

The Necromantia

2024 OWbN Necromancy Packet



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The Necromantia

An OWbN Guide to Necromancy

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Necromancy Rarities and Approval/Disallow

You can send any Necromancy related requests to Team-giovanni@owbn.net

Necromancy Paradigms:

Non-Ghiberti/Impundulu/Mla Watu with African Necromancy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni

Non-Pisanob with Aztec Necromancy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni

Non-Nagaraja/Katila Revenant with Eastern Necromancy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni

Non-Harbingers of Skulls/Cappadocians/Lamia/Drakaina/Lilim with Mortis - PC: Coordinator Approval – NPC: Unregulated – Coordinator: Giovanni

Any Other Unlisted Necromancy Paradigm - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni

- Biblical Necromancy does not count as its own Paradigm.

Non-Samedi/Children of Damballah/Serpent of the Light/Lasombra Wangateurs/Brujah Santos with Voudoun Necromancy - PC: Coordinator Approval – NPC: Unregulated – Coordinator: Giovanni

- Nosferatu with Voudoun Necromancy - PC: Disallowed - NPC: Disallowed - Coordinator: Giovanni

Non-Giovanni with Western Necromancy - PC: Coordinator Approval – NPC: Unregulated – Coordinator: Giovanni

Necromancy Combination Disciplines:

Necromancy or Necromancy Variant based Regulated Combination Disciplines - PC: Unregulated - NPC: Unregulated - Coordinator: Giovanni

- Name the Fallen (Necromancy Version)

Non-Giovanni Clan with Western Necromancy Combination Disciplines - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Giovanni

- Charon's Oar
- Eyes of a Thousand Shades
- Sharing the Master's Vigor

Non-Harbingers of Skulls/Cappadocians/Lamia/Drakaina/Lilim with Mortis Necromancy Combination Disciplines - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Giovanni

- Aegis of Entropy
- Awaken the Slumbering Curse
- Bloodied Hands
- Clarity of Emptiness
- Effigy of the Sculpted Tomb
- Fountain of Ill Humors
- Leer of Hades
- Sutekh Fathers Anubis

Non-Nagaraja with Eastern Necromancy Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

- Soul Separation

- Unseen Spirit

Necromancy Merits:

Necromancy Apprentice - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Giovanni

- Note: NPCs gain access to R1 rituals in the All section of the current Necromancy packet for rituals with this Merit without Coordinator approval.

Necromancy Paths:

The Dragon Path - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Giovanni

Path of Israfil - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Giovanni

Use of Path of Skulls: Degulo – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni and Appropriate Coordinator(s)

- The Appropriate Coordinator(s) is defined as the Clan Coordinator of the PC with Path of Skulls and if the Discipline being exchanged is a proprietary Discipline, the Clan Coordinator that oversees that proprietary discipline.
- Degulo cannot be used to exchange disciplines that are not inclan of the character it is being used on.
- Degulo cannot be used to get around experience point bylaws for the org and thus any change to the sheet using this power must be purchased with the appropriate experience points.
- Degulo cannot be used on Backgrounds.

Necromancy Rituals:

Benefitting from a single casting of the Necromancy Ritual, Lazarus Rises – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Giovanni

Necromancy Backgrounds:

Ancestor Spirit for Non-African/Voudoun Necromancy Practitioners or Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch

Honored Dead - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

Chapter One: Introduction

Necromancy Summary

Necromancy like Thaumaturgy is composed of varying Paths and Rituals. Each Path or Ritual draws from practices dealing with particular beliefs or sets of beliefs about the nature of death. All Necromancy rituals use three key concepts: the authority of the Necromancer, the imprisonment of death, and an item that identifies the wraith in question. Below are some of the ways to practice Necromancy that this document covers:

African Necromancy (Ghiberti Giovanni)

Most necromancers cannot fathom the differences between the stygian shadowlands and the far shores of Africa. The vast stretches of untouched land have a somber and unique reflection in the realm of the dead. Here, the great web of the Ashanti, the unconquered spirit of the Massai Mara and the alien nature of the Gambian fetishes all coalesce in a world of transient emotion and feral savagery. It is this bizarre and unique realm that the Ghiberti wields power over.

Aztec Necromancy (Pisanob Giovanni)

Death is prominent in Aztec beliefs, multiple Gods are connected with the concept of death and the Underworld. The manner of the person's death determined the destination in the afterlife. Aztec necromancy is highly ritualistic, relying on ceremony and preparation. Add +2 trait difficulty on any rites not made with ritual components, a willpower may supersede this for one scene.

Eastern Necromancy (Nagaraja)

Practiced by the mysterious Nagaraja and few of the della Passaglia in Southeast Asia. Eastern practices are similar to Western beliefs in ancestor worship. Families build shrines to the departed to focus their prayers. These shrines become potent connections to the spirit world, and often become Fetters by default and thus become instrumental in many Necromancy rituals.

Mortis (Harbinger of Skulls)

The return of the Harbinger of Skulls brought back the practice of using Necromancy as a form of studying the physical effects of death and what happens to a corpse after the spirit has left the body. Harbingers still practice Necromancy as their in-clan discipline, but refer to the Blood Sorcery as Mortis much like their predecessors and in defiance to their mortal enemies the Giovanni.

Voudoun Necromancy (Samedi)

Voudoun Necromancy calls on the religions, myth, and superstitions of Caribbean culture; this is the magic of voodoo and the Houngans. Vodouisants believe in Bondye, a creator God. The Loa are spirits that serve Bondye. And each Loa governs a particular facet of nature. Chief among these Loa is Baron Samedi. The concept of magical sympathy is something that underpins a great deal of Voudoun rites. All approvals for Having Voudoun Necromancy comes with some acceptance of being a conduit of the Baron. Within the cultures of the African Caribbean practitioners. It is known that the practitioner has a chance to be ridden by their patron either due to calling upon them or at the patron's whim. While most Loa and Orisha do this only rarely he does it much more so to those that he has bestowed his gift of Necromancy.

OWbN Note: Because of deals struck between clan Nosferatu and The Baron Samedi, the Baron will not Bestow Voudoun Necromancy upon any member of Clan Nosferatu.

Western Necromancy (Giovanni)

Western Necromancy is the base of most other Necromancy, it is raising and manipulating the dead usually through principles of association and Necrosurgical might and belief in Ancestor Worship seen in bygone days of classical antiquity. This doesn't need to be boring though and can include a decent bit of elaboration such as Catholic and Latin prayers to the dead, defilement to attract attention, scientific precision, an outpouring of the power of the Curse of Caine, the natural authority granted to the undead, or quite a number of things seen in horror movies.

Learning/Teaching

Necromancy as a Blood Magic is diverse in practice but the results are the same in the end. Keeping this in mind even though there is a multitude of cultural or religious paradigms or practices every necromancer can learn any type of ritual or path as long as they have a teacher from the original "paradigm".

All Necromancers start with the Sepulchre Path as a general rule (there may be instances with Giovanni Coordinator Approval that a Necromancer may start on a different Path). When the Necromancer achieves Intermediate knowledge of their Primary Path they may learn basic levels of a Secondary Path, once Advanced knowledge in the Primary Path is achieved they may learn advanced knowledge of other paths.

When learning a Path or Ritual outside a Necromancer's main "cultural/religious paradigm" they must find a teacher whose main paradigm is that of the Ritual or Path they wish to learn and get Giovanni Coordinator Approval. Example: George Giovanni wants to learn the ritual Knowing Stone from Sally Samedi, George may petition their Storyteller and the Giovanni Coord to get approval. In general because of the relations between the different Clans, finding a teacher for what you want should be difficult as sharing knowledge between the Clans is an obstacle because of the strained relations between them. Any rituals or paths converted in this way require Giovanni Coordinator approval to be taught to others and are also considered to be R3 for the purpose of approvals.

To teach an Advanced Power of a Path the teacher must have 2 Advanced Paths

Those who learn a paradigm externally and/or who would be considered non-standard practitioners of said paradigm - all paths and rituals are considered to be R3 and require Giovanni Coordinator Approval. Specific rituals and paths can be lessened in rarity by binding agreement from the Giovanni Coordinator's Office. Exceptions to this rule are Giovanni Coordinator Approval and generally reserved for NPCs.

Costs

Clans that have Necromancy as in clan upon their Embrace: The base cost for their Necromancy is all at In-Clan costs.

Revenants and all other Necromancy Practitioners: the base cost for their Necromancy is all at Out-of-Clan costs. Additional Rituals after the first five free are at basic - 2, intermediate - 4, advance - 6 (Additional levels are 2 xp more per category)

Chapter Two: The Black Arts

Abilities

The study of Necromancy encompasses a vast array of knowledge to practice the art. As there are several paradigms of practice there are several abilities that are important to the Disciple. The following abilities are appropriate for different Paths and Practitioners of Necromancy:

Occult - This is the catch all ability for all blood magic and can be used as default for any Path. Also this is the main retest for any and all Rituals.

Thanatology - Used with the Bone Path

Lore: Wraith - Used for Sepulchre, Ash Path, Cenotaph, Vitreous

Medicine - Used for Graves Decay, Four Humors, Corpse in the Monster, and Cadaverous Animation

Soul-Forging - This ability is used in several necromantic rituals and all levels are Giovanni and Wraith Coordinator Approval for Vampire PCs and NPCs

Backgrounds

The following Backgrounds are appropriate for some practitioners of Necromancy as well

**Ancestor Spirit* - KotEK pg 80 (African/Voudoun Necromancy Practitioners and Laibon Only)

**Honored Dead* - Giovanni Genre Packet (Clan Giovanni Only)

Merits

Necromancy Apprentice – 6pt Merit – Giovanni Coordinator Approval

This represents your usefulness to a clan with Necromancy. You are valuable enough to be offered benefits but have not gained trust for true Necromancy. You have been taught enough skills to be able to buy Necromancy rituals. All Necromancy rituals are coordinator approval and must have a teacher. You cannot teach the rituals or convert or aid in the conversion of any as you simply don't grasp the intricate details. You are considered 4 traits down in casting these rituals due to your incomplete knowledge.

Custom Content

Custom Rituals or Paths can be found in the Custom Content Directory of OWBN.net, the Black Magus, Baron Samedi, Council for the Harbingers, The Capuchin or other Various elders, will have copies of Custom made Rituals or Paths from those that have developed them within their structured practice. The creator of the Custom Ritual/Path is not needed to teach, but Coordinator approval will be needed to learn. Some content has been transcribed into this document.

In order to create custom content for Necromancy, the Necromancer must have the ability of Occult at 5 and have their Primary Path one level higher than the ritual or path to be created. In order to make an Advanced Ritual or Path the necromancer must have at least two Paths at Advanced.

Rarities Summary

Those who learn a paradigm externally and/or who would be considered non-standard practitioners of said paradigm - all paths and rituals are considered to be R3 and require Giovanni Coordinator Approval. Specific rituals and paths can be lessened in rarity by binding agreement from the Giovanni Coordinator's Office. Exceptions to this rule are Giovanni Coordinator Approval and generally reserved for NPCs. There are **no** standard practitioners of Voudoun Necromancy.

R1 – IC Giovanni Local Necromancer OOC Storyteller Approval,

R2 – IC Giovanni PC petition their Regional Necromancer, Samedi PC petition the Baron, Harbinger of Skulls PC petition an elder of the clan. OOC Storyteller and Giovanni Coordinator Approval required.

R3 – Giovanni petitions Arch Necromancer who then petitions the Black Magus, Samedi petition the Baron, Harbinger of Skulls petition a council of elders of the clan. These require both Storyteller and Giovanni Coordinator Approval.

NPC Only – These Rituals or Paths are specified for Plot devices, Coordinator approval is required to use.

All paths and rituals from paradigms covered in this packet that are not explicitly mentioned in this document or are published after this document has passed through council are considered R3 and are Giovanni Coordinator Approval by default.

This is the master list of all Necromancy for OWbN. Here is a list of Terminology to help you find each Path/Power.

BM - Blood Magic

BS - Blood Sacrifice

CB:G - Clanbook Giovanni (Revised)

LotN - Laws of the Night

SG - Laws of the Night Sabbat Guide

STG - Laws of the Night Storytellers Guide

FF - Faith and Fire

RB - V20 Rites of Blood

LotB - V20 Lore of the Bloodlines

LotC - V20 Lore of The Clans

BH - V20 Black Hand: Guide to the Tal'mahe'ra

V20- V20 Core Book

D20 ToS: Dark Ages 20 - Tome of Secrets

KotEK - Kindred of the Ebony Kingdom

OWBN: CCDB - One World by Night: Custom Content Database

A&T - Archons and Templars

All Paths/Rituals that have page #'s can be found in the books listed. We describe the Paths/Rituals that needed conversion into Live Action rules within this packet. Some printed rituals have been fleshed out/converted to Live Action rules for a better clarification as well.

