



DECEIVERS, ROGUES & SEEKERS

Ravnos Genre
OWBN - 2025



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Section I: The Ravnos

This Genre Packet for One World by Night was written to lay a better foundation of who the Ravnos are as a clan and their origins. This packet will go over a few general rules and guidelines too playing Ravnos in OWbN. This will cover much of the Ravnos genre as it relates to the rules in OWbN, but for a more complete understanding of Ravnos and their history, please see the Revised Ravnos Clanbook and other supplemental books.

Types of Ravnos

Instead of adding detailed information on each section and group of the Ravnos the packet instead gives links to the books to gather more information, and general disclaimers. Why? Because the Ravnos are a R&U clan and before playing one players and STs should read the source material for full and detailed information. This genre packet is not meant to replace the information from these books, and please read the sources before attempting to make a Ravnos.

The exception to this is the American Ravnos. These have limited information per source material and have evolved a good deal over their time in OWBN. *Each section has information on the families and names in the Glossary Section.*

The Jati

Please read the 3rd Edition Ravnos Clanbook, Blood Sacrifice, and V20 Lore of the Clans for more detailed information.

The Rom

Please read the 3rd Edition Ravnos Clanbook, and V20 Lore of the Clans for more information.

**Due to large revamps on the Rom genre within OWBN this packet is rewritten to remove older sections of the Romani genres. Please do not pull data from before 3rd Edition without speaking to the coordinators office*

The Antitribu

Please read the 3rd Edition Ravnos Clanbook, Laws of the Night: Sabbat Guide, and V20 Lore of the Clans for more detailed information.

The Antitribu can come from the Rom, or Jati of Ravnos. Regardless of their membership to either of these groups they are still Antitribu and hold allegiance to the Sabbat. It is unwise to ignore their sect allegiance in favor of their Bloodlines.

The Sadhu is a small group of Ravnos Antitribu who seek out other Ravnos in the Sabbat as well as high ranking priests of the sect to spread the teachings of The Eastern Path of Paradox. Not only do these Ravnos Antitribu spread their teaching and recruit priests of the sect in hopes of gaining more influence they also practice the art of Sadhana. For more information on Sadhu please consult Chaining the Beast.

The American Ravnos

Excluding the Antitribu, the American Ravnos are the most common Ravnos in the world after the Week of Nightmares. Most of this group are Ravnos who were randomly embraced and are not part of any of the bloodlines. This group is largely made up of Anarch sect. There are close ties to both the Anarch movement and the New Age Anarch Wave.

**For more information about the New Age please look at the most recent Anarch Packets*

***Camarilla Ravnos require approval from both the Ravnos and Camarilla coordinators*

Section II: Ways of Enlightenment

The Path of Paradox (Western)

The Path of Paradox is derived from the Path of Mayaparisatya but is a more selfish adaptation that the Western Ravnos twisted for their own needs and vices. Many of the Ravnos Rom families took this view of paradox with them as they traveled west, granting them a legitimate reason for disliking other Cainites and helping distance them from Cainite society. Since the Week of Night- mares and the return of the “true” path, very few Ravnos follow its tenets. The Western Path of Paradox, like Mayaparisatya, teaches Conviction and Self-Control. (test)

The Path of Mayaparisatya (Eastern)

Followers of this path believe that all vampires are locked out of the Great Cycle, or Samsara, and this path allows them the opportunity to find enlightenment within the one single truth to this world: It's all a lie-- an illusion. Within paradox, one finds definition. Though locked out of the cycle of birth and death, vampires on this path view themselves as agents of fate and destiny, their actions a reflection of their svadharma which they must find or interpret themselves. Once they determine their purpose, it is up to them to fulfill it no matter what the consequences. Practitioners who advance in this path do so themselves, since everyone must choose their own way, but must start studying it from a suitable teacher. This path teaches Conviction and Self Control.

**There are multiple versions of this path now. The one supported in this packet is the old version from Chaining the Beast. The version in V20 can be chosen by your game, but NPCs will act/react per the old version*

The Path of Samsara

In addition, there is a new path in V20 Lore of the Clans named Samsara. It is not added in this section, but STs and players are allowed to use it at their discretion.

