



narch

Witchery

Poisons & Curses

OWBN

2022



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Anarch Witchery

AKA Anarch Poisons & Curses

One of the defining features of the Movement is the sheer range of diverse backgrounds, opinions, thoughts, and skills of its members. As such, any given Anarch's motivations and justifications vary wildly. That said, there are at least a handful of prevailing motivating factors that catalyze Anarchs to action. Of these, the most powerful is, arguably, hatred. Poisons and Curses are that loathing and resentment distilled and directed at an enemy in a way that causes harm.



'Banish Gilem'
Sebastien Freudeman

The avenues different Anarchs take that lead them to develop Poisons and Curses are varied. In the early days, a small number figured out how to combine their blood - that carries their emotional residual signature - with ingredients from the natural world to create Poisons with a variety of aggressive effects. A small number of others learned how to distill and project their emotional energy into Curses. Even fewer have mastered the skills required to learn both methods. Although this learning process is unique for each individual, Anarch Poisons and Curses can generally be described as 'the result of the application of extensive knowledges and abilities, coupled with an element of the supernatural that springs from spite.'

History

Both Poisons and Curses were developed in the dark time just after the First Revolt. They were inspired and fed by a continued rebellious and murderous undercurrent in the face of forced compliance. Traditionally, they were developed by Anarchs in the same manner that Anarchs develop all their unique powers, which is to say that they saw other sects wielding powers and figured out creative ways to steal or imitate them.

The First Revolt brought the early Anarchs in close contact with both Clan Assamite and the early Sabbat. Anarch Poison recipes find their core inspiration in the former and Curses in the Ritae of the latter. Once they had that basis however, they ran in wildly opposite directions. In the intervening centuries both have developed so as to become barely recognizable from their source.

Today



'COMING SOON'
Sheryl Westleigh

In the last century, the tradition of crafting Anarch Poisons and wielding Anarch Curses was almost lost. Only a small handful of the early versions of those recipes and hexes remain known today. Fortunately for the Movement, a small number of staunchly Committed Anarchs have been diligently studying to preserve, rediscover, and reinvent the lost art. These individuals have continued to redefine the tradition. In at least one or two cases, they have even adapted modern abilities and knowledges to suit their needs. Not much is known about these intrepid members of the Movement, but at least a couple have recently emerged in order to find worthy students.

Overview

It should be noted that all content in this packet requires imagination, creative play, and character development. Players are encouraged to embrace roleplay over mechanics, and, in fact, can expect to be rewarded for such.

Because they evolved together, there are some similarities between how Poisons and Curses are developed and learned.

- **Both Poisons and Curses require the player to purchase a corresponding Merit in order to progress.**

- **Merit: 'Craft Anarch Poison,'** and **Merit: 'Invoke Anarch Curses.'** respectively.
- These are three point Merits.
- These Merits require approval from the Anarch Office.

- **Both Poisons and Curses are divided into four levels of difficulty:**

- Basic
- Intermediate
- Advanced
- Witchery

- **In addition, all individual Poison Recipes and Curses have their own set of unique Ability requirements. (See sections below.)**

- These Abilities are readily available to all Player Characters. As such, they do not require approval from the Anarch Office and can be increased at ST discretion.
- These Abilities can still be used for other purposes, like retests. (e.g. 'Leadership' is an Ability required to invoke some Curses. It is also still a valid retest for certain Powers.)



'Cool Smoke'
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- **All Ability requirements must be at a minimum level for each Poison and Curse. This is based on its difficulty level.**
 - Basic Poisons and Curses: All required Abilities must be at x1
 - Intermediate Poisons and Curses: All required Abilities must be at x3
 - Advanced Poisons and Curses: All required Abilities must be at x5
 - Witchery Poisons and Curses: The required Abilities must be at x5. Certain Abilities must have Specializations.
- **All Curses and Poisons have a purchase cost, based on difficulty level.**
 - Basic Poisons and Curses cost 2 xp
 - Intermediate Poisons and Curses cost 4 xp
 - Advanced Poisons and Curses cost 6 xp
 - Witchery Poisons and Curses cost 8 xp
- **All individual Anarch Poisons and Anarch Curses, including ones not in this packet require approval from the Anarch Office.**

Anarch Poisons

Poisons combine the raw power of the crafter's Blood with Knowledge of the natural world and Abilities that shape it. Although Poison crafters can not be easily categorized, they do tend to come in two general types:

- On one side, there are the **Naturalists** and **Botanists**. These Kindred have spent considerable time learning about the practical application of deadly flora and fauna.
- Conversely, there are the **Alchemists** and **Chemists**. These Kindred take a more scientific approach to understanding their recipe components.

Learning & Crafting Anarch Poisons

Upon approval for Anarch Poisons:

- The player is allowed to purchase the **Merit: 'Craft Anarch Poison.'** This Merit represents the special equipment, storage to maintain and keep, skill to make, and finesse to use Anarch Poisons. It is required to create and administer all Anarch Poisons and can only be taught by an NPC controlled by the Anarch Office.
- The player must pick one of four Ability retests. **Herbalism and Science: Botany for the Naturalists and Botanists, or Alchemy or Science: Chemistry for the Alchemists and Chemists.** This Ability will serve as their retest for all Poison based tests. (Although they will likely be asked to later purchase one or more of the others to meet other requirements.) Unless otherwise stated, this is their only retest for Poisons.
- The player may choose one Basic Poison to learn from the list on page 8. Approval for additional Poisons will depend on if the Merit, Ability, and roleplay requirements are met.
- In addition to **Alchemy, Herbalism, Science: Botany,** and **Science: Chemistry,** the following Abilities are most commonly used in Poison Creation: **Brewing, Hearth Wisdom, Hunting, Medicine, Science: Biology,** and **Scrounge.**

Merit: Craft Anarch Poison

3 points

This Merit gives the Anarch kindred the skill and ability to learn Anarch poisons. As well as the knowledge of the equipment, storage to maintain and keep them, and the finesse to administer them. This Merit can only be purchased by learning it from NPC from the Anarch Coordinators office. When purchasing this Merit the Anarch kindred would start with one basic poison. Any further poisons will require Anarch Coordinator approval.

This Merit is required to use Anarch Poisons on a victim.