Necromancy Paths Rarity by Embraced Family (Not Birth Family)

Giovanni

Path	Type	Source
Rarity 1: Giovanni - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Haunting	Western	HC P:193
Maelstrom Manipulation	Western	Necro Packet

Path	Type	Source
Rarity 2: Giovanni - Giovanni Subcoordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Giovanni - Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Four Humors/Path of the Twilight Garden	Mortis	FF P:179
Path of Woe	Mortis	D20-ToS P:57
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Pisanob - (Includes Aztec Necromancers)

Path	Type	Source
Rarity 1: Pisanob - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Nigrimancy	Western	HC P:193
Haunting	All	HC P:193

Path	Type	Source
Rarity 2: Pisanob - Giovanni Subcoordinator and ST Approval		
Bone	All	LotN P.155
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Maelstrom Manipulation	Western	Necro Packet
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Pisanob - Giovanni Coordinator and ST Approval		
Grave's Decay	Mortis	FF P:173
Path of the Shepherd	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Ghiberti - (Includes Impundulu and Mla Watu)

Path	Type	Source
Rarity 1: Ghiberti - ST Approval		
Sepulchre	All/	LotN P. 152
Ash	All	LotN P.153
Cenotaph	African/Western	CB:G P: 67
Haunting	Western	HC P:193

Path	Type	Source
Rarity 2: Ghiberti - Giovanni Subcoordinator and ST Approval		
Bone	All	LotN P.155
Cadaverous Animation	Mortis	FF P:177
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Ghiberti - Giovanni Coordinator and ST Approval		
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Path of the Shepherd	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Dunsirn

Path	Type	Source
Rarity 1: Dunsirn - ST Approval		
Sepulchre	All/	LotN P. 152
Bone	All	LotN P.155
Grave's Decay	Mortis	FF P:173
Corpse in the Monster	Mortis	FF P: 175

Path	Type	Source
Rarity 2: Dunsirn - Giovanni Subcoordinator and ST Approval		
Ash	All	LotN P.153
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB:G P: 67
Haunting	Western	HC P:193
Maelstrom Manipulation	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
The Path of the Graveborn	All	Necro Packet

Path	Type	Source
Rarity 3: Dunsirn - Giovanni Coordinator and ST Approval		
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Terracotta Army	Western	Necro Packet
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Milliner

Path	Type	Source
Rarity 1: Milliner - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Haunting	Western	HC P:193

Path	Type	Source
Rarity 2: Milliner - Giovanni Subcoordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26

Path	Type	Source
Rarity 3: Milliner - Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Corpse in the Monster	Mortis	FF P: 175
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Grave's Decay	Mortis	FF P:173
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
All Custom	Any	
Any not listed	Special	

Della Passaglia

Path	Type	Source
Rarity 1: Della Passaglia- ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Haunting	Western	HC P:193

Path	Type	Source
Rarity 2: Della Passaglia- Giovanni Subcoordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Maelstrom Manipulation	Western	Necro Packet
Terracotta Army	Western	Necro Packet
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Della Passaglia- Giovanni Coordinator and ST Approval		
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Puttanesca

Path	Type	Source
Rarity 1: Puttanesca - ST Approval		
Sepulchre	All	LotN P. 152
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Bone	All	LotN P.155

Path	Type	Source
Rarity 2: Puttanesca- Giovanni Subcoordinator and ST Approval		
Ash	All	LotN P.153
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB:G P: 67
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Haunting	Western	HC P:193
Path of Woe	Mortis	D20-ToS P:57
The Path of the Graveborn	All	Necro Packet

Path	Type	Source
Rarity 3: Puttanesca- Giovanni Coordinator and ST Approval		
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Terracotta Army	Western	Necro Packet
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Rossellini - (Revenant and Embraced)

Path	Type	Source
Rarity 1: Rossellini - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Path of Woe	Mortis	D20-ToS P:57

Path	Type	Source
Rarity 2: Rossellini - Giovanni Subcoordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Haunting	Western	HC P:193
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26

Path	Type	Source
Rarity 3: Rossellini - Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Grave's Decay	Mortis	FF P:173
Path of the Shepherd	Western	Necro Packet
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
All Custom	Any	
Any not listed	Special	

Hidalgo - (Revenant and Embraced)

Path	Type	Source
Rarity 1: Hidalgo - ST Approval		
Ash	All	LotN P.153
Haunting	Western	HC P:193
Nigrimancy	Western	HC P:193
Cenotaph	African/Western	CB:G P: 67

Path	Type	Source
Rarity 2: Hidalgo- Giovanni Subcoordinator and ST Approval		
Bone	All	LotN P.155
Cadaverous Animation	Mortis	FF P:177
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Grave's Decay	Mortis	FF P:173
Maelstrom Manipulation	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Hidalgo - Giovanni Coordinator and ST Approval		
Corpse in the Monster	Mortis	FF P: 175
Path of the Shepherd	Western	Necro Packet
Sepulchre	All	LotN P. 152
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Li Weng

Path	Type	Source
Rarity 1: Li Weng - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Veil Path	Western	Necro Packet
Terracotta Army	Western	Necro Packet

Path	Type	Source
Rarity 2: Li Weng - Giovanni Subcoordinator and ST Approval		
Bone	All	LotN P.155
Cenotaph	African/Western	CB:G P: 67
Haunting	Western	HC P:193
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Vitreous	Eastern	STG P:26

Path	Type	Source
Rarity 3: Li Weng - Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Corpse in the Monster	Mortis	FF P: 175
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Grave's Decay	Mortis	FF P:173
Path of Woe	Mortis	D20-ToS P:57
The Path of the Graveborn	All	Necro Packet
All Custom	Any	
Any not listed	Special	

Koenig

Path	Type	Source
Rarity 1: Koenig- ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Haunting	Western	HC P:193

Path	Type	Source
Rarity 2: Koenig- Giovanni Subcoordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Maelstrom Manipulation	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
The Path of the Graveborn	All	Necro Packet
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Koenig- Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Terracotta Army	Western	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

St. John

Path	Type	Source
Rarity 1: St. John - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Maelstrom Manipulation	Western	Necro Packet

Path	Type	Source
Rarity 2: St. John - Subcoordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Grave's Decay	Mortis	FF P:173
Haunting	Western	HC P:193
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Vitreous	Eastern	STG P:26

Path	Type	Source
Rarity 3: St. John - Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Corpse in the Monster	Mortis	FF P: 175
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Veil Path	Western	Necro Packet
All Custom	Any	
Any not listed	Special	

Rothstein

Path	Type	Source
Rarity 1: Rothstein - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Haunting	Western	HC P:193
Path of the Shepherd	Western	Necro Packet

Path	Type	Source
Rarity 2: Rothstein - Giovanni Subcoordinator and ST Approval		
Bone	All	LotN P.155
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Nigrimancy	Western	HC P:193
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Rothstein - Giovanni Coordinator and ST Approval		
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Maelstrom Manipulation	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Machiavelli

Path	Type	Source
Rarity 1: Machiavelli - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Maelstrom Manipulation	Western	Necro Packet

Path	Type	Source
Rarity 2: Machiavelli - Giovanni Subcoordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Haunting	Western	HC P:193
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Machiavelli - Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Four Humors/Path of the Twilight Garden	Mortis	FF P:179
Path of Woe	Mortis	D20-ToS P:57
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Beryn

Path	Type	Source
Rarity 1: Beryn - ST Approval		
Sepulchre	All/	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Cenotaph	African/Western	CB:G P: 67

Path	Type	Source
Rarity 2: Beryn - Giovanni Subcoordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Haunting	Western	HC P:193
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Beryn - Giovanni Coordinator and ST Approval		
Four Humors/Path of the Twilight Garden	Mortis/Lamia	FF P:179
Path of the Shepherd	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Necromancy Paths Rarity for Independent Samedi (No allegiance to another Sect or Clan)

Path	Type	Source
Rarity 1: Independent Samedi - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
The Path of the Graveborn	All	Necro Packet

Path	Type	Source
Rarity 2: Independent Samedi - Giovanni Subcoordinator and ST Approval		
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Haunting	Western	HC P:193
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Path of Hoodoo (Voudoun)	Western	Necro Packet
Path of the Shepherd	Western	Necro Packet

Path	Type	Source
Rarity 3: Independent Samedi - Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB;G P: 67
Path of Woe	Mortis	D20-ToS P:57
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Non-Independent Samedi (Anarch, Cam, Sabbat), Non-Samedi Voudoun (Serpent of the Light, Child of Damballah, Santos Brujah, Lasombra Wangateurs)

Path	Type	Source
Rarity 1: Non-Independent Samedi, Non-Samedi Voudoun - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Haunting	Western	HC P:193

Path	Type	Source
Rarity 2: Non-Independent Samedi, Non-Samedi Voudoun - Giovanni Subcoordinator and ST Approval		
Corpse in the Monster	Mortis	FF P: 175
Grave's Decay	Mortis	FF P:173
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Path of Hoodoo (Voudoun)	Western	Necro Packet
Path of the Shepherd	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet

Path	Type	Source
Rarity 3: Non-Independent Samedi, Non-Samedi Voudoun - Giovanni Coordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB:G P: 67
Path of Woe	Mortis	D20-ToS P:57
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Necromancy Paths Rarity for Harbingers of Skulls (Includes Cappadocians, Lamia, Drakaina and Lilim)

Path	Type	Source
Rarity 1: Harbingers of Skulls, Cappadocians, Lamia, Drakaina and Lilim - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Mortuus	Mortis	LotN Sabbath P. 116

Path	Type	Source
Rarity 2: Harbingers of Skulls, Cappadocians, Lamia, Drakaina and Lilim - Giovanni Subcoordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Corpse in the Monster	Mortis	FF P: 175
Four Humors/Path of the Twilight Garden	Mortis	DA P. 289
Grave's Decay	Mortis	FF P:173
Nigrimancy	Western	HC P:193
Path of Skulls	Mortis	TOS P. 54

Path	Type	Source
Rarity 3: Harbingers of Skulls, Cappadocians, Lamia, Drakaina and Lilim - Giovanni Coordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Path of Woe	Mortis	D20-ToS P:57
The Path of the Graveborn	All	Necro Packet
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Necromancy Paths Rarity for Eastern Necromancy (Includes Nagaraja and Katila Revenants)

Path	Type	Source
Rarity 1: Nagaraja and Katila Revenants - ST Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Vitreous	Eastern	STG P:26

Path	Type	Source
Rarity 2: Nagaraja and Katila Revenants - Giovanni Subcoordinator and ST Approval		
Cadaverous Animation	Mortis	FF P:177
Corpse in the Monster	Mortis	FF P: 175
Four Humors/Path of the Twilight Garden	Mortis	DA P. 289
Grave's Decay	Mortis	FF P:173
The Nightshade Path	Mortis	BH P. 70-72
Veil Path	Western	Necro Packet

Path	Type	Source
Rarity 3: Nagaraja and Katila Revenants - Giovanni Coordinator and ST Approval		
Cenotaph	African/Western	CB:G P: 67
Mortuus	Mortis	LotN Sabbat P. 116
Nigrimancy	Western	HC P:193
Path of Skulls	Mortis	TOS P. 54
Path of Woe	Mortis	D20-ToS P:57
The Path of the Graveborn	All	Necro Packet
All Custom	Any	
Any not listed	Special	

Rogue Necromancers

Non-Affiliated (African, Aztec, Eastern, Mortis, Voudoun, Western)

Path	Type	Source
Rarity 3: Rogue - Giovanni Coordinator and ST Approval		
Ash	All	LotN P.153
Bone	All	LotN P.155
Cadaverous Animation	Mortis	FF P:177
Cenotaph	African/Western	CB:G P: 67
Corpse in the Monster	Mortis	FF P: 175
Four Humors/Path of the Twilight Garden	Mortis	FF P:179
Grave's Decay	Mortis	FF P:173
Haunting	Western	HC P:193
Maelstrom Manipulation	Western	Necro Packet
Nigrimancy	Western	HC P:193
Path of the Shepherd	Western	Necro Packet
Path of Woe	Mortis	D20-ToS P:57
Sepulchre	All	LotN P. 152
Terracotta Army	Western	Necro Packet
The Path of the Graveborn	All	Necro Packet
Veil Path	Western	Necro Packet
Vitreous	Eastern	STG P:26
All Custom	Any	
Any not listed	Special	

Bahari

Path	Type	Source
Rarity 3: Bahari - Coordinator Approval		
Sepulchre	All	LotN P. 152
Ash	All	LotN P.153
Bone	All	LotN P.155
Four Humors/Path of the Twilight Garden	Mortis	DA P. 289
The Nightshade Path	Mortis	BH P. 70-72

Chapter Three: Necromancy Rituals

Rituals in All Paradigms

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigms	Source & Page #
Antonious's Denial	Basic	1	All	1	DA20 pg 293
Call the Hungry Dead	Basic	1	All	1	LotN Pg: 157
Charon's Obol	Basic	1	All	1	OWBN: CCDB
Dark Assistant	Basic	1	All	1	OWBN: CCDB
Day of Remembrance	Basic	1	All	1	OWBN: CCDB
Eldritch Beacon	Basic	1	All	1	SG Pg: 118
Eyes of the Grave	Basic	1	All	1	LotN P 157
Final Sight	Basic	1	All	1	DA20 pg 292
Foxfire	Basic	1	All	1	DA20 pg 292
Memento Mori	Basic	1	All	1	DA20 pg 293
Part the Veil	Basic	1	All	1	BS Pg:85
Prepare the Vessel	Basic	1	All	1	DA20 pg 293
Puppet	Basic	1	All	1	SB Pg: 118
Sip of Death	Basic	1	All	1	OWBN CCDB
Spirit Beacon	Basic	1	All	1	LotN P. 157
Temporary Shield	Basic	1	All	1	DA20 pg 294
Witch Eye	Basic	1	All	1	DA20 pg 293
Stygian Fortress	Int	3	All	3	OWBN CCDB
Cadaver's Touch	Int.	1	All	1	LotN Pg: 157
Call on Shadow's Grace	Int.	1	All	1	LotN Pg: 157
Eyes of the Dead	Int.	1	All	1	BS Pg: 85
Peek Past the Shroud	Int.	1	All	1	SG Pg: 119
Ritual of the Unearthed Fetter	Int.	1	All	1	LotN pg: 158
Grasp the Ghostly	Adv.	1	All	1	LotN Pg: 158
Orphic Sojourn	Adv.	1	All	1	DA20 pg 296
Treasures of Hades	Adv.	1	All	1	DA20 pg 296
Custom Rituals	Any	3	Any	3	Custom Content
Any Not Listed	Special	3	Any	3	Special