Hinduism and the Path of Mayaparisatya/Samsara

The Path of Mayaparisatya has adopted many Hindu principles over the years but is not a reflection of Hindu culture or concepts. Many tenets and teachings may be attractive to a vampire who was Hindu in life, but many lessons are also monstrous and wicked, intended to show the student the ultimate lie. Hindus might say that their

Dharma is one of peace and compassion, while followers of Mayaparisatya may urge its followers to indulge in their inhumanity and to slay others of their kind dependent on their svadharma. Kindred who practice Hinduism, typically, fall into three categories: Krishnati, Dakini and Brahmanists.

**For more information on Hinduism please refer to State of Grace.*

Section III: Lore

Ravnos Lore

Ravnos Lore 1

- You know that the primary Ravnos Disciplines are Animalism, Chimerstry, and Fortitude. Chimerstry is unique to their Clan and is used to create illusions.
- You know that Ravnos are traditionally prone to thievery and vice, to the point where such actions have become innately compulsive and are not to be trusted.
- You know that the Ravnos do not ally themselves with any sect in Vampire society. They are wanderers, much like the Gangrel.
- You are familiar with the Karavalanisha Vrana (Wounds of the Night's Sword), an ancient Indian epic regarding the history of the Ravnos Clan.
- You know that the Clan's Antediluvian is either: A) according to Noddist traditions, a man named Dracian; B) according to Karavalanisha Vrana, a creature known as Zapathasura, who was charged by the gods with hunting down a race of demonic entities; or C) according to some folklore, a Roma named Ravnos.
- You know that the Clan has strong ties with India and with the Roma and that several lines of Ravnos were entirely Roma descended.
- You know that many Indian Ravnos follow the Path of Paradox, a Path of Enlightenment which espouses loyalty to one's jati, or caste, and fulfillment of Svadharma, or purpose.
- You know that during 2001, a disaster known as the Week of Nightmares struck the entire Clan, causing the Ravnos to frenzy and devour each other, except for a group of survivors. You know that many claim it was sparked by the rising of the Ravnos Antediluvian.
- You know if you shut the Ravnos out of a city, they will return in greater numbers and trash it.

Ravnos Lore 2

- You have heard that in Noddist mythology, Dracian was embraced by Irad, a member of the Second Generation, when he was caught stealing from his home. After the fall of the Second City, it is said that Caine cursed him with an insatiable need to sin.
- You have heard that in the Karavalanisha Vrana, Zapathasura was a dead man

wronged by great demonic beings known as the Asuratizayya. You heard about the gods granting Zapathasura immortality and power for him to pursue them to the ends of the Earth.

- You have heard that in the Story of Ravnos, Ravnos was the son of Tshurka, a wandering Roma who took Caine (called Kaen in the legends) into his kumpaniya as an act of kindness after they had both left Cainite society. Kaen later Embraced Ravnos after Tshurka was killed by wandering Cainites, and he, in turn, embraced many of his kumpaniya.
- You know that in every legend of the Ravnos progenitor, he is said to have made an eternal enemy of Ennoia, the Gangrel Antediluvian.
- You know that the Path of Paradox focuses on attaining understanding of the Maya, the grand illusion of life. It claims that all Kindred are locked eternally outside of the cycle of life and death (Samsara) and hence must realign their purpose in life according to their jati and Svadharma (their True Purpose). You know the term Shilmulo refers to adherents of this Path.
- You know that the Roma-descended Ravnos practiced a bastardized version of the Path of Paradox, which espoused debauchery and general mayhem, and that Indian elders have, in recent nights, tried to revive the old Path.
- You are familiar with the basic jati (or castes) of the Indian Shilmulo.
- You know that it was the European Roma-descended Ravnos who were hit hardest by the Week of Nightmares, possibly because they tended to travel in kumpaniya.
- You are familiar with the Medieval tradition of “The Treatment”, in which mobs of Ravnos gang up on a Domain that has been unkind to them and attempt to spread chaos therein.

Ravnos Lore 3

- You have heard that in Noddist mythology, Ennoia blamed Dracian for tempting her into slaying the Second Generation, and that they have feuded ever since.
- You have heard that, in the Karavalanisha Vrana, the Gods both blessed and cursed Zapathasura. You hear that Kali, goddess of war and bloodshed, gave him a thirst for vengeance; that Indra, the god of storms and crops, gave him the gift of fertility in order to make other men to fight for him; that Hanuman, the Monkey King, gave him the power to speak to animals; that Devi, the core form of femininity, gave him power over the Maya; and that Himuvaat, god of mountains, gave him the durability of stone.