Additionally, an Anarch who can craft poisons may attempt to identify other Anarch Poisons with a successful static mental challenge (difficulty 8 if the Anarch knows the poison already, difficulty 12 if they do not)

All Poisons have a shelf life:

- Completed Basic Poisons have a shelf life of 4 weeks
- Completed Intermediate Poisons have a shelf life of 1 week
- Completed Advanced Poisons have a shelf life of 24 hours
- Completed Witchery Poisons have a shelf life of 12 hours

Poisons have a creation time of one hour per dose. This time can not be reduced in any way. The Poison crafter must add one of their own Blood Traits to each dose of Poison created. This blood is necessary and can not be substituted with anything else. Please note that this means that **all doses of Anarch Poison are sympathetic links to the crafter**. There is no way to avoid this. Upon use, destruction of the Poison, or completion of the shelf life, whichever comes first, the blood in an Anarch Poison becomes inert and is no longer a sympathetic link.

Poison Delivery Methods

The following should be seen as guidelines for how poisons are administered to victims. Storytellers are encouraged to allow creativity on the part of both the poisoner and the victim.

Inhalation

- To apply an inhalation poison, the Poisoner must succeed in a ranged attack challenge. The victim may only dodge this attack. Otherwise, the poison is applied as normal.
- Once this type of poison is applied successfully, it gets into clothing, clings to hair and skin, and settles into the nose and sinuses of the victim. The next time the affected victim speaks, breathes, or inhales for any reason, the poison's effects are applied to them.



'Blood Path'
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Contact

- For a contact poison to take effect, it must come into direct contact with the victim, which may require a physical challenge of some sort, at ST discretion. Clothing and armor do not prevent the effects of contact poisons.

Internalization

- A poison that is applied through internalization must find its way into the victim's body. Examples include through ingestion of food and/or drink, or cutting the victim with a blade coated in the poison.
- If a weapon is coated in this type of poison, the weapon must deal at least 1 point of damage after all damage mitigation for the poison to take effect.
- Unless otherwise stated, a poison of this type may not be applied through the use of the victim's Herd, Retainers, Allies, Contacts, or any other indirect application.

Anarch Poison List

Basic

2 xp

Required: 'Merit: Craft Anarch Poisons'

Spit it Out

"What was that? I can't understand what you're trying to say. On second thought, I wasn't listening anyway."

This concoction takes the form of a dry powder that, once administered, finds its way into the airways of its victims and even rests on their clothing or any other surface that is subject to dust. Although Kindred do not need to inhale to survive, air is still needed to talk.

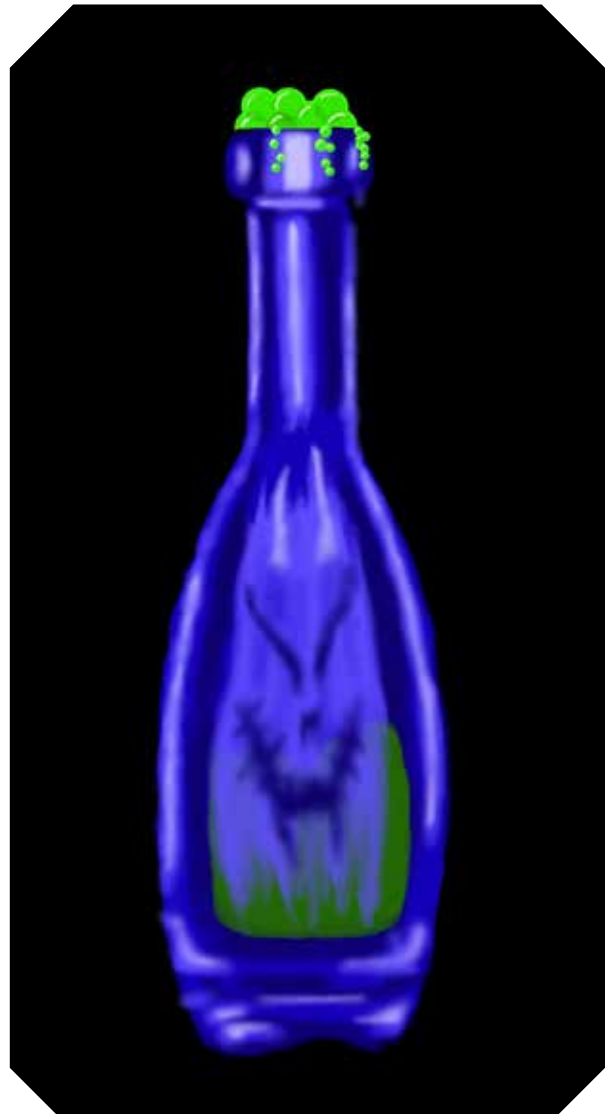
Abilities: Hearth Wisdom x1, Herbalism x1, Medicine x1, Science: Botany x1

Ingredients: White Pepper, Ground Cinnamon, Crafter's Vitae

Delivery Method: Inhalation

Effect: The victim suffers a coughing fit and their next three actions may only be used to defend themselves. (Extra actions count towards these. i.e. Celerity will burn through the poison faster.)

Antidote/Dispersal: A liquid wash or bath can remove the dust from the nose and throat. Spending a Willpower negates effects for 1 round.



'Poison Bottle'
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Ugly On The Outside

"Now your outside matches your inside! Neat!"

This poison is typically applied by shattering its glass vessel on the victim's skin, or other similar methods of application. The substance is extremely acidic and causes the affected area to sizzle and melt, leaving behind nasty burns that are very noticeable.

Ability Requirements: Alchemy x1, Brewing x1, Hearth Wisdom x1, Hunting x1

Ingredients: Oxalic Acid, Sumac Extract, Crafter's Vitae

Delivery Method: Skin Contact

Effect: When affected by this poison, the victim's skin forms burns and boils, imposing a Repugnant Negative Social Trait. The effect lasts for a night, and it can stack up to 3 times.

Antidote/Dispersal: To disperse the effects of this poison, it must be removed from the skin by rinsing with sodium hydroxide (Lye).

Frenzy Pox

Anarch Cookbook, Pg. 58

"Have a Snickers. You're a little hostile when you're hungry."

This poison harmlessly resides within mortals' blood. When the affected blood is consumed by Kindred, however, it infects their systems, strengthening with every expenditure of Blood Traits.