Rituals in African Necromancy

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigmss	Source & Page #
Nightmare Drums	Basic	1	African	3	DA20 pg 294
Shew-Stone	Basic	1	African	3	DA20 pg 292
Totenpass	Basic	1	African	3	DA20 pg 294
Custom Rituals	Any	3	Any	3	Custom Content
Any Not Listed	Special	3	Any	3	Special

Rituals in Aztec Necromancy

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigms	Source & Page #
Ritual of Pochtli	Basic	1	Aztec	3	CB:G Pg: 44
Ritual of the Smoking Mirror	Basic	1	Aztec	2	CB:G Pg: 71
Divine Sign	Int.	1	Aztec	2	CB;G Pg: 72
Ritual of Xipe Totec	Int.	1	Aztec	3	CB:G Pg: 72
Ritual of Teyolia	Adv.	1	Aztec	3	CB:G Pg: 73
Custom Rituals	Any	3	Any	3	Custom Content
Any Not Listed	Special	3	Any	3	Special

Rituals in Voudoun Necromancy

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigms	Source & Page #
Knowing Stone	Basic	1	Voudoun	3	BM Pg: 111
Two Centimes	Basic	1	Voudoun	2	BM Pg: 111
Baleful Doll	Int.	1	Voudoun	3	BM Pg: 112
Blood Dance	Int.	1	Voudoun	2	BM Pg: 112
Nightmare Drums	Int.	1	Voudoun	2	BM Pg: 111
Point of the Needle	Int.	1	Voudoun	3	RB Pg: 90
Dead Man's Hand	Adv.	1	Voudoun	3	BM Pg: 113
Custom Rituals	Any	3	Any	3	Custom Content
Any Not Listed	Special	3	Any	3	Special

Rituals in Mortis Necromancy

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigms	Source & Page #
Casting of Bones	Basic	1	Mortis	3	HC Pg: 197
Eyes of Despondent Revelation	Basic	2	Mortis	3	HC Pg: 198
Generation of the Acheron Vortex	Basic	2	Mortis	3	LOTB Pg 49
Howl from Beyond	Basic	1	Mortis	2	HC Pg: 198
Hungry Mold	Basic	1	Mortis	2	HC Pg: 198
Kiss of Ages	Basic	2	Mortis	3	HC: Pg: 198
Knell of Doom	Basic	1	Mortis	2	HC Pg: 198
Revivify the Cold Vitae	Basic	2	Mortis	3	FF Pg: 181
Skull of Warning	Basic	1	Mortis	2	HC PG: 199
Unearth the hidden Corpse	Basic	1	Mortis	2	HC Pg: 199
Orpheus Descent	Elder	NPC Only	Mortis	3	Hc Pg: 202
Awaken the Quiet Heart	Int.	2	Mortis	3	Road of Humanity p.71
Compel the Ghostly Guardian	Int.	2	Western/ Mortis	3	Right of Princes p. 76
Fettered Minion	Int.	1	Mortis	2	HC Pg: 199
Graveyard Mists	Int.	1	Mortis	2	HC Pg: 200
Implacable Vigor	Int.	2	Mortis	3	HC Pg: 200
Malediction of Fetid Veins	Int.	2	Mortis	3	HC Pg: 200
Mark of Despair	Int.	1	Mortis	2	HC Pg: 200
Resurrection of Stirred Blood	Int.	2	Mortis	3	HC PG: 201
Veil that Bars Eternity	Int.	2	Mortis	3	HC Pg: 201
Chill of Oblivion	Adv.	2	Western/ Mortis	3	SG Pg: 119
Draught of Dust and Ashes	Adv.	2	Mortis	3	HC Pg: 201
Sanctuary of Living Death	Adv.	2	Mortis	3	HC Pg: 201
Walk Through the Shroud	Adv.	1	Mortis	2	FF Pg: 182
Custom Rituals	Any	3	Any	3	Custom Content
Any Not Listed	Special	3	Any	3	Special

Rituals in Eastern Necromancy

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigms	Source & Page #
Haunting Breeze	Basic	1	Eastern	3	RB Pg: 103
Parting the Veil	Basic	1	Eastern	3	BH Pg: 176
Preserve Corpse	Basic	1	Eastern	2	RB Pg: 103
Death's Head	Int.	1	Eastern	3	RB Pg: 103
Impregnable Soul	Int.	1	Eastern	3	RB Pg: 104
Enochian Passage	Adv.	3	Eastern	3	RB Pg 104
Custom Rituals	Any	3	Any	3	Custom Content
Any Not Listed	Special	3	Any	3	Special

Rituals in Western Necromancy

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigms	Source & Page #
Celebration of Persephone	Basic	1	Western	3	Necro Packet
Circle of Cerebus	Basic	1	Western	2	BM Pg: 105
Death's Communion	Basic	2	Western	3	LC Pg: 108
Demense Macabre	Basic	1	Western	2	OWBN: CCDB
Draining the Well of Life	Basic	2	Western	3	RB Pg: 93
Hand of Glory	Basic	1	Western	2	CB:G Pg: 74
Judgment of Rhadmanthus	Basic	2	Western	3	BM Pg: 105
Minestra Di Morte	Basic	1	Western	2	CB:G Pg: 74
Occhio D'Uomo Morte	Basic	1	Western	2	CB:G Pg: 75
Thanatos' Caress	Basic	2	Western	3	RB Pg: 90
Word of Insight	Basic	2	Western	3	RB Pg: 93
Ghostly Enforcer	Int	2	Western	3	OWBN: CCDB
Bastone Diabolico	Int.	2	Western	3	CB:G Pg: 76
Caul the Living Mind	Int.	3	Western	3	Giovanni Chronicles IV, Nuova Malattia p. 120
Compel the Ghostly Guardian	Int.	2	Western/ Mortis	3	Right of Princes p. 76
Din of the Damned	Int.	1	Western	2	SG Pg: 119
Drink of Lethe's Water	Int.	2	Western	3	BM Pg: 106
Drink of Styx's Water	Int.	2	Western	3	BM Pg: 105
Soulcrafting	Int.	2	Western	3	Victorian Age Companion p. 70

Ritual Name	Level	Rarity in Paradigm	Paradigm	Rarity in Other Paradigms	Source & Page #
Summon Ethereal Horde	Int.	2	Western	3	RB Pg: 89
Tempest Prison	Int.	2	Western	3	RB Pg: 94
Tempesta Scudo	Int.	1	Western	2	CB:G Pg:76
Chair of Hades	Adv.	2	Western	3	BM Pg: 106
Chill of Oblivion	Adv.	2	Western/ Mortis	3	SG Pg: 119
Esilio	Adv.	1	Western	2	CB:G Pg:76
Garb of Hades	Adv.	2	Western	3	BS Pg: 85
Soul Contract	Adv.	2	Western	3	Necro Packet 2024
The Ferryman's Recall	Adv.	2	Western	3	LC Pg: 108
Custom Rituals	Any	3	Any	3	Custom Content
Any Not Listed	Special	3	Any	3	Special

Rape of Persephone (BM pg. 105) will no longer be used in OWBN.

Combination Disciplines with Necromancy

Name	Discipline Requirements	XP	Source & Page #
All Necromancy Based			
Name of the Fallen	All: Sepulcre 1, Auspex 3	5	A&T Pg. 140
Eastern Necromancy Based			
Soul Separation	Eastern: Vitreous Path 3, Auspex 4	10	LOTB Pg. 70
Unseen Spirit	Eastern: Vitreous Path 2, Obfuscate 2	4	LOTB Pg. 71
Mortis Necromancy Based			
Aegis of Entropy	Mortis: Graves Decay 1, Fortitude 3	10	HC Pg. 163
Awaken the Slumbering Curse	Mortis: Graves Decay 5, Auspex 4	17	HC Pg. 164
Bloodied Hands	Mortis: Sepulcre 1, Auspex 2	4	LOTB Pg. 48
Clarity of Emptiness	Mortis: Corpse in the Monster 2, Auspex 1	7	HC. Pg. 165
Effigy of the Sculpted Tomb	Mortis: Graves Decay 2, Fortitude 3, Potence 2	7	HC. Pg. 166
Fountain of Ill Humors	Mortis: Four Humors 3, Potence 2	10	HC Pg. 167
Leer of Hades	Mortis: Sepulcre 2, Serpents 1	4	LOTB Pg. 49
Sutekh Fathers Anubis	Mortis: Corpse in the Monster 4, Serpents 4	12	LOTB Pg. 49
Western Necromancy Based			
Charon's Oar	Auspex 5, Western: Nigrimancy 5	17	HC Pg. 165

Name	Discipline Requirements	XP	Source & Page #
Eyes of a Thousand Shades	Auspex 1, Western: Sepulchre 3	6	LOTG Pg. 107
Sharing the Master's Vigor	Dominate 5, Western: Bone Path 3	12	LOTG Pg. 107

Chapter Three: Ways of the Underworld

Mind's Eye Theatre Necromancy Paths

Path of Haunting (BH Pg. 174)

Originally developed by the Giovanni, the Path of Haunting concerns itself less with the dead than the power the dead and death hold over the living. Showing life is but an illusion to endless certainty that is death.

•*Song of the Dead* (BH Pg. 174-175)

Layering his speech with hidden subtext, a vampire with this power may infect a listener with an unhealthy fixation on death. Afflicted individuals find themselves drawn to graveyards and lonely, inauspicious places as they sink into mild or even serious depression. Mortality concerns them as never before and they see ill omens in the slightest coincidences. Mortals inevitably go mad and become suicidal if a vampire continues using this power on them for an extended period, while Cainite victims eventually succumb to torpor.

The vampire speaks to the target while his player spends one blood trait and makes a social challenge against the target. The target is affected for the rest of the night with depression and morbid anxiety. This results in the target being down 2 traits on all social challenges save for intimidation and down 1 trait on all other non reflexive challenges. If a target suffers from the effects of this power for more continuous nights than her permanent willpower, she loses a dot of permanent willpower. The cycle continues after an interval of the new rating in days, with the victim losing one additional dot of permanent willpower after each such iteration. Once a character drops to zero willpower, she commits suicide (if living) or falls into torpor (if a vampire). Should the power be interrupted such that the victim goes a night without suffering the power's effects, she recovers her permanent willpower at a rate of one dot per week. This recovery can be halted by a further application of Morbid Fascination, but the victim's new bout of depression must last a number of days equal to her permanent willpower before that trait decreases. A vampire who falls into torpor from reaching zero willpower awakens with her original rating.

••*Summon Wisp* (BH Pg 175)

Infusing droplets of blood with scraps of memory and energy from the ashen realm in which ghosts dwell, a vampire with this power may conjure a sphere of flickering light that dances and moves at her command. Such wisps have a subtle hypnotic quality that may lure unsuspecting mortals into a trap or provide clever distraction.

The vampire extends his upraised hand in a clutching gesture and focuses blood and will on his palm. The player then spends one blood point and makes a social challenge dif 5. Success conjures an orb of pale light in the vampire's waiting hand that lasts for one scene. The wisp can take any color the vampire chooses and has no substance or weight. It may fly about as fast as the vampire can run, casting cold illumination as bright as a candle. Mortals who behold the wisp spend a willpower or succeed at a willpower challenge versus the caster's willpower. Otherwise, they fall into a mild trance state. They won't necessarily follow the light unless the vampire spends a willpower trait before the mortal's willpower challenge and wins. Those who do follow the light do so without regard for any but the most obvious obstacles. They will walk around trees and rocks, but they can fall prey to quicksand or walk off a high ledge. Any loud noise or other distraction immediately breaks the reverie. If the caster

fails on the test to activate the power they must do a simple test if they fail that as well the wisp appears and acts with its own malevolent agenda. Such a creature is only a nuisance, but it can display a remarkable cunning in luring enemies to the vampire's haven or giving away her position.

●●●*Harrowing* (BH Pg 175-176)

This power extends the terror inflicted by Morbid Fascination and suppresses it wholly in the victim's subconscious. When she next sleeps, her dreams turn to nightmarish visions of her own death.

The vampire makes eye contact with the victim, while spending one blood trait and making a social challenge with the target. If successful the victim feels a slight sense of unease. When she next sleeps, she suffers terrible nightmares about her own demise. Even though she cannot fully remember the content of her visions after she wakes, the emotional trauma prevents her from regaining willpower. In addition, her twisted déjà vu and unnatural paranoia give her the Nightmares and Eerie Presence Flaws for the day and night.

●●●●*Phantasms* (BH Pg 176)

At this level of power, a vampire may sculpt entire hallucinations from the energies of the netherworld to terrorize the living. Such apparitions have no true substance apart from a surreal gauzy cold, nor may they speak or perform complicated actions. Still, a swarm of spectral vermin or blood raining down the walls makes its own eloquent point.

The vampire envisions the desired apparition, while spending a blood trait and making a static social challenge difficulty 7. With a success the caster may spend up to 5 social traits. Each social trait allows the vampire to create one phenomenon or add one additional characteristic/condition to another phantom. For example, 3 traits could animate shadows in all dark corners to shuffle and writhe (one trait) and create an illusion of dripping gore that bursts into a spray of flies when someone drew close (one trait for the gore and one trait for the condition). This power may create apparitions anywhere in the caster's line of sight. The storyteller remains the final arbiter of what is or is not possible with this power.

●●●●●*Torment* (BH Pg 176)

Where a vampire with lesser mastery of this path may simulate a haunting, this power attracts malicious ghosts and thins the shroud separating life and death around the victim. Such unfortunate souls face the torture of invisible merciless shades.

The vampire focuses all his bestial anger on the target. The player spends one blood trait and makes a social challenge, if successful the victim feels a sudden chill. Any ghosts affecting the target with any powers are up a number of traits equal to the number of social traits the vampire expends after the social challenge to a max of 3. Malicious ghosts flock to the target as though drawn by the scent of blood and eagerly inflict every horror at their disposal. The trait bonus decreases by one per day until it reaches 0 at which point all specters lose interest. Multiple applications of this power do not stack to increase duration or intensity. The statistics of specters are left to the ST's cunning but the experience should terrify the character utterly and may result in a derangement or worse. If the caster fails the original test, make two simple tests. If all of these result in failure the caster gains the Haunted flaw attracting the most vile and hateful of ghosts.