You know, on the other hand, that other gods refused to bless him, saying he was an unclean and polluted thing - being dead. These were Surya, the God of the Sun; Agni, the God of fire; and Brahma, the God of Creation - who left him prone to fire and sunlight, sterile and starving.

- You have heard that in the Karavalanisha Vrana, the Asuratizayya were once known as the Siddhi, beings who were charged with tending to and protecting humanity. According to the epic, they eventually trafficked with the true demons and were cast into their fallen state as punishment. You are aware, at this point, that these myths seem to correspond with those of the Cathayans.
- You have heard that in the Karavalanisha Vrana, Ennoia once, like Zapathasura, was charged with combating the Asuratizayya, but was cursed by the gods because she rejected them after learning the price of her power. As a result, Gangrel are thought to be forever barred from fulfilling their proper destiny.
- You have heard that in the Story of Ravnos, Ennoia was the lover of Ravnos, and the daughter of Lilith, and that she betrayed Ravnos unto death in the hopes of being taken back into the Second City, from which she had been exiled. In the story, Kaen returned after Ravnos' destruction and cursed Ennoia for her treason. You have also heard mention of the figure of Laetshi, Ravnos' sister who was able to see into the future and predict Ennoia's treachery.
- You know that the cosmology of Path of Paradox is tied in some ways to the Discipline of Chimerstry, and the Shilmulo claim that power is a way of altering the Maya, or the world.
- You are familiar with the five alleged childer of Zapathasura from which the major Ravnos Jati evolved. They are: The Black Mother, an old crone from which the Brahman Jati descends; Rakshasa, the great deceiver, who allegedly fled to Africa; Chandraputra, a great warrior from whom the Kshatriyas Jati descends; Ravana, who apparently made pacts with demons and later disappeared; and Ramessu, from which the Vaisya Jati descends.
- You know that the Brahman develop the Discipline of Auspex rather than Fortitude.
- You know that the Roma-descended Ravnos are also known as the Phuri Dae to the Indian Ravnos, and that they originally were said to have come from the Brahman Jati. Within the group however, they call themselves the Phralmulo and use the term Phuri Dae to refer to those who can use Auspex (unbeknownst to them, in the manner of the Brahman). The Phuri Dae also reportedly call their Indian brethren the Brahman.
- You are familiar with the Phuri Dae tradition of the Kris, in which Roma-born Ravnos

hold communal judgement over one another; and the tradition of Patshiv, in which Roma-born Ravnos gather to celebrate.

- You are aware that the Ravnos have been credited with embracing such historical figures as Mata Hari (although this is disputed by the Assamites).
- You have heard of legendary Ravnos such as Bramaparush and Gayal, two great Ravnos elders credited with the foundation of the Path of Paradox and for siring several of the largest broods of the Clan in Sri Lanka and South Asia; Ivan Krenyenko, who was simultaneously hunted by the Sabbat, Camarilla, Society of Leopold and the KGB due to his exploits; and Esmerelda, a Roma woman (or series of women) who is said to bear a the crescent shaped birthmark that forebodes Gehenna.
- You know the Krisnatori who keep watch over your Kumpaniya and where they are.
- In modern nights Durga Syn has been active as more situations unfold. There are rumors of creatures returning from the dead, eating corpses, and even consuming ancestor spirits. They feed and grow based on the strength of the connection to this world.
- Hazimel went on a final rampage, chasing after the eye with all his force. Durga Syn and Rodnia were able to reach out and risk their lives to turn him to gold, ending the threat for now. In the process, the eye was destroyed, and numerous Rom died in defense of the final ritual.
- The followers of Yama have been hiding, but not fully destroyed. The dark god Yama being released based on unknown actions of the Assamites from his resting place. Perhaps they are on the move again? Is Yama returned? No one truly knows
- You know of the following notable Ravnos (Contact the coordinator for more information)
 - Ravnos Antitribu: Khalil Ravana, Phaedyne, Anka, Pavatri the Lioness and Blue River (All NPCs. Sahil, Mercury, and Paavan the Purifier (All PC)
 - Ravnos Anarch: Ganesh and Amista (NPC)
 - Ravnos (Non-Aligned): Durga Syn, Rodina, Gregory the Wondermarker, and the Ghost (NPC), Jakob Phari Due (PC)
 - Ravnos (Camarilla): Lomash and Luxshimi (NPC), and Spook (PC)
 - **If you believe you should be added, and want to be nationally known, contact the Ravnos coordinators office for addition to this list. This includes friends and clan allegiance*