Ability Requirements: Alchemy x1, Herbalism x1, Hunting x1, Science: Botany x1

Ingredients: Henbane, Adrenal Extract, Crafter's Vitae

Delivery Method: Ingestion through mortal blood.

Effect: This poison is unique, as it is applied to mortals instead of being applied to the victim directly. The substance is harmless to mortals, but infects a vampire's blood. Each Blood Trait spent by the vampiric victim increases the Difficulty of any Self-Control/Instinct Challenge they are subject to by 1. Once the Difficulty of the Challenge is increased beyond 5, the victim automatically enters a Hunger Frenzy.

Antidote/Dispersal: Once the victim enters a frenzy, the poison is nullified.

Grill Marks

"The best way to prepare a slab of premium meat? Grill marks, bud."

This poison comes in the form of a thick, gel-like substance that is very sticky and highly flammable. The poison is most often used in the same manner as a molotov cocktail, by throwing its vessel at the target or smashing it upon them somehow.



'No Gods, No Masters'

R Bruno

<https://www.deviantart.com/zagreeb>

Ability Requirements: Medicine x1, Science: Biology x1, Science: Chemistry x1, Scrounge x1

Ingredients: Charcoal, Phosphorus, Crafter's Vitae

Delivery Method: Skin Contact

Effect: Victim takes double damage from fire for a scene.

Antidote/Dispersal: The target must spend a full round rinsing the substance from their skin using water. No other actions can be taken while rinsing.

STFU

"You talk too much. You should give that jaw of yours a rest. It seems tired."

Some of the more pretentious individuals drone on and on about things that most Anarchs couldn't care less about. For those poisoners within the Anarch Movement that find themselves subject to such rambling, this powdered substance is truly a gift to be cherished. Once this dust finds its way into the airways of the victim, their jaws lock shut tightly.

Ability Requirements: Brewing x1, Science: Biology x1, Science: Chemistry x1, Scrounge x1

Ingredients: Powdered Rust, Magnesium Chloride, Crafter's Vitae

Delivery Method: Inhalation.

Effect: The victim's jaws lock shut for 3 rounds. Any action taken by the victim that involves verbal components during the duration of this poison automatically fails.

Antidote/Dispersal: This poison must run its course.

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Intermediate

4 xp

Required: 'Merit: Craft Anarch Poisons'

Zoomies

"You're hyperfixating again. Here, this might help you loosen up a bit. Oops... That was a little too much. You'll be fine, probably. Maybe."

Sometimes an Anarch would just prefer someone be far too scatterbrained to pay close attention to what is going on around them. This poison serves that purpose by overloading the victims mental faculties, making it far more taxing to keep their head on straight.

Ability Requirements: Brewing x3, Hunting x3, Science: Chemistry x3, Scrounge x3

Ingredients: Adderall, Espresso, Crafter's Vitae

Delivery Method: Internalized (Blood Stream)

Effect: For the duration of the scene, the victim must bid two additional Mental Traits on any Mental Challenge.

Antidote/Dispersal: Consuming blood that contains any potent downer such as Heroin, Morphine, Benzodiazepines.

Jock Itch

"What's wrong, got ants in your pants?"

This poison causes quite the spectacle, and is highly uncomfortable for the victim. When the substance is applied, the affected area becomes extremely itchy and uncomfortable, making it difficult for the victim to concentrate on anything other than itching themselves.

Ability Requirements: Alchemy x3, Herbalism x3, Science: Botany x3, Science: Chemistry x3

Ingredients: Cactus Glochids, Crushed Fiberglass, Crafter's Vitae

Delivery Method: Skin Contact

Effect: The victim loses Ties on any Mental Challenge involving perception for a scene. Examples could include aiming a gun or spotting an enemy in hiding.

Antidote/Dispersal: This poison must run its course.

Dude, What?!

“Man, NOBODY understands the words that are coming outta your mouth!”

This poison takes the form of a viscous, disgusting paste. Once it comes in contact with the victim's mouth, it forces an allergic reaction, similar to being stung by a bee. The tongue of the victim swells immensely, making it quite difficult to speak in a manner that doesn't invoke laughter or snickering.

Ability Requirements: Hearth Wisdom x3, Hunting x3, Science: Biology x3, Scrounge x3

Ingredients: Slug Paste, Wasp Venom, Crafter's Vitae

Delivery Method: Skin Contact

Effect: Victim's tongue swells to 4x its normal size, putting them at -4 Traits on Social Challenges for a scene.

Antidote/Dispersal: Mouthwash will nullify this poison.

Nighty Night

“Lay your head down child, I won't let the boogeymen come.”

Kindred are traditionally heavy sleepers. Some even speculate that when a vampire sleeps, they go into a form of temporary torpor. This poison causes the victim to embody that speculation, making it much more difficult to rouse themselves from slumber each night.

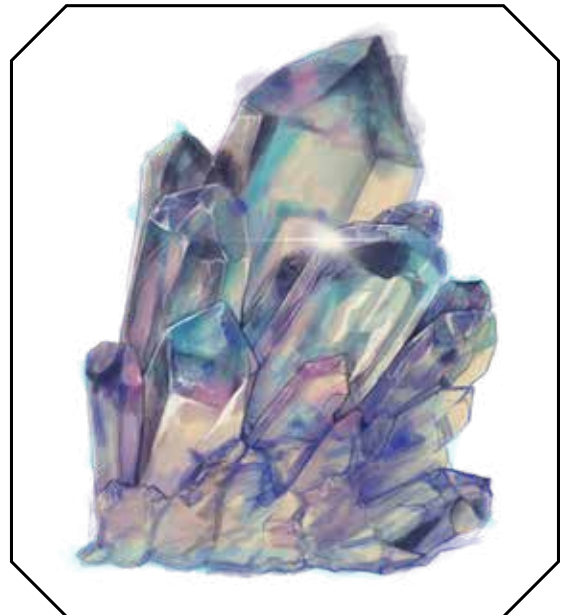
Ability Requirements: Hearth Wisdom x3, Herbalism x3, Medicine x3, Science: Botany x3

Ingredients: Crushed poppy seeds, Valerian Root, Crafter's Vitae

Delivery Method: Internalized (Blood stream)

Effect: The victim gains the Flaw Deep Sleeper for the next seven days. This flaw cannot be mitigated as long as this poison is in your system.