The Nightshade Path (BH PG:70-72)

Developed by practitioners of Necromancy on the Path of Lilith in the Tal'Mahe'Ra, the path studies natural cycles, including the savage interplay of life and death. Life is a manifestation of entropy, a chaotic miracle punctuating Creation's flow toward destruction.

•*Tend the Body Garden* (BH pg. 70-71)

Practitioner can speed up or slow the process of decay, turning a dead mortal into a bloated host for flies in seconds, or nullifying the decay of Final Death

System: Spend one blood trait as you drip blood on a corpse. Static Mental challenge (difficulty 6) retest with occult. Number of mental traits spent determines delay or acceleration of rot (Must be used on a Kindred one turn after meeting final death)

- 1- One day
- 2- One week
- 3- One Month
- 4- One year
- 5- Storyteller discretion

••*Witch's Fruit* (BH pg. 71-72)

Every Plant relies on death to grow. A necromancer can awaken this death aura by exposing fruits to her blood. Any living creature that consumes the fruit can sense and touch the Shadowlands

System: Spend one blood trait while touching edible plant matter. The recipient is able to see into the Shadowlands, hear its denizens, and even touch or be touched by ghosts. The target may not touch anything that wasn't previously alive before its descent into the shadowlands (no buildings or objects). The plant matter lasts until sunrise and loses the ability to impart this state. Witches' Fruit are mild hallucinogens, twisted visions of ghosts and long fallen buildings disorient mortals under their influence. This imposes a +2 difficulty on all challenges except Willpower challenges while affected. Creatures who are familiar with supernatural phenomena don't suffer this penalty.

•••*Raise the Green One* (BH Pg. 72)

Tales of Kid, Osiris, and the Green Man all describe beings who were brought back from death and clothed in verdant color. Nightshade necromancers channel these legends into the act of raising a corpse bound and strengthened by plant matter.

System: Spend a Willpower and a Blood Trait, Static Mental challenge difficulty 8 while concentrating on a corpse that lays upon fertile soil. UPON success the corpse is entwined with red-tinged vines, branches, and leaves and rises to do the necromancer's bidding. The necromancer may have only one Green One raised at a time. Green ones are stronger than standard zombies (Physical Traits: 8, Abilities: Athletics:2, Brawl:3 and 2 dots of Fortitude, they halve bashing damage)

••••*Wails and Whispers* (BH Pg. 72)

As the necromancer's understanding deepens, she explores the wavering barrier between life and death. When she screams like a banshee, she can lure a soul to its demise. When she whispers she can fix a soul in the lands of the living, even when it occupies a body that should be dead.

System: The vampire concentrates on a target, screaming or whispering as her intentions dictate. The target does not need to be able to hear the vampire. Spend one Willpower and up to 5 mental traits, mental challenge against the target retest with occult. If she wishes to lure her target closer to death, add one level of lethal damage to the total inflicted by the next injury the target suffers in the scene up to the amount of mental traits spent (max 5). If she wishes to prevent the target from dying, each mental trait (max 5) sets aside one level of damage (any type) from the next injury the target suffers until the end of the scene, after which the damage returns. The target suffers injury but doesn't feel its effects, up to including death.

●●●●●*Chthonic Womb* (BH Pg. 72)

At the pinnacle of this Path, a necromancer combines murder and fertility to give birth to the ghost of a mortal she has slain. She drinks the victim's blood to grab hold of his soul, and after dispatching him, traps it within her using the ghost to do her bidding at a later time.

System: Vampire must drink at least one blood trait of the mortal victim, but may kill him using another method. Another person or incident may cause the mortal's demise, but the necromancer must make physical contact with him at the moment of death. Spend a Willpower and make a mental challenge against the victim retest with occult. If the player succeeds, the soul occupies the vampire's body in a dormant state for up to one month per mental trait spent (max 5 mental traits). Aura perception or similar powers will reveal the presence of the dormant soul. The necromancer may store multiple souls this way, but "twins," "triplets," and more tax the "mother's" energy. Each soul after the first drains one additional blood trait when the vampire awakens each night.

At any point before the soul leaves the body, the vampire may summon it forth to manifest with either the traits of a recently deceased ghost or those it possessed in life, along with a recently deceased ghost's supernatural abilities. It must perform three services for the "mother". After that the soul is free to move on to its ultimate destiny. If the ghost is commanded to perform any task that would traumatize a mortal (those that would risk a Humanity check) it may, at storyteller discretion, treat the necromancer as a "fetter" an object that the ghost fixates upon and uses as a tie to the living world. This gives the ghost the ability to haunt the necromancer until it is banished.

Nigrimancy (HC 193-196)

Abandoning any focus on the flesh, the path of Nigrimancy concerns itself with the spirits of the dead. Though its teachings loosely derive from practices of mortal sorcery, the path is as far removed from such magic as Thaumaturgy from living Hermetic arts. As all Disciplines, Nigrimancy is ultimately an expression of the Curse of Caine. Vampires embody the shroud that severs life from death and so exist forever suspended between the two. Giovanni well understands that blood is life, and the blood of Caine holds terrible power to summon and enslave the dead. In the modern nights this path is little heard of but still sees some use among some rare and knowledgeable necromancers.

●*Witness of Death* (HC Pg: 193)

This power attunes a vampire's unloving senses to the presence of the incorporeal. Under its effects, a Cainite sees ghosts as translucent phantoms gliding among the living and hears their whispers and moans. She feels the spectral cold of their touch and smells their musty hint of decay. Yet one cannot mistake the dead for the living, as they remain immaterial phantoms without true substance, dimmer and less real than creatures of flesh and blood. When a vampire uses this power, her eyes flicker with pale blue fire that only those in the shadowlands can see. Ghosts resent being spied upon, and more powerful shades may use their own powers to inflict their displeasure on the incautious.

The player spends a blood point and a mental trait, for the rest of the scene or hour she can perceive those in the shadowlands but not the shadowlands itself or its architecture. Those in the shadowlands may make a mental test difficulty 7 to notice the glowing eyes of a vampire using this power. Those with shroud sight active or otherwise able to see into the shadowlands may also notice.

●●*Summon Soul* (HC PG:194)

This power is similar to the Sepulcher level 2 power. This power requires the wraith's name or a piece of its corpse, if both are possessed the dif to summon the wraith is down one. Summon Soul costs a blood trait and requires a social challenge difficulty 7 or the wraith's willpower whichever is higher. If successful the wraith vanishes from its present location and appears in a vortex of shadow before the caster. The wraith is visible as with witness of death and remains for the scene. However, it is under no compulsion to answer any questions or obey commands, the vampire may employ bribery, threats or simple eloquence to obtain information or favors. Once summoned a wraith may not deliberately move out of sight of the vampire, though it can take any other actions including direct attack. A temporary willpower can dismiss the ghost early; otherwise shadows engulf the ghost once more and return it to its original location at the end of the scene.

●●●*Compel the Shade* (HC PG: 194)

This power requires a single blood expenditure but otherwise functions as standard Sepulcher 3 Compel.

●●●●*Fetter the Dead* (HC PG: 195)

With this power, a vampire may imprison a ghost within an object or bind it to haunt a specific location for a time. Such a location may be any size, centered on a spot of the vampire's choosing. Some vampires use the threat of this dreaded power to elicit service from the dead without ever employing Compel the Shade. Other vampires use this power as a reward, since a ghost imprisoned within a corpse may speak through the cadaver's lips or possibly reanimate the entire body to carry out some unfinished task among the living.

The player spends one blood point while at the location for the haunting or touching the intended prison. The ghost must then be brought to her presence by some means. A social challenge against dif 7 or the target's willpower whichever is higher if the target resists, otherwise the dif is 4. The difficulty is increased by one if the caster wishes to place the ghost in an object or by two if the caster wishes to place the ghost in a corpse. The dif decreases by one if the vampire has a part of the ghost's body in addition to knowing its name. (min dif 3) Success binds the ghost for one night which can be extended to one week for a temporary willpower or one year for a permanent willpower. During this time the ghost may not leave the prison.

Ghosts placed within a reasonably intact cadaver may attempt to animate their prison for a time. This requires a point of willpower and a mental test difficulty 7 to speak or 9 to animate the body. Upon success the ghost may expend a number of mental traits to be animate at the appropriate level for one night per mental trait expended. Once this period ends or the ghost's term of imprisonment runs out, the corpse falls silent and still. The statistics for bodies reanimated in this fashion are left to Sts to decide, based on the power of the ghost and how badly the corpse has decayed. By default such beings have mental traits, social traits minus 3, willpower and abilities of the inhabiting ghost. It is possible to use Fetter the Dead to place a spirit within a corpse and then compel it to rise and serve as walking dead through Compel the Shade, though bodies inhabited by ghosts cannot rise under the influence of the Cadaverous Animation or Bone Paths.

●●●●●*Usurer's Scales* (HC Pg: 195)

With the final power of Nigrimancy, a vampire may replenish a ghost's spiritual essence with the power of his blood or devour that essence to feed his preternatural will. Ghosts fear such power as they fear little else, for a vampire who drinks their soul dry casts them into ultimate oblivion.

The vampire must be able to perceive his target by some means, usually by invoking the Witness of Death. He then concentrates and silently reaches out with his power. He spends a blood trait and makes a social challenge against the target to devour or against dif 5 to transfer. Once successful the caster may spend up to three social traits to steal up to three willpower or pathos either way the vampire gains that number of temporary willpower which can't go

above his normal permanent willpower. If the Ghost reaches zero willpower, it is thrown into a harrowing. If the vampire wishes to transfer energy to the wraith he may spend 1-3 blood or willpower upon success and the wraith receives that number of pathos or willpower although this refills willpower first. Either way the transferred energies appear as a cloud of red light that flows from the mouth of the donor to the mouth of the recipient. This light is unmistakable and impossible to hide, though it is visible only to ghosts and beings that can see them.

Custom OWBN Path Conversions

The Dragon Path

(NPC only - Replaced with Terracotta Army)

The Dragon Path is used by both the Li Weng and to a slightly lesser extent the Della Passaglia. Both families have discovered the advantages of an eastern perspective on death as well as on necromancy. Balance and harmony are the key aspects of life as well as death. The Heavens as well as the Hells work under the same principles in a harmonic relationship. Yin and Yang is a manifestation of this and sometimes Asian Necromancers even refer to the two worlds as Yin (Skinlands) and Yang (Shadowlands) but this is something of a rarity. The powers of this path can typically affect an area with a radius of five plus the casters Dragon Path rating in yards.

•*Chi Sight*

With this power active, in essence, the entire invisible worlds of spirits and chi becomes open to the vampire (Wraiths can be seen, as well as the living essence of things or aura). The Necromancer spends a blood and then a mental trait for the scene or hour the Necromancer may see and speak with wraiths as well as chi lines, dragon nests, nodes, and the like. In addition the Necromancer is able to see the auras of mystically imbued objects for the duration.

••*Spirit Call*

The vampire first learns to manipulate the threads of the Shadowlands. By weaving them in interesting (or annoying) fashion, the vampire can attempt to lure a nearby wraith. In this manner, the ghosts of the dead may awaken and answer the vampire's call. The Necromancer must concentrate for a minute, expend an appropriate Mental trait and make a Mental Challenge against the Shroud rating if successful a wraith will come at its leisure to investigate. The wraith is under no obligation to the summoner (who must in fact use other powers to control or even perceive the entity) and is created by the storyteller. If a Necromancer wishes to call a specific wraith the Caster must spend 3 mental traits after a successful casting and know the entity's name. Further, the wraith in question must be nearby, as determined by the ST.

•••*Chi Ward*

The vampire may manipulate ambient dragon lines in the area, weakening or strengthening the area's Wall. The Necromancer must spend one blood and make a Static Willpower Challenge against the normal level of the local Wall. If she is successful the Wall is raised or lowered by one for a scene. This cannot raise the Wall rating above 10 nor lower it below 1. In addition wraiths in an area with a Shroud rating of 10 feel uncomfortable and must spend a willpower or leave the area. Wraith fetishes in such an area fail to operate as do wraithly artifacts that have an effect that crosses the shroud. This power may only be used once a scene.

••••*Dragon Bone Prison*

At this level, the vampire has become more adept in her control over Chi lines. She can weave dragon lines into walls, nets, and even traps of wraith energy. The vampire can weave traps to snare a wraith. The Necromancer must

spend at least five minutes in contemplation of the shapes to be created (acting at a two-trait penalty to all other actions, including combat during this time), spend a blood then make a Mental Challenge against a wraith that is present. If the Caster is successful the trap immobilizes the wraith for a scene or until the spirit agrees to perform a service for the Caster.

●●●●●*Chi Rift*

This art allows the vampire to strengthen Yin and Yang lines to such a degree that he opens a portal into the shadowlands. This portal causes devastating effects on the immediate environment as well as the caster, as raw wraithly energy torrents out of the Shadowlands. This raw wraithly energy reacts even more violently in the alien energy of the physical plane. These "storms" of wraith force start out small but quickly blossom beyond the vampire's control to become devastating whirlwinds of elemental energy. This power causes severe stress on both the physical world and the shadowlands and no parties involved ever appreciate it, whether wraith, human, kindred, Kuei-jin, or otherwise. For this reason it is never undertaken lightly; reckless use of Chi Rift will be noticed and attempts will be made to stop it. The Caster must spend 20 minutes in concentration, expends five blood, and then makes a Mental Challenge against the Wall rating. Success opens a rift to the Shadowlands as is appropriate and causes a low level Maelstrom. The Caster takes the brunt of this force but both the skinlands and the Shadowlands are affected as well. In the skinlands this either manifests as a howling typhoon of roiling clouds of black energy, shot through with rains of bone and hissing ebony lightning. In the Shadowlands it is a localized level 1 Maelstrom. The portal lasts for five turns while the storms last for one scene or hour. The Caster takes 5 levels of lethal damage as rift opens and then all in the radius take one lethal at the end of the hour, this can be soaked with fortitude. Once in either realm, anyone that goes through can spend a Willpower to return.