Ravnos Lore 4 (Coordinator Approval)

- You have at some point read a copy of the Karavalanisha Vrana. You are very

cognizant of the fact that it refers to deities that did not come into existence until 4,000 years after it was alleged to be written, and that it is probably the work of a collection of Ravnos and not the writing of Zapathasura alone, as is claimed.

- You have heard legends of the diaspora, in which the Rakshasa, Ramessu, Ravana and the Black Mother all left Zapathasura in turn, leaving Chandraputra as his one loyal Childe. You hear that Ravana gained terrible power from demons at some point and returned to taunt Zapathasura. You know that the Black Mother eventually created the lineages known as the Alexandrites and later the Sybarites, who founded the false Path of Paradox and were both renowned as pirates and brigands. You have also heard of the Phaedymites, a small group of honor-bound Ravnos who served as couriers during the Middle Ages.
 - You have heard of Bashir, and the heretical Christian Paradox cult he founded known as the Bashirites, who sought to bring about the Biblical Apocalypse in the Middle Ages.
 - You hear that it is possible on the true Path of Paradox for some Gangrel to reclaim their Svadharma, and that this belief is known as “The Gangrel Heresy” among the Shilmulo.
 - You have heard of the Sadhu, a scant few Ravnos Antitribu and Elder Indian Ravnos who serve as teachers for the Path of Paradox in its uncorrupted form. You hear that they can perform great acts of blood sorcery known as Sadhana and are to be respected and feared.
 - You have heard of Ravnos Neve, Ravnos that appear to have been native to North America at the time when Europeans first arrived.
- *You have heard of the Wuzho, fanatical Phuri Dae descended from the Roma bloodline known as the Tsurara who vows to eradicate all the undead from the Earth.
- You have heard of some of the now mostly extinct Phuri Dae Ravnos families of Europe, including the Spanish Gitano, the English Juna and the German Sinti.
 - You know of the Kris - the Ravnos court.
 - You probably believe in the Kaen’s Favored Son legend, as you now have heard much more about it
 - You are fully knowledgeable about the Path of Paradox, and capable of teaching it with some skill.

- You are familiar with many Ravnos legends, including the Hok-Kanu Baro, the Seeds of Power and families of Vampire hunters among the Rom.
- You have heard the other two origin tales of the Ravnos and have a view on which one is correct (depending on one's Path and background- Rom likely believe the Rom-based tale, followers of Paradox likely believe the Indian origins, others likely still believe the Cainite version).
- You know at least one other Baro and where they are.
- There was a time very long ago when the Ravnos and some werewolves fought together to protect Rom from harm at the hands of some corrupting force.
- Rodina has been working with the lines of Dracian to perfect the Renascut ritual. Those who truly awaken their blood both become a Ravnos, but truly strengthen their connection (See Renascut merit)
- The Dacian have become active again. Forced out of the Middle East from recent wars, and the ones in hiding surfaced with the rumors of the return of Dracian. No one truly knows their goals, but the motivation is truly only known among their elders
- Durga Syn has been using Buryat for more than simply spying on Baba Yaga. The goal of stopping Gehenna has expanded with the nights. Sects do not matter, but the amount of vampires pushing the ends has become her focus
- You know the listed affinities in the packet
- You know the levels and rarities of both Sadhana and Pillars of Dracian

Ravnos Lore 5 (Coordinator Approval)

- You know that Bashir made claims to have had personal contact with Christ and that the Bashirite movement specifically attempted to bring about the end of times by plunging the world into sufficient sin to give cause for Christ's second coming, and as such heavily contributed to the Western bastardization of the Path of Paradox.
- You have heard of the Yoryari, a small splinter group of the Sybarites who founded several now forgotten philosophical variants on the false Path of Paradox.
- You are aware that the arts of Chimerstry can deal lethal harm to fairies.
- You may have some idea of the identity of others with as much knowledge as you.
- You know of the Samadji and the true power of the Amria.
- You recognize the signs of the passing of a Kumpaniya and can track one. You are

familiar with the general travel patterns of the major Kumpaniya.