Antidote/Dispersal: Feeding from a heavily caffeinated mortal will nullify the effects of this poison for 24 hours.



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Whammy!

"You feel that? That massive headache? Yeah, that's what it's like for the rest of us anytime you're around..."

It's safe to say that most everyone knows at least one person that is just difficult to be around. Spending too much time around such individuals often can result in a massive headache. This poison introduces that very concept to the Kindred world by causing severe migraines to plague the victim.

Ability Requirements: Alchemy x3, Brewing x3, Medicine x3, Science: Biology x3

Ingredients: Dried Chicken Liver, Powdered Hops, Crafter's Vitae

Delivery Method: Inhalation

Effect: When affected by this poison, the victim experiences excruciating headaches for 3 hours, causing them to suffer wound penalties as if they were Bruised. Furthermore, the victim must bid an additional Mental Trait on all Mental Challenges for the duration.

Antidote/Dispersal: Feeding from someone with acetaminophen or ibuprofen in their system will clear up the headaches.

Advanced

6 xp

Required: 'Merit: Craft Anarch Poisons'

All Shook Up

"Dude! Gross. You're gonna get that on my boots... How rude."

The feeling of nausea is something that is typically left behind once a Kindred becomes embraced. This poison serves as a reminder of what once was, inciting the victim to vomit up the precious vitae in their system, much like a mortal vomiting the contents of their stomach.

Ability Requirements: Medicine x5, Science: Botany x5, Science: Chemistry x5, Scrounge x5

Ingredients: Destroying Angel (mushroom), Razor Clam Meat, Crafter's Vitae

Delivery Method: Internalized (Blood Stream)

Effect: The victim suffers intense nausea, causing them to vomit blood for 3 rounds. Each round the victim is affected, one Blood Trait is vomited. While vomiting, the victim may not speak, but may otherwise act normally. Spending a Willpower will negate the effects for the round.

Antidote/Dispersal: This poison must run its course.

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Lead Sails

“Catch me if you can!” ‘Running away is the better part of winning’, or whatever Sun Tsu said. What I’m getting at is that sometimes an Anarch needs to cut and run.”

This poison stacks the deck in favor of the poisoner, causing the victim to become sluggish and slow.

Ability Requirements: Alchemy x5, Brewing x5, Hearth Wisdom x5, Herbalism x5

Ingredients: Lead Dust, Passion Flower Extract, Crafter’s Vitae

Delivery Method: Internalized (Blood stream)

Effect: This poison causes sluggishness. The victim’s base speed is reduced to two steps per round for the scene. (As opposed to the standard base of three.)

Antidote/Dispersal: This poison is nullified if the victim spends Blood Traits to activate Celerity for a number of consecutive rounds equal to their maximum level of Celerity.

Pillow Hands

**laughing hysterically* “That’s really your best shot?! I’m not laughing at you, I’m laughing with you.”*

Many Anarchs find themselves at a serious disadvantage when it comes to the strength of their blood, unable to even achieve Advanced levels of their Disciplines. This poison was developed to help soften any blow coming from the victim, causing their attacks to have less impact than they normally would.

Ability Requirements: Hearth Wisdom x5, Herbalism x5, Science: Biology x5, Science: Chemistry x5

Ingredients: Cotton Seed Flour, Rare Willow Moss, Crafter’s Vitae

Delivery Method: Inhalation

Effect: The victim’s Melee and Brawl attacks cause two fewer Damage for the scene, to a minimum of one damage.

Antidote/Dispersal: This poison must run its course.



‘What He Deserved’
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Creeping Death

"I rule the midnight air

The destroyer

Born, I shall soon be there

Deadly mass"

-Metallica

Sometimes it is necessary to cause your enemies to think twice before engaging you directly. Many Anarchs don't possess the intimidating presence or physical prowess to give their enemies pause. Such Anarchs have found a way to do so without needing to rely on powers of the blood. This poison takes the form of a thick, sticky substance that adheres to the flesh of the victim, causing severe burns and lesions.

Ability Requirements: Brewing x5, Hunting x5, Medicine x5, Science: Biology x5

Ingredients: Manchineel Sap, Pine Pitch, Fly Wings, Crafter's Vitae

Delivery Method: Skin Contact

Effect: This poison causes 1 Aggravated Damage per round until it is removed from the skin. This effect stacks up to 3 times.

Antidote/Dispersal: This poison must be removed from the skin to halt the effects using a rag or towel for a full round. Rinsing with hot water for a full round is effective as well. If the victim attempts to remove the poison with just their hand, the effects remain. While rinsing, the victim may take no other actions.

Antithesis

"Get lost.. No, literally. Good luck finding your way home."

There are times that running away is simply not an option. This does not mean that the Anarch is trapped per se, only that they have to be creative in creating an opening to mount their escape. This poison robs the victim of all of their supernatural and mundane senses, leaving them completely detached from the world around them and giving the poisoner a chance to get away from the situation.

Ability Requirements: Alchemy x5, Hunting x5, Science: Botany x5, Scrounge x5

Ingredients: Mercury, Cyanide, Castor Bean, Crafter's Vitae

Delivery Method: Internalized (Blood Stream)

Effect: The victim loses their supernatural and mundane sight, hearing, and smell for one hour.

Antidote/Dispersal: This poison must run its course.

Anarch Curses



'Untitled'
Zuri Grimm
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Curses are spite made manifest. Like Poison crafters, Curse wielders tend to approach what they do in one of two ways:

- First are the **Occultists** and **Mediums**. These Anarchs use traditional supernatural methods to invoke their spite upon their enemies. They achieve this through study or native ability.
- Next are the **Psychologist** and **Nihilist** types. These Anarchs combine the raw magic of concentrated hate with a broad range of psychological areas of study and/or suffer from an actual psychosis. They invoke Curses by tapping the subconscious.

Learning & Wielding Anarch Curses

Upon approval for Anarch Curses:

- The player is allowed to purchase the **Merit: 'Invoke Anarch Curses.'** This Merit encompasses the collection of innate abilities and focused emotional control needed to wield Anarch Curses. It is required to create and project all Anarch Curses and can only be initially taught by a NPC controlled by the Anarch Office.
- The player must pick one of four Ability retests. **Occult or Enigmas for Occultists and Mediums, Psychology or Intimidation for Psychologists and Nihilists.** This Ability will serve as their retest for all Curse based tests. (Although they may be asked to purchase one or more of the others to meet other requirements.)