Terracotta Army

(Replaces The Dragon Path)

The Terracotta Army is a collection of life-sized clay sculptures depicting the armies of Qin Shi Huang, the first Emperor of China. These sculptures were buried with the emperor in 210–209 BCE to protect him in the afterlife. The army consists of infantry, cavalry, chariots, and officers, with each soldier having unique facial features and details, reflecting the craftsmanship of the time. The discovery of the Terracotta Army in 1974 near Xi'an, China, is one of the most significant archaeological finds in history, offering insights into ancient Chinese military practices and artistry.

Mortal Eastern Necromancers were actually the cause of the initial Terracotta Army; they created the army to protect the first Emperor of China Qin Shi Huang in the afterlife. Vampiric Eastern Necromancers like the Li Weng after the discovery of the Terracotta Army in 1974 picked up the ability to do so with a bit of ingenuity and research into the old ways.

Creation of the body requires Crafts: Terracotta or Clay (Specialization: Terracotta) and Science: Human Anatomy or Medicine. At the bare minimum.

Storytellers are suggested to create NPC wraith sheets for those made with this path, or to work in conjunction with the player to do so that tempers/arcanoi are laid out in an official manner.

All Terracotta soldiers are considered supernatural creatures for all attempts to employ Disciplines, Thaumaturgy, or other supernatural powers on them.

To create a Terracotta soldier, in addition to crafting the soldier you must make a series of challenges. For willing

wraiths you need to spend a vitae and throw 2 simple tests, and win or tie at the time of casting this path of Necromancy. If you lose any of the tests you immediately must throw another, if you lose that test the Shadow/Specter takes over and immediately attacks you. Static Difficulty is 10+ the level of the power being used. For unwilling wraiths you must win a contested social challenge against the wraith you are trying to imbue into the statue, followed by the other required tests.

Levels 1-2 will start to deform when confronted by non-supernaturals. Level 3 if confronted by a non-supernatural must win a static chop, otherwise it will start to deform. Levels 4-5 will retain their shape.

Social traits of each statue can be increased by your rating in your Crafts: Terracotta or Clay (Specialization: Terracotta) abilities. However levels 1-2 cannot initiate a social challenge but may defend against if the social traits are modified via crafts with appearance traits.

• Èrděng Bīng (Private) :

At first, the necromancer can only imbue the terracotta soldier with simple, nearly mindless wraiths. These soldiers can perform simple, repetitive tasks such as digging, sweeping, pulling and carrying. Èrděng Bīng cannot fight.

System: These soldiers are the most basic and the body is usually shoddily created, usually Wraith Slaves are put in these. Those of this level cannot employ arcanoi or pathos, they only can follow the creators direction in very basic and menial tasks. They have 6 Physical traits, 0 Social traits, and 3 Mentals. They only have 5 health levels. And no abilities.

•• Xiàshi (Corporal):

A more skilled necromancer can produce soldiers with greater intelligence and usefulness. Xiàshi can perform moderately complex tasks that require some small degree of common sense.

System: At this level their traits are raised, to 9 Physical, 0 Social and 6 mental. They also have 2 basic non combat abilities to be chosen with ST Discretion that cannot be raised past the first dot of the ability. They may have one basic arcanoi that again is not combat related, but still only have 5 health levels.

••• Shàngshi (Sergeant):

At this level, the necromancer can produce soldiers with simulated minds that work quickly enough to handle combat. A soldier created with this level of mastery does not have to be an actual guard, but is a common application.

System: At this Level, their traits are as follows. 12 Physical, 3 Social, 6 Mental, 4 abilities of which can be combat related and cannot exceed more than 2 dots in the ability and 10 health levels. The arcanoi available to them is dependent on the wraith placed inside the body. However it may not exceed the basic levels. They may employ 4 basic arcanoi.

•••• Shàngwèi (Captain):

A truly skilled necromancer can create formidable soldiers - powerful terracotta soldiers more skilled than many humans. Such soldiers can command lesser soldiers, and perform complex tasks without supervision.

System: At this Level, their traits are as follows. 15 Physical, 6 Social, 9 Mental. They may have a spread of up to 9 abilities up to the third dot. They may employ 6 basic arcanoi that the wraiths possess and up to two intermediate arcanoi.

••••• Èrjī Shàngjiàng (General):

The pinnacle of what a masterful necromancer can do with the Terracotta Army, the Èrjǐ Shàngjiàng is the peak of the path. These are the most intricate and if made well enough can even fool normal humans and other supernaturals into thinking it's a living breathing creature. The Èrjǐ Shàngjiàng also is highly intelligent and has the personality of the wraith who is residing in it. They work with the necromancer in aiding in whatever they need.

System: At this Level their traits are as follows. 18 Physical, 9 Social, 12 Mental. They may have a spread of up to 15 abilities up to the third dot, 5 of the abilities can go to the 5th dot. They have full access to the Arcanoi and Tempers on their sheet.

(As outlined the wraith used should be made by the Staff and Player working together).

Path of Hoodoo

This path of Voudoun Necromancy is based upon the ancient spells and beliefs of both voodoo and hoodoo. Many of these spells are from those ancient traditions and beliefs. Unfortunately, most of Voodoo and Hoodoo is based around the idea that they can only affect those who believe in them.

Note: Only those who believe in the effects of magic can be affected by these powers. That is to say, anyone targeted by this path that does not have an Occult Ability score of 3 or more is immune to the effects of this path.

•*Death Echo*

A devotee can call upon Ghede to grant him the ability to perceive the moments of another vampire's Final Death as though he were experiencing the Final Death himself. The Kindred perceives the death as it was occurring from the point of view of the deceased vampire. The character sees what the vampire saw, smells what he smelled, feels how he felt, etc. Kindred are able to maintain Death Echo for a minute per his levels of the Path of Hoodoo, and must know the name of the dead vampire in order to use this ritual. The hougan engages in a Static Mental challenge (Retested with Occult) at a difficulty of 10+1 for every day the body has been deceased. This power does not require the target to have had the Occult ability score at all to work, unlike the other levels of this path.

••*Brick Dust*

The hougan calls upon powerful warding magic to protect him from harm. There is an ancient belief in hoodoo and voodoo that if one places a line of unbroken brick dust over an entryway, those who would do you harm may not pass. The hougan places an unbroken line of brick dust upon an entryway (Such as a door or window). Anyone who intends direct harm upon the caster may not pass. This does not stop them from finding another means to reach you, but they will be unable to cross the line of brick dust, or disturb it to break it. Harm is defined as direct harm. If someone entered a room to physically fight you, they could not cross. If however, they were sent to spy on a gathering you were at and had placed the brick dust, and came across information that might harm you, they would still be able to cross. As that is indirect harm.

•••*Ill Omen*

A mambo of Kalfou may call upon the loa to inflict a horrifying nightmare upon a foe. The focal point of the nightmare may be a person, place or object. Whatever the subject of the nightmare is, the victim wakes with an intense phobia of it. The Kindred attempts to avoid that person, place or object as though their very existence depended upon it. If the victim is somehow confronted with the object of his nightmare, he will react with utter horror. Each turn the victim remains within 10 feet of the object, the player Must make a Courage Check at a difficulty of 5. If the check fails, the victim immediately flees from the object in terror. If escape is not possible, he enters Röttschreck. If the victim is mortal and is unable to escape, he immediately faints, and remains unconscious for an hour or until forcibly roused, whichever comes first. It should be noted that although the victim wholly and irrationally believes that the object of his fear will harm him, it is, in fact, no more dangerous than it would be under

normal circumstances. Ill Omen remains in effect for a number of nights equal to the hougan's rating in the Path of Hoodoo. This power requires a Sympathetic Link.

••••Curse Object

Kindred under the patronage of Kalfou may perform a ritual to tie bad fortune to existing lifeless objects (jewelry, clothing, a weapon, etc.). The hougan must first obtain the item and cast the spell upon it. Which may take anywhere from a minute to several hours depending on the whims of Kalfou. If the spell is successful, the targeted object is cursed. A character who comes into physical contact with the object must bid 2 additional traits for any action subsequently performed. The subject need not remain in contact with the item to be affected by its curse. Simply brushing against the cursed object brings bad luck upon the individual. The curse is automatically contested by the victim upon touch, pitting the hougan's social traits against the victim (retested with occult). If the victim fails, he is cursed for a number of hours equal to the hougan's levels of the Path of Hoodoo. This power requires a Sympathetic Link

•••••Vodoun Doll

Made popular through horror films and tales whispered around the fire, the Vodoun Doll is probably one of the most iconic items associated with the practice of Vodoun. As it relates to Vodoun practiced by Kindred, a Vodoun Doll (or poppet) is a potent magical tool used by the most beloved houngan of Kalfou. A vampire may stick a wooden nail into a fabricated doll, and in doing so, manipulate his enemies from afar or inflict any number of dark and powerful curses upon them. Vodoun dolls can be constructed from almost any material: cloth, wrapped twine, clay, wax or corn husks. Creating a voodoo doll requires an extended Crafts challenge with difficulty of 14. Each test is equal to five minutes. The houngan must have a piece of the target or something very important to him — a drop of blood, a lock of hair, or an item of great personal worth such as a wedding ring or a piece of a favorite garment. Once the doll has been created, the houngan performs the spell to call upon Kalfou. If the ritual is successful, Kalfou creates a sympathetic connection to the intended target. The doll retains the link to the living individual for five hours. If the Vodoun doll is destroyed, all the sympathetic control is broken and the target is freed from all effects. Once the doll is connected to its target, the houngan can puncture it with a single wooden nail. Only one nail may be used at a time (multiple pins may not be used to simultaneously affect different areas), but the nail may be removed and the doll punctured again in another location to achieve a different effect as often as the houngan likes. This power requires a Sympathetic Link. Placement of the nail, pushed into the Vodoun doll, affects the target in a variety of ways:

Pin Placement	Effect
Heart	The target immediately loses half his blood pool. Used against a mortal, a nail in the heart causes the target to lose all stamina related traits.
Eye	The target is rendered blind until the nail is removed. Use the rules for fighting in total darkness.
Ear	The target is rendered deaf until the nail is removed.
Mouth	The target is rendered mute until the nail is removed.
Forehead	The target is cursed with bad luck while the wooden nail remains in the Vodoun doll's forehead. When the target attempts to perform a task that requires significant thought (any action that makes use of a Mental Skill or Attribute), the target's player must bid 2 additional traits on all such challenges.

Stomach	The target feels ill, and becomes violently sick if he attempts to consume blood while the nail remains in the puppet's stomach. He does not vomit the Vitae currently in his system, but cannot feed to gain additional Vitae until the pin is removed. If the Subject is mortal, he may not eat or drink until the nail is removed.
Extremities	The target is cursed with bad luck while the wooden nail remains in the Vodoun doll's hand or foot. When the target attempts to perform a task that requires significant physical prowess (any action that makes use of a Physical Skill or Attribute), the target must bid 2 additional traits on all such challenges

Path of Israfil

(NPC only, Replaced with The Path of the Graveborn)

All age's come to an end, all lives cease to be, and eventually all things crumble to dust. It is the way of the world, and no group knows this better than the Necromancers of clan Giovanni. As an outgrowth of several different paths of necromancy this path focuses the energies of the blood and the strength of the corpse into deadly harmony. The Necromancer that wields this path wisely is truly a dark and twisted throwback to the Angel of Judgment Day, Israfil.

Note: This path is taught to those that are charged with the safety and security of the clan. (This path may not exceed the necromancer's Bone Path rating.)

•*Masque of Death*

You can with this power grant yourself the appearance of an aged corpse. Expend a blood trait. Once this effect begins, flesh draws taut, and the body takes on an entirely corpse-like appearance and texture. The Necromancer is down one trait on all social tests except for intimidation but may ignore all wound penalties. This power may last until the next sunset, but the caster may end it early. If one wearing the Masque of Death attempts to emulate a corpse, it takes a successful mental challenge to see through the disguise.

••*Visage of the Damned*

An even more twisted and sickening extension of the magics used to create the Masque of Death, the Visage of the Damned is truly a horror to gaze upon. The Necromancer focuses the energies of a decayed and rotted corpse throughout her body. The Necromancer's eyes sink in and glow; her skin begins to slough off her bones and turns a deathly pale, with large open fissures, and rotted hideous splotches. To activate this power, expend one blood trait. At the end of the turn the transformation is complete, and the power grants the user the following powers, which last for the next scene or hour. The Necromancer gains the bonus social traits Intimidating x 2, as well as a bonus strength related physical trait. In addition anyone who has never seen such a monstrosity come to life must make an immediate courage test at difficulty 2. Due to the Necromancer's hideous features however for the duration of the power the Necromancer has Repugnant x 2.

•••*Corpse Breed Carapace*

The Necromancer bows his head, holds his hands palm out and whispers of the death that should have taken him. His body responds by exuding bone in a hideous attempt at escaping the unnatural fate of the damned. By spending a blood trait the Necromancer develops spiked bone armor over portions of his body. This can't be hidden by any unassuming means. This power lasts a scene or hour and can only be activated once in a scene. The Armor is worth two Healthy health levels and causes the Necromancer to do lethal damage with his strikes. This counts as armor and is incompatible with other armor. The health levels from this power are lost first.

