2
Animated Weapon	Intermediate	1
Bind Familiar	Intermediate	2
Blood Contact	Basic	1
Blood Mastery	Basic	2

Blood Rush	Basic	1
Blood Walk	Basic	1
Bone of Lie	Intermediate	2
Bottled Voice	Intermediate	2
Candle of Haunting	Intermediate	1
Chill of the Windsaber	Elder	3
Clinging of the Insect	Intermediate	2
Commune with Cainite	Basic	1
Communicate with Kindred Sire	Basic	2
Craft Bloodstone	Basic	2
Cure of the Homeland	Basic	2
Dedicate the Haven	Advanced	1
Defense of the Sacred Haven	Basic	1
Deflection of the Wooden Doom	Basic	1
Devil's Touch	Basic	2

Dominion	Advanced	2
Dominoe of Life	Basic	1
Donning the Mask of Shadows	Basic	2
Drawing Upon the Bound	Elder	3
Eldritch Glimmer	Intermediate	3
Enchant Talisman	Advanced	1
Encrypt/Decrypt Missive	Basic	2
Escape to a True Haven	Advanced	2
Extinguish	Basic	1
Eyes of the Beast	Advanced	2
Eyes of the Nighthawk	Basic	1
Fire in the Blood	Intermediate	3
Firewalker	Intermediate	1
Flaming Weapon	Basic	1
Forging the Reliquary	Elder	2
Friend of Tries	Intermediate	2

Heart of Stone	Intermediate	2
Illuminate the Trail of Prey	Basic	2
Incorporeal Passage	Intermediate	2
Invisible Chains of Binding	Intermediate	2
Iron Body	Basic	2
Iron Mind	Intermediate	2
Keening of the Banshee	Intermediate	1
Lion Heart	Advanced	2
Machine Blitz	Basic	1
Mindcrawler	Advanced	2
Mirror of Second Sight	Intermediate	1
Mirror Walk	Intermediate	2
Paper Flesh	Advanced	2
Power of the Invisible Flame	Basic	2
Preserve Blood	Basic	1

Principal Focus of Vitae Infucion	Basic	1
Purify Blood	Basic	1
Purity of Flesh	Basic	1
Recure of the Homeland	Basic	1
Respect of the Animals	Intermediate	2
Return the Blade	Elder	2
Ritual of the Bitter Rose	Intermediate	3
Rutor's Hand	Intermediate	2
Scent of the Lupine's Passing	Basic	2
Scry	Intermediate	2
Scry the Hearthstone	Intermediate	3
Severed Hand	Advanced	2
Shadow of the Wolf	Elder	3
Shafor of Belated Quiescence	Intermediate	2
Soul of the Homunculus	Intermediate	2

Spider's Web	Elder	3
Spirit of Torment	Advanced	1
Steps of the Terrified	Basic	2
Stolen Kisses	Intermediate	2
Stone Slumber	Advanced	2
Summon Guardian Spirit	Basic	2
Summon Mischievous Spirit	Intermediate	2
Telecommunication	Intermediate	2
The Gift	Elder	3
The Haunting	Intermediate	2
The Open Passage	Basic	1
The Severed Hand	Elder	2
Thirst Unquenchable	Advanced	2
Track Transgressor	Intermediate	2
Tree of Damnation	Advanced	2
Umbral Walk	Advanced	2

Utter Bonds of Destruction	Elder	3
Wake with the Evening's Freshness	Basic	1
Ward	Basic	2
Ward Versus Demons	Advanced	2
Ward Versus Ghosts	Advanced	2
Ward Versus Ghouls	Basic	1
Ward Versus Kindred	Intermediate	1
Ward Versus Lupines	Intermediate	1
Ward Versus Spirits	Advanced	2
Warding Circle Versus Demons	Advanced	2
Warding Circle Versus Ghosts	Advanced	2
Warding Circle Versus Ghouls	Basic	1
Warding Circle Versus Kindred	Intermediate	1

Warding Circle Versus Lupines	Intermediate	1
Warding Circle Versus Spirits	Advanced	2
Widow's Spite	Basic	1
Witness of Whisperers	Basic	2