- The player may choose one Basic Curse to learn from the list on page 18. Approval for additional Curses will depend on if the Merit, Ability, and roleplay requirements are met.
- In addition to **Enigmas**, **Intimidation**, **Occult**, and **Psychology**, the following Abilities are most commonly used in invoking Curses: **Alertness**, **Awareness**, **Expression**, **Leadership**, **Subterfuge**, and **Torture**.

Merit: Invoke Anarch Curses

3 points

This Merit gives the Anarch kindred the understanding of invoking an Anarch curse. Using either an occultist approach or psychological aspect to project their emotions and spite into a hex. This Merit can only be purchased by learning it from the NPC controlled by the Anarch Coordinators office. When purchasing this Merit the Anarch Kindred would start with one Basic Curse. Any further Curses will require Anarch Coordinator approval.

Are Curses Blood Magic?

Curses are not Blood Magic and do not require the possession of any Blood Magic. All Curses are Contested Mental Challenges -vs- the target's Mental Traits, retest the Curse weilder's chosen Ability (see previous section,) unless otherwise stated. Every Curse requires the caster to have Line of Sight and the victim be able to hear the Curse. Use of Telepathy or other such tactics to communicate are allowed. A Storyteller must always be present when a Curse is being used, in order to verify the casting and wording of the Curse.

Death Curses

Each Curse can be cast as normal or as a 'Death Curse.' This is generally done when there is no other option, when the Anarch has been pinned down, and their unlife is forfeit anyway. If the curse is invoked as a Death Curse, the caster can pour their life force into it, spitting out in their last breath, their hatred for the target.

For this, the Anarch may spend permanent Willpower Traits to fuel the Curse. Each Willpower Trait spent allows the invoker to 'win on ties' per each individual test thrown. (In other words, they spend one permanent Willpower Trait per RPS Challenge). Should the Anarch somehow survive this ordeal, they may buy the Willpower Trait(s) back at normal cost.

Anarch Curses List

Basic

2 xp

Cost to Invoke: 1 Willpower Trait & 1 Blood Trait (Unless otherwise stated)

Required: 'Merit: Invoke Anarch Curses'

You See Dead People

Used on particularly vain or pretentious individuals.

Ability Requirements: Awareness x1, Enigmas x1, Occult x1, Torture x1

Effect: The victim gains the Flaw Deathsight. (V20 Core Rule Book, pg 494)

Nullification: This curse is lifted after 30 days or at the discretion of the invoker, whichever comes first.

Invoke Ashur

The moral of this story: Don't goad people. The beast is a dangerous entity that should not be provoked.



'Bolt'

Zuri Grimm - artpunxstudio.com
Mixed Media

Ability Requirements: Alertness x1, Expression x1, Intimidation x1, Leadership x1

Effect: The victim's Self-Control rating (if any) becomes an equivalent Instinct rating, and vice versa.

Nullification: This Curse is lifted when the victim harms someone they care for during an uncontrolled Frenzy or at the discretion of the invoker, whichever comes first. Otherwise, the curse fades away after 30 days.

A Graceless Bane

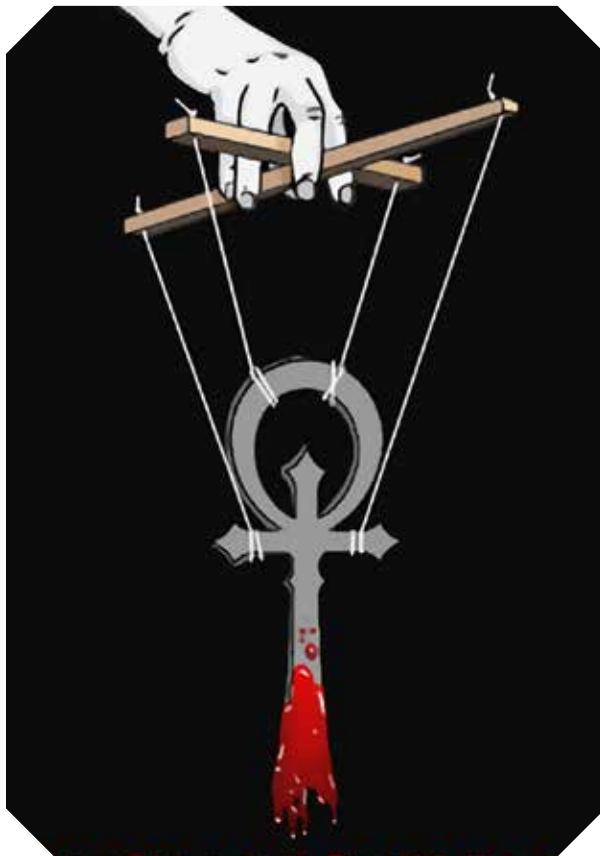
OWBN Custom Database

This Curse was developed by an Anarch scorned by a socialite Toreador who loved dancing. It has since made several other practical applications, and generally a great thing to use against someone who may be planning to cause harm to an Anarch. The prerequisites that have to be met to enact this curse require that the victim has to have, at one time, caused harm or damage to the Anarch in some fashion be it mental, social or physical damage. The Anarch looks deep within to feel that hurt or loss again and begins reminding the victim of that incident and cursing them for their aggressions.

Ability Requirements: Alertness x1, Enigmas x1, Subterfuge x1, Psychology x1

Effect: Once this Curse is invoked, the victim will suffer from the Clumsy Negative Physical Trait, and be considered 2 Traits down in all Dexterity related challenges.

Nullification: This curse is lifted after 30 days or at the discretion of the invoker, whichever comes first.



'Fuck the Puppets'
John Burnett
Mixed Media

Selective Hypersensitivity

While invoking this curse, the Anarch must verbally announce their ill wishes. The specific allergy being imposed upon the victim must be defined as part of the invocation of this curse. The allergy imposed must be one that is fairly common, as well as one that isn't easily subverted or ignored entirely. (eg. cigarette smoke, shellfish, peanuts, pollen, etc.)