••••*Sanguine Lash*

The Necromancer need never be without a weapon as with this power he can forge one from his own body and blood. The Necromancer spends two blood traits and exudes a razor sharp blood whip from his wrist. This weapon can not be disarmed, has a reach of up to 13 feet and has the following stats:

Sanguine Whip

Bonus Traits: 3

Negative Traits: Due to this weapon being part of you it has no negative traits unlike all normal weapons

Concealability: Jacket (wrapped around the forearm)

Damage: Two Lethal

Special Ability: Speed

The whip can be from two feet to ten feet and shifts length at the Casters mental command. This power lasts until the end of the scene or hour.

•••••*Gift of the Corpse*

By taking the aspects of the dead upon yourself, you are able to temporarily avoid some of the vulnerabilities to which Cainites are subject. Expend a Willpower Trait and perform a Static Mental Challenge (against a difficulty of seven Traits). If you succeed, your Cainite nature is submerged for two turns, and you are closer to being an animated corpse than a Vampire. Holy artifacts and ground have no effect on you; you are immune to Rotschreck and frenzy. Sunlight causes bashing damage at worst, fire only causes lethal damage, and a stake in the heart is no different from a stake in the liver. At the beginning of the third turn, make a Simple Test; if you win, the Gift of the Corpse stays with you for another turn. Gift of the Corpse does not interfere with the use of any vampiric abilities. Should the effect end while you are exposed to any of the circumstances it protects against, they immediately take effect. Those who possess Soulsight or similar abilities may notice an alien appearance in your halo. Also, since this experience amounts to the rejection of any semblance of life, the Storyteller may rule that it interferes with certain roads/paths.

The Path of the Graveborn

(Replaces Path of Israfil)

The Path of the Graveborn taps into the necromantic energies surrounding the processes of death and decay. Unlike the Bone Path which focuses merely on creating and controlling zombies, practitioners of the Path of the Graveborn recognize that the vampiric form is that of a walking corpse and they have thus learned to draw from the power of Necromancy to augment the user in a variety of ways and provide a greater state of synthesis with death itself.

Masters of the Path of the Graveborn are scholars of death, entropy, and decay, often living or studying near cemeteries, crypts, and mausoleums. They care little for Noddist theories as to why Caine rejected God's grace, instead fixating on how the vampiric condition holds power over death. While the Tzimisce clan seeks to perfect their bodies through the mastery of flesh, practitioners of this Path view that as a flawed approach. To a student of the Path of the Graveborn, only by studying the process of death and spark of unlife can perfection be unlocked. They believe that the flesh is merely the vessel for a stronger source of power. Unsurprisingly, more than a few practitioners of this Path also follow the Path of Metamorphosis.

•*Lord of the Flies*

From the moment of death, vermin are attracted to a corpse. By expelling necromantic energies from your body, you beckon a thick black swarm of blowflies. These are quickly followed by flesh flies, dung beetles, and moths that surround you in a thick cloud of carrion insects hungry for dead flesh.

System: Spend 1 point of Blood and an action to summon a swarm of carrion insects that envelop you until the end of the next turn, obscuring you from your enemies and making it more difficult for you to be targeted by a Firearms, Throwing Attacks, or power that requires line of sight. This grants you a +2 trait defense against line of sight attacks or powers. You may make ranged attacks and use line of sight powers normally. You may choose which types of insects you summon; practitioners with Egyptian ties are known to favor scarabs while South American practitioners often employ bot flies. When this power expires, the insects withdraw inside you and are consumed, healing you for 1 point of lethal damage.

••*Death's Scythe*

The iconography of Death carrying a scythe is derived from the Greek god Chronos and Cronus, a lesser god of the harvest who carried a sickle used to cut grain. In mythology, Chronos eating his children was an allegory for time devouring all things. The scythe becomes an image that reminds us that death reaps the souls of the living like a farmer who harvests crops from the field. Manifesting your power over death, you call forth terrible necromantic energies and shape them into the visage of Death's most terrifying weapon.

System: Spend a Blood and a simple action to summon an ethereal scythe bathed in a cold blue flame. If you have access to it, you may use the Quick Draw ability (or Fast-Draw ability) to quickly produce the weapon instead of spending a simple action, but you must pay the cost to activate the maneuver. This weapon is an extension of your necromantic powers and cannot be given to another character nor enhanced by other powers such as Quietus. You may make a successful Melee attack with the weapon that does base of 1 point of aggravated damage and converts additional damage from Potence to aggravated. The weapon possesses the named traits Deadly and Brutal, you may bid these traits for a challenge but if you lose the challenge the Scythe shatters and must be summoned again. The scythe functions with any Potence powers you have.

Once created, this weapon cannot be broken even with Elder levels of Potence, nor removed from your hands, nor can it be handed to another character, picked up or used by anyone else. Once conjured, the scythe remains material for 1 scene or hour.

•••*Reaper's Due*

Archetypal concepts of death and money are often intertwined, with deities such as Hades and Baron Samedi having jurisdiction over wealth in addition to the afterlife. To these figures, the souls of the departed are theirs to claim, pledged either through willful agreement or ancient laws. By leveraging these debts, you exert power over those who drift closer to death, assailing them with necrotic energies.

System: Spend one Willpower and concentrate and visibly point to your target as you make her mortality the subject of your attention. Thereafter, whenever she spends or loses a point of Willpower in your presence you gain a +1 bonus in offensive challenges against her for each point of Willpower she has spent or lost over the next 10 minutes, up to a maximum of 5 points. In addition, this person cannot break line of sight for the duration of this power within 50 feet. The Necromancer has an otherworldly focus on their target

You may only have one designated target at a time. If you choose an additional target, any effects against your previous target fade and the count of how many times she spent Willpower in your presence resets.

••••*Knitted Flesh*

The necrotic energies that make up the necromancer's body can be bent towards keeping the Necromancer going in most fights when they are stretched out over a period of time. They are able to gain additional benefit from their focus of Will with the ability to stoke the necrotic energies to restore your form.

System: This power requires the caster to spend a Blood to activate this for 10 minutes. During that time any activity that requires a willpower expenditure also triggers knitted flesh.

Upon activating this power and whenever you spend a point of Willpower to retest a challenge, you may immediately heal health levels, either 3 lethal or 1 aggravated per activation. You must spend Willpower to gain this benefit; abilities that allow you to forego the actual spending of Willpower cannot be used in conjunction with this ability. Quell the Beast or other powers that stop the Necromancer from spending Willpower will stop this power, however, if the Necromancer spends a permanent Willpower through the use of another discipline this will engage the healing effect of the power regardless if such powers are used.

•••••*Death Perfected*

To live as a vampire is to deny one's mortality, holding onto life by drinking the blood of the living. By wrapping yourself in energies from the Shadowlands, you transcend the vampiric state and fully embrace the inevitability of death and the power it brings. To confront you is to oppose mortality itself, a terrifying ordeal even for the so-called Undead. This transformation is a dramatic one as you emerge as an unrelenting force of entropy that is devoid of life.

System: Spend 1 Willpower and an action to channel necromantic energies throughout your body, flooding you with the power of entropy and transforming you into an unmistakable yet undeniably powerful figure of perfect death.

In this form, the finality and single-mindedness of death drives your actions and purpose making you much harder to control or influence. You may add 1/2 your permanent Physical attributes rounded down to your Mental or Social attribute when defending against Mental or Social challenges.

Path of Maelstrom Manipulation

While the Giovanni have been master Necromancers for around a millennium their power deals with dominion over the dead. The power of the Maelstrom is beyond their direct control, however; through subtle manipulation of the shroud some measure of control can be obtained.

•*Sense the Tumult*

The Occultist's study of the chaos of the Maelstrom and its echoes within the shroud allow them to gauge the strength and direction of a Maelstrom. Through a static mental test, the occultist may detect approaching Maelstrom within a mile per Maelstrom rating, determining its strength and direction of travel. This may be done from the Skinlands or the shadowlands. Given the Maelstrom is of significant size and speed this could do the Necromancer little good.

••*Bulwark*

The dangers of the storms of the shadowlands are a reality to necromancer and wraith alike. The necromancer at this point can blind a Maelstrom to his presence, bulwarking the strength of the shroud to gain protection from the damaging effects of a Maelstrom with a mental test at a difficulty of 13 + the storm rating. This protection can be extended to nearby allies for a mental trait each. This protection lasts until the end of the night. Further, specters involved with the Maelstrom are down two traits to affect the protected individuals.

•••*Sigil of the Storm*

The occultist may now weaken the shroud between the skinlands and shadowlands in a localized area allowing a Maelstrom's effects to pass across to the skinlands. The Necromancer through mental exertion marks a person,

place, or object with which he comes into contact, leaving a handprint of his vitae. This requires a physical challenge against an unwilling target. Even if the blood is removed the subject is affected by any Maelstrom they would be in if they were in the shadowlands reflection of their current location. This effect lasts for the rest of the night.

●●●●*Command the Cyclone*

At this point in his studies an occultist has deluded himself into believing he has mastered some level of control over the primordial storms of the netherworlds...this is obviously wrong. Through intense concentration and an exertion of will, the storm itself can be directed by the necromancer through manipulation of the shroud. The necromancer spends a willpower trait and makes a mental challenge at a difficulty of 15 + the storm rating. This can change the direction of the storm up to 45 degrees. This change lasts up until the end of the scene or the storm changes back by its erratic nature or the will and arcanoi of the specters in the Maelstrom. (Basically the duration is up to ST discretion but one scene is generally appropriate.

●●●●●*Birth the Maelstrom*

The Necromancer, through fine manipulation of the shroud, learns to imitate the power of a level one Maelstrom. By twisting and tugging the shroud in its weakest places a thin layer shatters causing winds and damage similar to a level one storm. This power doesn't significantly weaken the shroud to any degree. The Necromancer spends three blood traits and a mental trait. Once the traits are expended, the power activates. This power does not create actual Maelstroms as far as wraiths and specters are concerned it is just an area of stinging and damaging winds, wraiths like anything else in the area in the shadowlands take damage as a level one Maelstrom. Birth the Maelstrom may be used in conjunction with Sigil of the Storm.

Path of the Shepherd

Once protection from hostile spirits and wraiths was the sole providence of the church, the task of protecting the family from the predations of such hostile spirits of the dead have fallen to family in this modern age. While most that follow this path are family and clergy some have taken up the mantle without the cloth. Those few outside the clergy that accept the charge are often those most devoted to the protection of the mortal family and their connection with it. While the greatest problem for the family tends to be vengeful and cunning wraiths the Family trained Exorcist may recognize the position of a daemon or other entity, though his ability to handle it is as limited as any other catholic.

Note: Unlike most studies of necromancy the effects of the Path of the Shepherd may be employed upon a wraith within the skinlands as well as in the shadowlands. (This path may not exceed the necromancer's Sepulcher Path rating.)

●*Sheep from the Goats*

Through study and observation the Necromancer can recognize the telltale signs of possession on an individual vessel, be it man, beast, or object. The idiosyncrasies of behavior and the tell tail resonance's are as plain as painted billboards to the studied. The Necromancer makes a static mental test on an object, person, or beast to recognize a spirit riding, bound within, or inhabiting the item. Once this is done a test to recognize the type of entity therein may be required based on the relevant knowledge and lores of the Necromancer.

●●*The Armor of Faith*

Through focus and training a necromancer can harden his personal defense and prepare himself to weather the most insidious assaults of the restless dead. While the necromancer is still at the mercy of a wraith prone to emotive and overt acts on any those arts that are attacks against the mind, emotion or the soul itself. The necromancer gains a free retest when a wraith employs the arts of Keening, Intimation, Puppetry, Phantasm, Mnemosyne, and Fatalism upon

him. He has hardened himself to attacks upon the mind, the emotions, and on the soul in hopes of better protecting the family from the predictions of wraiths.

●●●*Console the Inflicted*

The necromancer lays his hand upon the possessed, and then through mental exertion may channel the spirit of the possessed man or beast. He or another may communicate with the being, being possessed. While this can be used to comfort friends and family, it is more often used to offer hope to the possessed or to seek out information from them on possible motives and past activities of the wraith or specter. After succeeding in a physical test the Ritualist expends a mental trait, and then for the remainder for the scene he may speak for the puppeted individual so long as physical contact is maintained. Inquiring from the contained unfortunate may provide details of the possessing wraith's motivation in the possession and further revelation of secrets that may be used to cause release of the puppet. The storyteller may choose to resolve this through a series of tests or role-play as it suits him.

●●●●*Subvert the Legion*

The greatest weakness of the restless dead is themselves and in a time of need the Necromancer can call upon this inner battle and through careful manipulation an exertion of force of will. The spiritualist causes either the recessive id or ego to rise to the surface either for a temporary respite, an attempt at conspiring, or to counsel it to assert permanent authority. The Necromancy must succeed in a contested social challenge against the wraith or specter. If successful the necromancer may spend a willpower trait to allow the psyche or shadow to make a test for Catharsis (to assert dominance) without the normal expenditure or prerequisites. If the psyche or shadow is successful the necromancer may solicit information to be used against the dominant personality. Examples include, but are in no way limited to motivations, fetters, and passions. In the event of a psyche being called to the surface the necromancer may even call upon the services of a Pardoner to help redeem the specter through repeated uses. If use of this power fails, the wraith gains one temporary angst.

●●●●●*Banishment*

Properly prepared the Necromancer can cast an unrelenting wraith from the skin lands and its shadow sealing the shade away for the protection of the family. To accomplish this, the necromancer must have an object of importance to the wraith or specter, or have physical control of its possessed form. The Necromancer must grasp the possessed or an object of importance to the wraith or specter and then succeed in a social challenge. If successful the wraith is banished from the skin and shadowlands for the remainder of the night, this may be extended to a month for the expenditure of a willpower or for a year for a permanent willpower trait. It should be noted that the banishment to the tempest or the labyrinth is often a consignment to destruction for the unprepared wraith and a path check may be necessary. In addition if a wraith has crossed into the Skinlands the form, vessel, or puppet of the wraith may be employed as the object of importance for banishment.