- You understand that Phralmulo who feed on their mortal cousins absorb their power and know of incidents in which kindred have slaughtered their Rom kin out of blood lust.
- You know most of the Krisnatori and many of the Baros, as well as the region they are currently in.
- You are familiar with every major decision of any Kris that has transpired.
- You know the legends of some of the artifacts of Power and possibly the region or area they might be located.
- You know of the actual words Kaen spoke to Ravnos (or at least the summary).
- You know what caused the week of nightmares, and what resulted from it.
- You know the details of the Buryat, Katilia, and Dacian (see their section in the packet)
- You know of the bloodlines listed in the packet (not to include Morelli, which is covered in Giovanni Lore)
- All other information in the Clanbook (2nd Edition and Revised), with the key understanding that some of it is composed of half-truths, or flat-out wrong -- you simply don't know which parts.

Dracian Lore

Dracian Lore 1

- You have heard tales of the one known as Dracian. Some point to mortal, some to mage, and some to vampire. It is hard to know which one, or if any of these tales are true.
- There are rumors that his line has survived to this day.
- You know that his lore is sometimes mistaken for Rom

Dracian Lore 2

- You now know of talk of Dracian within almost any creature type. Some of Kinfolk, Ghouls, and even supernatural mortals.
- Mages tend to have an increased aptitude if they originate from this line. You know of the existence of Pillars of Dracian
- You know the names of the common Affinities (the non-custom packet affinities), and roughly what they are capable of

Dracian Lore 3

- You know now that the blood of Dracian is powerful enough to survive the ages. Traces of his power linger in those of modern nights. Those born with this lineage vary in power but still gain abilities that many do not. The most common is Pillars of Dracian, but there are some who seem to have family ties to Affinities and powers beyond.
- These powers tend to stay in the creature types that are not fully supernatural. Ghouls, Kinfolk, and others are known to stay in tune with their original lines
- Those that go through full changes tend to lose access or get weakened versions of these gifts. Vampires suffer the harshest of changes, as their very blood is drained and replaced

Dracian Lore 4 (Coordinator Approval)

- You know that the Ravnos have a connection to Dracian. Maybe the founder, maybe before, who knows the truth. Either way, the Ravnos have a stronger connection to his gifts and lineage. When a Ravnos is embraced, the weakened state normally caused by the blood is weakened.
- The second group that is resilient to these changes are the Silent Striders. Their innate connection is not truly known, but many of their talents stay true through the first change.
- You know Rodina created the Renascut ritual to return those Descendant of Dracians back into Ravnos where she believes they belong

Dracian Lore 5 (Coordinator Approval)

- You know the Dracian still has a line of his pure lineage, known as the Dacian (see Dacian section)
- You know Rom are not supernatural in and of themselves. Just that many of Dracian's line survived among their families. Years of breeding between the Romani families and the Dracian led to the creation of the main family affinities
- You know Dracian has a deep-rooted hatred for the clan founders, and supports the Lillians who do not harm mortals
- You know Dracian was originally a Mage before his embrace. There are only two known ways to learn his magic. Non-vampires learn it via birth and their innate connection (which can carry over via the embrace). Kindred may attempt to learn it, but only from three sources. The Romani have learned how to unlock it via the Tree of Life, the Brujah have created a way to unlock old bargains known as the Dream, and the Dacian can teach their in-clan.

Section IV: The Ravnos Arts

Abilities

Diversion

You have learned the art of directing the attention of others to where you wish it to be! With a social challenge you can divert your opponent's attention to where you like. The defender may retest with empathy. Sample use: trying to distract an individual just long enough so you can Obfuscate from them without an Obfuscate test (especially useful if you do not possess Vanish from the Mind's Eye)

Escapology

The fine art of escaping! In any situation where you are tied up, manacled, chained or handcuffed, Escapology will be able to assist! The difficulty of the test should be equivalent to the type of binding used, storyteller's discretion. Escapology may not be used in any situation where the Ravnos is being grappled.