Ability Requirements: Awareness x1, Intimidation x1, Occult x1, Torture x1

Effect: The victim suffers the Allergic Flaw at 3pt. value, (Vampire Player's Guide pg 46,) with the focus of the allergy being chosen by the invoker. This focus should be something common, but not unavoidable.

Nullification: This curse is lifted after 30 days or at the discretion of the invoker, whichever comes first.

The Beaten Path

The Anarch brings forth the transgressions of their victim, making their path of morality more difficult to wrestle with.

Ability Requirements: Expression x1, Leadership x1, Psychology x1, Subterfuge x1

Effect: The victim must test for violations of their Morality as if they were 2 levels higher. A victim's Morality rating cannot be lowered to less than one while under the effects of this curse.

Nullification: This curse is lifted after the victim loses Morality for a challenge they wouldn't have thrown without the influence of this curse (ie. A test for a violation of the next level of their Morality).

Intermediate

4 xp

Cost to Invoke: 1 Willpower Trait & 1 Blood Trait (Unless otherwise stated)

Required: 'Merit: Invoke Anarch Curses'

Vermin's Blood

Your treatment of ghouls is disgusting. They aren't toys. They aren't possessions. They aren't trophies to be collected.

Ability Requirements: Alertness x3, Awareness x3, Leadership x3, Subterfuge x3

Effect: The victim cannot sustain ghouls of any kind. Whenever any ghoul, animal, or mortal of any kind consumes the victim's vitae, they immediately vomit it back up.

Nullification: This curse is lifted after 30 days or at the discretion of the invoker, whichever comes first.

Potens Odium

Consider this your reminder that the beast is alive and well in you, same as me. Come down from your high-horse.

Ability Requirements: Expression x3, Intimidation x3, Psychology x3, Subterfuge x3

Effect: While under this curse, a victim who would Rotschreck instead enters a frenzy, with the target being the source of their Rotschreck.

Nullification: This curse is lifted after 30 days or at the discretion of the invoker, whichever comes first.

Hands of the Fool

Violence isn't always the answer. Try using your words like a grown Kindred.

Ability Requirements: Alertness x3, Enigmas x3, Intimidation x3, Psychology x3

Effect: For the duration of this curse, the first time in each scene the victim draws a weapon, they must throw a simple challenge. Upon failure, the victim drops the weapon they are attempting to draw.

Nullification: This curse is lifted after 30 days or at the discretion of the invoker, whichever comes first. Additionally, this curse is lifted once the victim succeeds in three consecutive tests when attempting to wield any weapon during its duration.

Death Wrath

Anarch Cookbook, pg 78

The caster channels their hatred at a target in the form of their unleashed Beast. If successful, the target is more susceptible to Frenzy.

Ability Requirements: Enigmas x3, Leadership x3, Occult x3, Torture x3

Effect: To invoke this curse, the Anarch must make a number of contested Mental Challenges equal to the target's Self Control/Instinct rating minus one, spending one Willpower for each Challenge. For each Test that the victim fails one level of Self-Control and Courage is temporarily lost. Once the caster has successfully activated this power, they cannot invoke it again on the same subject until the curse is revoked.

Nullification: This curse lasts 30 days.



'Sorcery'
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Relentless Gaze of the Dawn Star

A fairly common, yet scathing insult thrown around amongst kindred is 'go watch the sunrise.' While most of the time it's used in anger, sometimes you truly wish it to be so. The invoker of this curse channels that anger into this curse in a way that makes the victim suffer the negative effects of the sun without suffering the physical damage. Many would consider this a form of torture, and they wouldn't necessarily be wrong.

Ability Requirements: Awareness x3, Expression x3, Occult x3, Torture x3

Effect: For the duration of this curse, the victim may not bid more than 15 traits in any challenge. They may stave off the effects of this curse for one action by spending a named physical trait. They may also stave off the effects of this curse for one full round by spending a temporary willpower.

Nullification: This curse lasts for one night.

Advanced

6 xp

Cost to Invoke: 1 Willpower Trait & 1 Blood Trait (Unless otherwise stated)

Required: 'Merit: Invoke Anarch Curses'

A Curse Upon Thy House

Anarch Cookbook, pg 78

This powerful curse affects multiple targets, and is a favorite to use against particularly stodgy elders of the major Sects. It not only affects the kindred upon whom it was cast, but may also affect their progeny and brood in the process.

Ability Requirements: Expression x5, Leadership x5, Occult x5, Torture x5

Effect: Whoever invokes this curse must spend 1 to 5 Willpower Traits. Each Willpower Trait spent requires the caster to make a series of Social Challenges vs the target. The caster continues to test against the initial target for each Willpower spent. If any one of the Tests is successful, then the curse sets in on the initial target. The result of this curse is the initial target receives the Flaw: Curse (5pts), (Vampire Player's Guide, pg 40) the particulars of which are up to the target's storyteller. Each successful challenge afterwards afflicts a new target with a progressively lesser Curse (4pt, 3pt, etc). The targets of this curse must be either broodmates or progeny of the initial target. The target(s) do NOT get experience points for this.

Nullification: This curse can be nullified by the invoker at any time. Otherwise, the curse lasts a year and 1 day (366 days.)

Mark of the Beast

Anarch Cookbook, pg 78

This is an ancient ritual, created when the world was young. The target goes through a painful transformation, at the end of which he arises with the Beast upon his face- his visage shifted to one horrible to gaze upon. He will resemble the Nosferatu; his Appearance will be reduced to zero. Nosferatu are immune to this curse.

Ability Requirements: Enigmas x5, Occult x5, Psychology x5, Subterfuge x5

Effect: The caster invokes their will (spends a Willpower Trait) against the target's Social Traits. If successful, the target loses all appearance-based traits and gains 3 Repugnant Negative Traits, with no experience points. Nosferatu are immune to this curse.

Nullification: The curse can only be lifted in two ways. The first is if the target earns the Merit: True Love (LotN Revised, pg 120) for another. The second way this curse is lifted is the passing of a year and a day. The effects of this curse cannot be 'stacked' on a single individual.



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Caustic Are The Ties That Bind

The thin-bloods among us live hard lives within all of our societies. Don't cast judgment upon them unless you've walked a mile in their shoes. Some perspective will hopefully do you some good.