The Veil Path

The study of the Sudario/Shroud/Veil in the modern nights has revealed many uses of the Shroud by manipulating this fabric that separates the world of the living and the world of the dead. With the Shroud weakening due to the last Maelstroms, it has become increasingly easier to make the Shroud pliable and useful to a resourceful Necromancer.

Note: For those interested in dealing with the dead on a more intimate level. (This path may not exceed the necromancer's Ash Path rating.)

●*Entropy's Grasp*

With but slight concentration, the Necromancer can pull objects from the Skinlands into the Shadowlands

(He must be in the shadowlands to accomplish this). The object may weigh no more than a few pounds, and be no larger than the size of a fist. The Necromancer spends a mental trait and then does a static mental challenge difficulty equal to the shroud rating, retesting only with Occult. If he succeeds, he may grasp one object with his hand and pull it into the shadowlands. To onlookers, it appears as if the object merely decays out of existence leaving nothing behind. If the Necromancer fails, however, he is unable to pierce the shroud and takes one aggravated damage as the sudario closes in on the Necromancer's hand. This item must be inanimate and becomes a relic of the shadowlands, liquids can't be transferred over.

●●*Piercing the Veil*

By activating this power, the Necromancer opens the mind of another to allow them to pierce the Shroud and perceive the Shadowlands. This can have multiple uses, from intimidating a target, to allowing allies to perceive the Necromancer across the shroud for coordinating attacks, to confusing the target. To activate this power, a Necromancer makes a social challenge versus the target he wishes to perceive the shadowlands. If he succeeds he may expend a mental trait to have the effects of Shroudsight extended to the target for the next scene or hour, whichever ends first. The Necromancer must have the power of Shroudsight in order to utilize this power.

●●●*Burial Shroud*

This power allows the Necromancer to pull the shroud around him, using it as a blanket of protection from the storms of the Shadowlands. This power also allows for a kindred within the Shadowlands to remain hidden from mediums and or other beings within the Shadowlands. This is basically Obfuscate 2 in the Shadowlands only. The Necromancer spends a WP and engages in a static mental challenge, difficulty 15 minus the Shroud rating. He is granted immunity to maelstrom damage. This only protects against the maelstrom itself, and not against anything that might be traveling within the maelstrom. Furthermore, the Necromancer is then invisible in the Shadowlands and invisible from mediums as well. He should cross his arms across his chest to represent this effect. This lasts for a scene or an hour. This acts as Obfuscate in regards to all other powers.

●●●●*Persephone's Portal*

Necromancers have long been able to open temporary portals into the Shadowlands. These portals allow travel between the Shadowlands and the Skinlands. However, a Necromancer with this power now may open a more permanent portal into the Shadowlands. On the night of a full Moon, the Necromancer draws a chalk doorway on a solid stationary object as if he were going to employ the power of Ex Nihilo. The Necromancer then mixes 2 traits of vitae with 6 pomegranate seeds and consumes it while chanting a prayer to Persephone. He then spends 3 WP and opens the gate to the Shadowlands. At this point, a word is chosen that will open the gate to the Shadowlands and a second to close it. Only the Necromancer may enter the gate, as well as any inanimate objects he might bring. (No, torpored kindred are not inanimate objects) The gate lasts for 3 months and may be used as many times as the Necromancer wishes. The door may not be moved, however, and within this spot, the Shroud is drastically thinner. Any wraith attempting to pierce the shroud within 30 feet of this portal gains a free retest to do so and receives a +2 bonus when using it's arcanoi within this radius. This power takes an entire night to activate, however the effects are drastically increased beyond that of the Ash Path power of Ex Nihilo.

●●●●●*Embodiment of Death*

A Necromancer so skilled in the Veil Path may now materialize within the Skinlands. The Necromancer spends a temporary Willpower and burns up to 5 mental traits. He then does a primary test against the shroud. If successful, he then does a mental challenge for each mental trait expended. For every win (not tie), the Necromancer may affect the Skinlands for one round with Mental or Social actions only. Though not physically there, the Necromancer appears to be a ghostly figure. The Necromancer is immune to physical harm, but may still be affected by magic,

wards and or mental/social disciplines that do not require physical contact. If the Necromancer fails the initial challenge to pierce the shroud, he is forcibly ejected from the Shadowlands and takes 3 lethal damage as his body rips through the shroud. While in this form, the necromancer may only use Auspex, Dominate, Presence and Obfuscate. No form of Blood Magic may be used in conjunction with this power.

Mind's Eye Theater Necromancy Rituals

Basic

Casting of Bones (HC pg. 197)

By throwing dice carved from the knucklebones of executed criminals, a vampire may attempt to divine and positively influence his fate. System: The player rolls one Ten-sided die to resemble the “Bones”. If the result is 6 or greater, the next challenge for the character is made at +1 Trait. If the result is 5 or less, subtract one from their Trait total for the character’s next challenge. Every time this ritual is cast in a given night, reduce the resulting number of the die by one. No matter what, a 10 always yields good luck.

Celebration of Persephone (OWbN CCDB)

Components:

One bouquet per suitor required to bring Persephone: fresh bouquet (dozen flowers) of white lilies grown in Italian soil and \$500 USD of Mother of Pearls, this could be one pearl to a necklace of pearls.

Mechanics:

Suitors trained in the Necromantic arts host an elaborate dinner and courting experience in the hope of attracting St. Persephone, cousin and Honored Dead, to commune with the participants. A minimum of 2 places must be set for one suitor (Max 7 suitors) and Persephone herself. On her plate will be piled the flowers and Mother of Pearls. If the Ritual is a success her plate’s contents disappear to the shadowland side for her, and returned to her plate are a number of Coins/Persephone’s Favor. These coins must be kept upon the person for the evening of the ritual. If the coin is given/taken away from the suitor the coin decays to ashes and floats away to nothingness.

Gain +2 traits on necromantic magic, except those targeting Ghosts, Spectres or Spirits of the Shadowlands for the remainder of the night. If several necromancers perform the ritual together, they may freely trade willpower points between one another for the rest of the night. During this time, each participant may experience the tactile sensations of another by concentrating for a few seconds and spending a willpower, regardless of the distance. No more than seven suitors can perform this ritual and all suitors must know this ritual to be a suitor.

Circle of Cerberus (BM Pg. 105)

Use as referenced book states.

Any ghost, specter, or spirit of the Shadowlands suffers a -2 trait penalty when trying to affect the necromancer while they are in the circle.

Death's Communion (LC pg 108)

The caster of this ritual is usually not the beneficiary. If the caster and the subject are the same apply a +1 penalty to the ritual challenge. Ritual takes one hour to complete; and the subject of the ritual gains a +2 trait to all Necromancy challenges for one night.

Draining the Well of Life (RB pg. 93)

Upon successful completion of the ritual, the necromancer gains all of the blood traits as per normal act of feeding, and each of his ghostly servants may replenish each of their Passion pools by the same amount (ignoring any excess). This is an act of murder and anyone on Humanity must make a Humanity check, unless of course the character is on a Path of Enlightenment that doesn't condemn murder.

Eyes of Despondent Revelation (HC pg. 198)

Use as referenced book states.

Haunting Breeze (RB pg. 103)

The necromancer can summon a light supernatural wind to frighten and confuse all of those within a small area or single building no larger than 100 feet/30 meters in diameter. Until the next sunrise (or dispelled by the caster), the wind is filled with soft echoes of whispers, warnings, curses, and laughter of the dead. These terrifying sounds distract and disquiet, increase Perception challenges by 2 traits, and all other challenges by 1 trait for those who remain in the area. In addition, mortals must make a Courage challenge (difficulty 4) or be spooked, and leave the area. Such individuals are unwilling to return under any circumstances.

Howl from Beyond (HC pg. 198)

Use as referenced book states.

Hungry Mold (HC pg. 198)

Use as referenced book states.

Judge of Rhadmanthus (BM Pg. 105)

Use as referenced book states.

Kiss of Ages (HC pg. 198)

Use as referenced book states.

Knell of Doom (HC pg. 198)

This ritual permits a vampire to hear the act of dying and so find materials and souls for experimentation. Those who use this ritual often tend to gain a faintly distracted look that discomforts anyone who recognizes the significance of their preoccupation. The vampire rings a bell of any size. Before the echoes fade from her ears, she plunges a knife into her palm of her left hand, inflicting one level of unsoakable lethal damage. If the ritual succeeds, the vampire knows immediately if anyone dies within a number of miles equal to her Occult ability. He or She also gains a sense of the death's location relative to her current position with the expenditure of a Mental Trait to discern any measure of distance. The vampire hears the sound of a great iron bell tolling for every death. The ritual's effects last until sunrise.

Knowing Stone (BM pg. 111)

Use as referenced book states.

Part The Veil (BS Pg. 85)

This ritual works as in Blood Sacrifice except that it is a contested mental challenge with the target. Success by the caster results in a duration of one night if mortal and one scene if Kindred.

Parting the Veil (BH Pg 176-177)

Use as referenced book states.

Preserve Corpse (RB Pg. 103)

This ritual enables the user to create an elixir that keeps dead flesh from rotting. The ritual requires the caster to physically coat the dead flesh with a liquid composed of grave dirt, defiled holy water, and rare herbs. Once the liquid dries, the flesh is indefinitely preserved. The ritual produces enough elixir to coat one adult human corpse.

Skull of Warning (HC pg. 199)

Use as referenced book states.

Thanatos' Caress (RB Pg. 90)

The first recorded success recreating the effects of Thanatosis with Necromancy was this ritual. First, the Necromancer obtains a rotting corpse, then proceeds to bathe, symbolizing his ritual purification. Then, he lies down upon the corpse, not necessarily to indulge in necrophilia (although the act will not interfere with the ritual), but to cause the corpse to break open and fall apart. Finally, once the Necromancer is covered in rotting, decaying flesh, he consumes the heart of the corpse and the ritual is complete. Until the next sunrise, the Necromancer may perform a single use of “Putrefaction” from the Thanatos Discipline upon a target using the same system as the original power.

Two Centimes (BM Pg. 111/V20 Pg 180)

Use as referenced book states.

Unearth the Hidden Corpse (HC pg. 199)

Use as referenced book states.

Word of Insight (RB Pg. 93)

This insight allows the Necromancer to gain a Retest later on in the same night the ritual was cast, as long as it is in direct pursuit of the future she divined. She foresaw this failure, and potentially knew how to avoid it. If she fails the second challenge, she still fails, realizing the insight just a moment too late.

Intermediate

Baleful Doll (BM Pg. 112/V20 Pg 181)

A baleful doll is a powerful figure that is linked directly to the spirit of the target. This doll must be handcrafted, and is only finished when it has been painted with the vitae of the houngan and dressed in some article of clothing from the victim which should be unwashed for a better connection. Once the doll has been cursed, the houngan can use it to cause physical damage to the target. If the doll is destroyed, the target suffers six lethal damage. If the doll is injured (often with pins or other items), the victim takes six bashing damage. The houngan must craft the doll, using ritual chants throughout the process. This normally takes four to five hours. The player makes a Static Physical Challenge (Stamina related trait) retest with Crafts (difficulty 8) to succeed in this part of the ritual, a doll that does not resemble its victim is useless for the purposes of this ritual, though some houngans sell them as “authentic voodoo dolls” to tourists.

Blood Dance (BM Pg 112/V20 Pg 180)

Use as referenced book states.

Death's Head (RB Pg. 103)

Some Necromancers collect hair, bone, ash from enemies as signs of victory. Using these remains to create a paint-like residue used to decorate porcelain masks known as Death's Head. Once activated these allow the user of the mask to pass as a wraith even among true wraiths. In the skinlands the user looks translucent and ghostlike (but is unable to pass through physical items or cross into the shadowlands). In the Shadowlands, the wearer passes as a wraith, their aura changes to that of a wraith (pale aura creature type is changed to wraith, but doesn't hide patterns like diablerie veins etc.)

Once used the mask crumbles into dust, and the wearer can end the ritual at any time. May only create one Death's Head at a time, if another one is created any existing mask is destroyed.

Drink of Lethe's Water (BM Pg 106)

Use as referenced book states.

Drink of Styx's Water (BM Pg. 105)

Use as referenced book states.

Eyes of the Dead (BS pg 85)

This ritual works as in Blood Sacrifice except that the duration is one night.

Fettered Minion (HC pg. 199)

Use as referenced book states.

Garb of Hades (BS pg 85)

This ritual works as in Blood Sacrifice but lasts one night, if at any point it is discontinued it may not be cast on the same body again.

Graveyard Mists (HC pg. 200)

Use as referenced book states.

Implacable Vigor (HC pg. 200)

By swallowing the ashes of a cremated Athanatos, a vampire who knows this ritual may briefly gain some of the creature's strength and resistance to pain. The caster makes three Ritual challenges. For every success won, the vampire may gain a Physical Trait (may not exceed normal generational limits) or subtract one from his total wound penalties. Unfortunately, the strength of the dead comes with the savage hunger of the dead, increasing all Challenges to resist frenzy by one. A caster who loses this challenge immediately enters a frenzy.

Impregnable Soul (RB pg 104)

Used to shield the necromancer against possessions by ghosts, infernal entities, or other spiritual powers. While active the necromancer's body cannot be taken over, nor can his soul be pulled out of his flesh. Powers that command the mind are still effective. Ritual can be cast on others, but if done against the targets permission (such as to keep an enemy from activating Psychic Projection, Subsume the Spirit, or Possession) the ritualist must have a bit of the target's hair, spend a Willpower and makes a Social challenge against the target's willpower, retest with occult. Once activated, Impregnable Soul remains until canceled or until the next sunrise.