Ability Requirements: Expression x5, Intimidation x5, Subterfuge x5, Torture x5

Effect: This curse causes the victim's vitae to become thin and weak. Under the effects of this curse, the victim may only spend one blood per round, regardless of their generation. Additionally, the victim suffers the Flaw: Infertile Vitae (Guide to the Sabbat, pg 95) for the duration. Finally, feeding and healing only works at half effectiveness.

Nullification: This curse can be nullified by the invoker at any time during its duration. Otherwise, this curse lasts a month and a night.

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Reclaim That Which Was Taken

OWBN Packet, Anarch Curses 2018, Appendix B pg.7

Long have the Anarchs been persecuted by the Camarilla and the Sabbat. In order to gain an edge in fighting back, The Anarchs cultivated certain powers – rare Combination Disciplines that only Anarchs should possess. These were not meant to be shared outside of The Movement, except to those rare allies who are true Anarchs at heart. This Curse was developed to fix the mistakes of Anarchs who lost their way and taught these powers. It permanently takes them away. The lesser version of this Curse, meant to punish those Anarchs who taught outside the Movement, will only last for a limited time or until a requirement has been met.

Ability Requirements: Alertness x5, Awareness x5, Intimidation x5, Leadership x5

Effect: To invoke this curse, the Invoker must name a number of Anarch Combination Disciplines and engage the victim in a series of contested mental challenges, one for each Anarch power they named during invocation. For each challenge the Invoker wins, they must immediately spend a number of mental traits between one and five. For each mental trait spent, the victim loses access to the named Anarch power for one month.

If the Invoker names an Anarch Discipline that the victim does not possess, the curse backfires, causing the Invoker to suffer its effects instead.

Nullification: The duration of the curse effects for each named Anarch Discipline is based upon the number of traits spent during its invocation. This curse has no effect on Non-Anarch Combination Disciplines.



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A World So Cold

Anarchs are often treated as outcasts by the other sects. Others still feel that they are outsiders, even in their own home cities. Because of this, those Anarch can develop a sense of deep loneliness inside that is only amplified by members of the other sects throwing around the sway that they have with the mortal population. To see others taking advantage of such things is infuriating to some, and that anger and jealousy is projected onto others through this curse.

Ability Requirements: Alertness x5, Awareness x5, Enigmas x5, Psychology x5

Effect: When this curse is invoked, the victim finds themselves unable to form or maintain social bonds with any mortal for the duration. Any retainers, influence, allies, contacts, or herd the victim has in the mortal world will now view them as a complete stranger. This may also have a heavy impact on the victim's ability to feed, at storyteller discretion. For the duration of this curse, the victim may only access their Influences, mortal Retainers, mortal Contacts, mortal Allies, or mortal Herd with a simple test for each. Upon success, these backgrounds only function at half effectiveness, round down. This curse has no effect on blood bonds or vinculum ratings.

Nullification: This curse can be nullified by the invoker at any time. Otherwise, the curse lasts for 3 months.



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Anarch Witchery



'Caitiff'
Tim Thomas
Pen & Marker on Paper

Experts say it takes ten thousand hours of intensive practice to achieve mastery of complex skills and materials. Anarch Witchery represents the fruits of those whose experience, study, and practice has led to a deeper understanding. This level of familiarity has allowed them to develop mastery in both Poisons and Curses. Only a scant few have ever achieved this. Those that have have used what they have learned to develop both to a much finer degree. These masters of their craft, or 'Anarch Witches,' are reluctant to teach all but the most persistent and practiced of the Movement.

Developing such potent practices is no small feat and is considered the pinnacle of personal expression for any practitioner. To seek it out without first mastering the basics, is to seek it out in folly. Those who do so often pay a high price for their mistake.

This content will potentially be available to players whose character has developed both Curses and Poisons to a higher degree. As with all other content in this packet, approval will hinge on both the pre-requirements and the roleplay requirements being met.

Anarch Witchery Poisons and Curses

- XP cost per Poison and Curse: 8 xp
- Shelf life of completed Poison: 12 Hours
- Requires '**Merit: Craft Anarch Poisons**' and '**Merit: Invoke Anarch Curses**'
- Requires the following Abilities: **Lore: Anarch x5, Lore: Kindred x5, Lore: Spirit x5**
- **Any Ability that supports Witchery Poisons and Curses must be at least 'x5.'**
- **Requires pertinent Ability Specialization** (listed below.)
 - All specializations must be approved by the Anarch Office.

Anarch Witchery List

Anarch Witchery Poisons List

8 xp

Required: Merits: 'Craft Anarch Poisons,' & 'Invoke Anarch Curses,' Abilities: 'Lore: Anarch x5,' 'Lore: Kindred x5,' & 'Lore: Spirit x5'

Blade Clot

Anarch Cookbook, pg. 58

This poison was used to kill Princes in Europe during the early days of the Camarilla, but it is very rare now. Making it requires a distillation process involving the blood of an elder in torpor. The trouble lies in finding an elder in torpor, and then getting the vitae; needless to say, this is a rare poison. This poison itself is applied as a paste on knives or arrowheads, especially on the switchblades of today's Anarchs. This poison is clear and odorless when it is created, and must be applied to the bloodstream of the victim.

Ability Specialization Requirement: Relevant Specialization in Herbalism or Science: Botany (Player's Choice)

Ingredients: Death Cap, Atropa Belladonna, Warfarin, Elder Vitae (7th Gen or lower), Crafter's Vitae

Delivery Method: Internalized (blood stream)

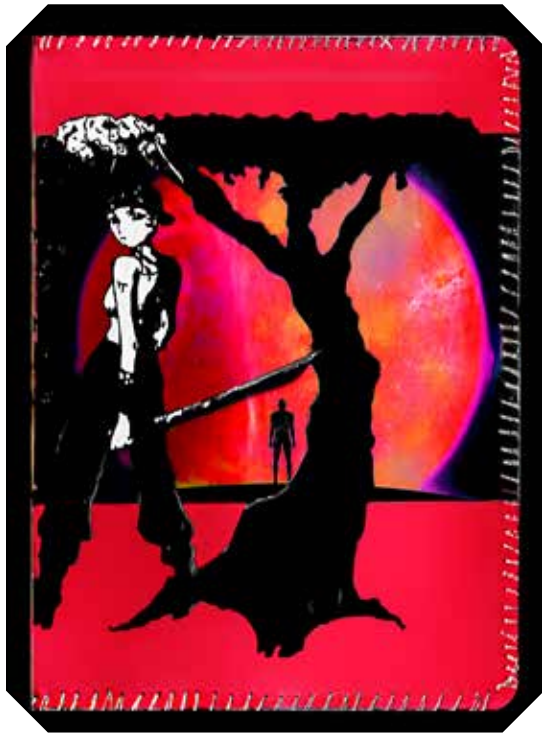
Effect: This poison attacks the blood, causing it to coagulate inside the body. This prevents the expenditure of Blood Traits, and the blood does not reach the brain. The effects of this poison take root one round after its application.