Malediction of Fetid Veins (HC pg. 200)

After a turn of fierce incantation, the vampire spits blood in the direction of another vampire or ghoul in his direct line of sight. The blood need not strike the victim; it merely accompanies the invisible spray of vitriolic force. This force rots vitae, making it an effective weapon against ghouls and vampires both. The caster makes a Physical challenge that may be dodged (at negative one-Trait) but not parried. If the magic hits, the caster may make three Static challenges. Each success rots one Blood Trait into inert sludge. Although vampires suffer no injury from the spell, ghouls suffer one level of lethal damage for every Blood Trait they lose. A ghoul slain with this ritual reeks of sepsis and assumes a terrible visage, every vein bulging and darkened with rot. This ritual has no effect on ordinary mortals or any other supernatural beings.

Mark of Despair (HC pg. 200)

Use as referenced book states.

Nightmare Drums (BM Pg. 111/V20 Pg 180-181)

Use as referenced book states.

Point of the Needle (RB Pg 90)

This ritual was discovered by Voudoun Necromancers. By taking a needle that has been previously stabbed in a Baleful Doll, the Necromancer immerses the needle completely in blood under the light of the moon for a whole

night. Upon successful completion of this ritual, the blood turns to ash and the needle has a red tint. Until the next sunrise, the Necromancer may perform a single use of “Wither” (as per the power) upon a target.

Resurrection of Stirred Blood (HC pg. 201)

Use as referenced book states.

Summon Ethereal Horde (RB Pg 89)

The Giovanni have created a ritual to summon temporary hordes of ghostly combatants. The necromancer chants in a circle made up of the ground-up remains of a cremated corpse, the coffin in which it was buried and the headstone of the deceased’s grave.

Upon successful completion of the ritual the necromancer spends a number of social traits (max 5) to summon a number of drones equal to the amount of traits spent. These ghosts appear as ethereal images of warriors long dead, although they cannot materialize fully in the physical world, they can use their own powers to hurl objects or frighten away attackers in defense of the Necromancer. The ghosts return to their rest at the next sunrise.

Tempest Prison (RB Pg 94)

This ritual was developed by the Giovanni to expedite the tithe for an ever increasing demand for souls demanded by the Elders of the clan.

The Necromancer obtains a large, glass container and buries it in a grave of someone who died prematurely and became a ghost. Then lacing the grave with blood the Necromancer chants calling forth the powers of the storm that rages deep within the lands of the dead.

Upon successful completion of the ritual the ground will shudder to indicate success. The glass jar is now filled with swirling purple and black mist, with occasional flecks of light. When opened any wraith in line of sight of the container makes a Strength challenge difficulty 6 plus a number of Mental traits (max 5) spent casting the ritual. The test is repeated each round until the wraith is out of sight of the container or sucked into the vortex. The Prison can hold a number of wraiths equal to 5x the number of mental traits spent in the casting. And lasts for a number night's equal to 5x the mental traits spent.

The Tempest Prison does not necessarily need to be used by a Necromancer, only made by one. Indeed, many Giovanni lend their employers such a container to collect troublesome ghosts. They then “dispose” of the ghost elsewhere.

Advanced

Chair of Hades (BM Pg 106)

Use as referenced book states.

Dead Man’s Hand (BM Pg 113)

Use as referenced book states.

Veil That Bars Eternity (HC pg. 201)

Use as referenced book states.

Enochian Passage (RB Pg. 104)

Use as referenced book states.

The Ferryman’s Recall (LC Pg. 108)

Use as referenced book states.

Garb of Hades (BS Pg. 85)

Use as referenced book states.

Sanctuary of Living Death (HC pg. 201)

Use as referenced book states.

Soul Contract (OWBN Custom Ritual)

A soul contract takes one night to prepare and requires a mental test at difficulty to complete. Once done the terms must be written clearly and unambiguously in a mixture of both parties' blood. Each individual must willingly sign the contract in their own blood (the name signed doesn't matter). As each individual signs the contract they must invest a point of temporary willpower. An Individual cannot be coerced or forced into signing via supernatural means. If either party is in danger of breaking the contract, they can sense it as impending doom. If the contract is broken the offending party is soul stolen and their soul is trapped within the contract. If they are kindred, they will enter torpor. Mortals simply enter a coma. Destroying the physical contract while it contains the soul will free the wraith and allow them to immediately return to their body.

Mind's Eye Theater Combination Disciplines

Aegis of Entropy (HC Pg: 163)

(Fortitude 3, Grave's Decay 1, 11xp)

Spend 1 blood reflexively (subject to Generational limits) after a Weapon hits you, make a Simple Mental challenge (difficulty 6) retest with Crafts. Success does not reduce damage but will disintegrate any non-magical weapon or weapons protected by magic, this does not affect an opponent's fists or natural weapons. This power cannot destroy weapons used in a surprise attack unless the weapon lingers in the flesh.

Awaken the Slumbering Curse (HC Pg: 164)

(Auspex 4, Necromancy 5, 18xp)

Necromancer concentrates on a known or suspected ghoul in line of sight, Spend a blood trait and Mental Challenge retested with Occult against the target's Willpower. Spend up to 5 Mental traits as part of the casting, each trait spent affects the ghouls blood for one hour, though the power has no effect on a living being. Ghouls feel feverish, but have no idea what afflicts them. While under the effects of this power the Ghoul suffers damage to sunlight like a vampire. Each turn of exposure to sunlight also burns away a point of vitae. After the last point of vitae boils away the former ghoul ceases taking damage, though she must still contend with massive internal and external burns. Ghouls without Fortitude cannot soak sunlight damage.

Bloodied Hands (LOTB Pg: 48)

(Mortis Sepulchre 1, Auspex 2, 4 xp)

Engage the target in a contested mental challenge and bid between 1 and 5 traits, retested with Empathy. Otherwise use as printed.

Charon's Oar (HC Pg: 165)

(Auspex 5, Sepulchre 5 or Nigrimancy 5, 18xp)

Spend a Willpower and a Blood, make a Static Mental Challenge difficulty 9 retested with Occult. Reduce difficulty by 2 if the vampire's location resonates with death energies. This power automatically fails if used during daylight hours. If the challenge is successful the vampire's physical form and possessions dissolve like mist in a stiff breeze and becomes a ghost. While incorporeal, the vampire moves at a normal pace, half-walking, half-gliding and may pass through walls and other obstructions. The vampire interacts with the dead as though both were solid, while remaining undetectable to nature spirits and travelers using Psychic Projection. She cannot affect the material world with Disciplines or physical force, nor be affected by material beings. Those sensitive to ghosts and psychic activity, including those with Auspex can sense the incorporeal traveler with a Mental Challenge, retest with Occult. Incorporeal vampires only have the blood they have in their system at the time of activation of the power and suffer their normal banes while on their journey. The sun drives them to slumber, sunlight burns, though fire passes through them. They also still hunger and will gradually deplete their blood and fall into torpor. To return to the material plane there is the same expenditure and challenge as to enter the state. Those who deplete their blood or willpower are lost forever trapped among the dead.

Clarity of Emptiness (HC PG: 165)

(Auspex 1, Corpse in the Monster 2, 7 xp)

The player makes a Static Mental Challenge (difficulty 7 Traits) retest Occult. Success adds one Mental Trait per level of Corpse in the Monster known by the character to the next Mental Challenge the character makes. Unfortunately, this otherworldly stifling of passion gives the user of this power the Negative Social Traits of

Inhuman x2 for the rest of the scene. These penalties are cumulative with each activation of the power during the scene. If you ever have more Negative Traits than normal Traits, your character instantly falls into torpor.

Effigy of the Sculpted Tomb (HC Pg: 165)

(Fortitude 2, Potence 2, Graves Decay 2, 7 xp)

Spend 1 Willpower and make a Static Physical Challenge (difficulty 7) retest with Medicine. If the challenge fails make 2 simple tests if both tests fail the vampire's flesh becomes brittle and thin and reduces the vampire's physical traits for the scene by the amount of Graves Decay levels they have. If successful on the initial challenge the character gains a number of Strength or Stamina related traits depending on their amount of Potence or Fortitude, this stacks with any physical traits gained by spending blood.

Eyes of a Thousand Shades (LC Pg 107)

(Auspex 1, Sepulchre Path 3, 6 xp)

Spend one blood trait, Static Mental challenge (diff 6) retest with occult. Spend a number of mental traits (Max 5) to widen the area of effect. 25 yards/meters per mental trait spent.

While power is active the necromancer can see through the eyes of all the ghosts within the area of effect. Can flip through one ghost's perception to another ghost at will. However, the ghost's vision is filmy, colored by the sudario. The detritus of memory is strewn about, can cause confusion and obscure fine details in the living world.

Fountain of Ill Humors (HC Pg: 167)

(Path of the Four Humors 2, Potence 2, 11 XP)

System: The player spends two blood points and engages up to three targets in front of them (Who must qualify as if being damaged by an attack with the spray weapon quality) in a physical challenge (retesting with Athletics) as an attack with a maximum range of the vampire's Strength related physical traits plus their potence in yards. This spray can be dodged normally although it cannot be soaked. Victims struck by the spray suffer the full effects of the chosen humor unless their players make a successful static physical challenge versus 8 traits on their initiative.

Leer of Hades (LOTB Pg: 49)

(Mortis Sepulchre 2, Serpents 1, 4 xp)

Use as printed

Sharing the Master's Vigor (LC Pg 107)

(Dominate 5, Path of Bone 3, 12 xp)

Spend one blood trait and mental traits. Each Mental trait spent allows the Necromancer to infuse one zombie summoned via Shambling Hordes with a dot of a physical Discipline (Celerity, Fortitude, Potence) that the Necromancer possesses. The affected zombie may only have one application of the power on them. Blood expenditure for Celerity is done by the Master and does not exceed generational max as per normal.

Example: Necromancer may spend 2 Mental traits and give the zombie Celerity 1 and Fortitude 1, or Fortitude 2. However the Necromancer cannot share a Discipline rating higher than his own. The zombie retains these abilities as long as it is animate.

Soul Separation (LOTB Pg: 70)

(Vitreous Path 3, Auspex 4, 10 XP)

System: The player spends 1 Willpower and bids up to five traits. With a successful social challenge (Retest Empathy) – the user consults the table on page 70 of V20 Lore of the Bloodlines to determine effect.

Sutekh Fathers Anubis (LOTB Pg:49)

(Corpse of the Monster 4, Serpentis 4, 12 XP)

The vampire spends a blood trait and a willpower, the metamorphosis taking two full turns to complete. Clothing and small possessions transform with it. The vampire stays in jackal form until dawn or until they choose to revert. While in this form the vampire: gains two bonus traits for any challenges relating to smell, moves twice as fast as a human, bites for two additional levels of damage and without first establishing a grapple, can use any discipline they possess, and the user's choice of one of the following upon transformation: holy artifacts and ground no longer affect it, are immune to Rotschreck and frenzy, a stake to the heart is no longer paralyzing, and fire only causes lethal damage.

Unseen Spirit (LOTB Pg: 71)

(Vitreous Path 2, Obfuscate 2, 4 XP)

System: The vampire makes a static stamina based physical challenge retest empathy versus 6 traits to activate this power. Similar to Unseen Presence, the character remains invisible unless they speak, attack, or draw undue attention. However, the addition of ghostly emanation makes this process even easier. He may perform one act that may draw attention to him on their activation check before their invisibility is lifted. This makes the Discipline much more forgiving for those not already proficient in stealthy operations, which describes many Nagaraja in their early nights. The character's environment isn't affected, however; knocking over a vase or smashing a window is obvious to any onlooker, though the observer won't know what made those things occur.

Chapter Four: Biblical Necromancy (Rituals ONLY)

Practice of Biblical Necromancy requires for the user to possess the Merit: True Faith and maintain at least a true faith rating of 1. They also must have levels in theology equal to the level of ritual they wish to purchase (1 for basic, 3 for intermediate, 5 for advanced). Should the practitioner lose access to True Faith, they lose access to their Biblical Necromancy Rituals. To Learn Biblical Necromancy Rituals requires Giovanni Coordinator approval and a possible scene held under the coordinator's office.

As soon as the Biblical Necromancer begins learning Biblical Necromancy, they have access to a set of specific rituals. Those rituals can be found in Tome of Secrets on pages 102-104. The ritual names are listed below.

Ritual Name	Level	Rarity	Source and Page #
Clarion Call to the Loyal	Basic	R3	ToS Pg 103
Pull of the Grave	Basic	R3	ToS Pg 103
The Blessing of Valhalla	Basic	R3	ToS Pg 103
Lure of Elysium	Int	R3	ToS Pg 103
Weighing of the Heart	Int	R3	ToS Pg 103
Restoration of Styx	Adv	R3	ToS Pg 103
Lazarus Rises	Elder	NPC ONLY	ToS Pg 104
Custom Rituals	Any	R3	Custom Content
Any Not Listed	Special	R3	Special

Sources

BM – Blood Magic
BS – Blood Sacrifice
CB:G - Clanbook Giovanni (Revised)
LotN - Laws of the Night
SG - Laws of the Night Sabbat Guide
STG- Laws of the Night Storytellers Guide
FF- Faith and Fire
RB-V20 Rites of Blood
LC-V20 Lore of The Clans
BH- V20 Black Hand: Guide to the Tal'mahe'ra
V20- V20 Core Book
D20 - Dark Ages Core Book
D20 ToS: Dark Ages 20 - Tome of Secrets
KotEK - Kindred of the Ebony Kingdom
OWBN: CCDB - One World by Night: Custom Content Database
A&T - Archons and Templars
Giovanni Chronicles IV, Nuova Malattia
Right of Princes
Road of Humanity
Victorian Age: Companion