At the beginning of each turn, the victim makes 2 Simple Challenges. If at least 1 of those Challenges is lost, 3 Traits of the victim's Blood are coagulated. Coagulated blood cannot be used, and it cannot be replaced except through the normal nightly expenditure of one Blood Trait to awaken. If the victim wins both Simple Challenges in three successive turns, the spread of the poison halts and proceeds no further. If the victim's last Blood Trait is coagulated, they succumb to Torpor.

Antidote/Dispersal: To nullify this poison, the victim must drink the vitae of a vampire of lower generation than themselves. Each Blood Trait consumed in this manner will allow the victim to reclaim one of their "frozen" blood pool traits. Also, the use of Path of Blood: Potency of Blood will allow the victim to disperse the poison, since the power expands the users blood pool maximum temporarily. Dispersing the poison in this manner is still done on a one-for-one basis. Otherwise, the poison works its way out of your system in a number of days equal to the number of "frozen" Blood Traits.

Now You See Me

There is such a thing as having seen too much. Anarchs who have achieved a mastery of these arts have created a way to outright blind a victim that they believe is deserving of such treatment.



'Future Shock'
Marion Birdsell
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Ability Specialization Requirement: Relevant Specialization in Alchemy or Science: Chemistry (Player's Choice)

Ingredients: Fine Sand, Powdered Glass, Distilled Bloodroot, Holy Water, Crafter's Vitae

Delivery Method: Internalized (Blood Stream) or Direct Application to Eyes

Effect: This poison strips the target of their sight over the course of 3 rounds. The victim gains a 1 Trait penalty to all challenges involving sight each turn, which is cumulative, until the end of the third turn. At that point, the cumulative trait penalty is replaced with the Blind Flaw (LotN Revised, pg 116.) The effects of this poison last until the next sunrise.

Antidote/Dispersal: This poison must run its course.

Anarch Witchery Courses List

8 xp

Cost to invoke: 2 Blood Trait & 2 Temporary Willpower Traits

Required: Merits: 'Craft Anarch Poisons,' & 'Invoke Anarch Curses,' Abilities: 'Lore: Anarch x5,' 'Lore: Kindred x5,' & 'Lore: Spirit x5'

The Flesh Betrays

Many elders found among the other sects lord their power over the Anarchs, using blood disciplines at a much higher level than most within the Anarch Movement. This Witchery Curse was first invoked in a situation where a Kindred of particularly strong generation was found making it a point to actively seek out and beat Thin-Bloods within an inch of Final Death, as if for sport. Once this curse is invoked, the victim's physical prowess is harshly lowered to what is standard among Thin-Bloods, making their body much more weak, frail, and sluggish in comparison to what they are accustomed to.

Ability Specialization Requirement: Relevant Specialization in Leadership or Subterfuge (Player's Choice)

Effect: The Celerity, Potence, and Fortitude rating of the victim are each reduced to advanced and cannot be raised above advanced by any means.

Nullification: This curse is lifted after 30 days or at the discretion of the invoker, whichever comes first.

Vermin's Vengeance

"It seems that you haven't learned your lesson..." This curse can only be invoked on a creature who has attempted to drink from a victim affected by the Intermediate curse Vermin's Blood, and is typically only invoked if the Anarch feels that the Kindred has not learned their lesson on the treatment of ghouls.

Ability Specialization Requirement: Relevant Specialization in Psychology or Intimidation (Player's Choice)

Effect: This curse can only be invoked on a creature who has attempted to drink from a victim affected by the Intermediate curse Vermin's Blood. Much like Vermin's Blood, the ghoul attempting to drink from the victim immediately vomits the vitae. In addition to this, the ghoul is hexed by the malediction conveyed into the curse by the invoker, imposing the Flaw: Dark Fate (LotN Revised, pg 121) upon them. This Flaw comes to conclusion 30 days after it's imposed, ending in the death of the ghoul.

Nullification: The afflicted victim must give selfless attention or kindness towards the ghoul that has been affected to end this curse. If this curse is lifted in this manner, the ghoul will make a full recovery. If this curse is not lifted in this manner, the ghoul will die and the Regnant immediately gains the Flaw: Haunted (3pt) (LotN Revised, pg 121). Additionally, the victim gains two Ghastly negative social traits. These Traits last until the Haunted Flaw is removed. Once the curse has been lifted, the Dark Fate Flaw is also removed from the affected ghoul, as long as it was imposed by this curse.

Retribution of the Threefold Chimera

There are some kindred who simply misuse the forces of the umbra. Just the nature of vampiric blood magic taints the umbral spirits that are affected by it. Misuse and abuse of such entities can draw the ire of others within their kind. This curse is invoked to paint a spiritual target on victims who are accused of abusing the forces of the Umbra.

Ability Specialization Requirement: Relevant Specialization in Enigmas or Occult (Player's Choice)

Effect: There are some kindred who simply misuse the forces of the umbra. Just the nature of vampiric Blood Magic taints the umbral spirits that are affected by it. When this curse is invoked, the victim becomes a moving target for the governing forces of the umbral realm: The Wurm, The Weaver, and The Wyld. These three spirit broods actively work to taint (Background: Touched - Players guide to the Garou, pg 171) the victim over the course of 3 months. Each month a different governing force holds sway (Wurm, Weaver, Wyld,) at ST discretion.

Nullification: To lift this curse, the victim must pay chiminage (appeasing the spirit, usually through an offering or some type of favor, at ST discretion) to the Wurm, the Weaver, and the Wyld. Once each brood has been appeased, the curse is lifted. The taint imposed by these spirits during the curse is also removed from the victim.



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