Legerdemain

Clanbook: Ravnos (1st Edition)

Legerdemain is the art of using misdirection to fool and trick your opponent. Legerdemain requires a mental versus physical challenge retest with Legerdemain, defender may retest with Awareness. The Ravnos uses his cunning and crafty ways of deceit to fool a victim when having to touch him or and clothing/equipment they are carrying/wearing. Sample uses: Trying to steal something from someone; like a passport in their coat pocket, or a wallet in their back pants pocket. Planting contraband on an unsuspecting victim.

Sleight of Hand

Clanbook: Ravnos (1st Edition)

Sleight of Hand is the art of using nimble fingers and dexterity to trick others. Sleight of Hand requires a physical versus mental challenge retest with Sleight of Hand, defender may retest with Awareness. Sample uses: Basic Street magic; making coins dance on your fingers, flipping things through your unseen hands, picking up objects from tables right under someone's nose without them noticing.

Backgrounds

Dracian's Ancestry 1-5 (Coordinator Approval)

This background represents the supernatural vitae remaining from the bloodline of Dracian. The amount of Dracian's Vitae a Ravnos holds is the amount of Blooded Vitae the Ravnos can hold within their system. This does not go over their

generational cap, but this vitae can be used to fuel Drabane without the willpower expenditure, or the challenge. This vitae is always used first from the vampires blood pool.

Note: Only those who possess the Merit Drabane may activate Drabane.

Camp 1-5

This background represents a local camp or carnival that moves through your area of influence. It can be used in the following ways: To mimic 1-5 levels of allies, contacts, or herd. One special note on the herd is if you possess the Dracian's Ancestry background you may use these levels to refresh your Dracian's Ancestry Pool.

Draba 1-5

Your family or sire has gifted you with an item of power. You are expected to carry this powerful Drabane until you sire your own progeny, then pass the gift on to her. Power levels of Drabane vary greatly; an item may give bonus traits on certain actions or provide the user the benefit of some basic or intermediate power's. A Drabane is activated by spending a genre appropriate trait, or a Willpower trait, with a static Willpower test vs. (level of the background) traits, the effect lasts for a scene or hour, whichever comes first. You should work with a Storyteller to determine the power and the final value of the object.

Note: Only PCs with the Drabane Merit may activate this item, as it is attuned to the blood.

System: Multiple versions of this background can be taken to represent multiple items. Levels 1-3 of this background (per item) is simply ST approval, but 4-5 require Coordinator Approval. Drabane does not stack, but multiple may be active. (Example: Rob the Ravnos has a Drabane that grants him one trait on social challenges, and a separate one that gives two traits on leadership challenges. He will only be able to benefit from one, or the other)

Each level invested provides one of the following.

- 1 level of the background
 - +1 trait on a certain type of challenge, or attribute category (Max 3)
- 2 levels of the background
 - +1 Health level of armor, or +1 level of damage to a weapon (may not exceed +1)
- 3 levels of the background
 - A luck-based retest/ability-based retest

- 4 levels of the background (Coordinator Approval) Unique effect, or basic power
- 5 levels of the background (Coordinator Approval) Unique effect, intermediate power, cannon Drabane

Merits and Flaws

(Some merits have regulation next to their name. Always check the bylaws for the most up to date regulations)

Brahmin (1 Point Merit)

Lore of the Clans

Mechanics: Once per session, you gain a free retest on a single Academics, Expression, or Ravnos Lore test. You do not have to purchase this Merit to be a member of the Brahmin jati, but only members of the Brahmin jati may have this Merit.

Kshatriya (1 Point Merit)

Lore of the Clans

Mechanics: Once per session, you regain a Willpower when you successfully use a plan through the Tactics ability (see V20, pp. 274-278). You do not have to purchase this Merit to be a member of the Kshatriya jati, but only members of the Kshatriya jati may have this Merit.

Vaishya (1 Point Merit)

Lore of the Clans

Mechanics: Once per session, you may call on of your Backgrounds as if you had an extra dot in that Background (up to the normal maximum of 5). You do not have to purchase this Merit to be a member of the Vaishya jati, but only members of the Vaishya jati may have this Merit.

Antitoxin Blood (1 Point Merit)

Lore of the Clans

Use as printed. Coordinator approval for Non Ravnos and Ravnos Antitribu

Legerdemain (1 Point Merit)

Lore of the Clans

Mechanics: You are up 2 traits when using Subterfuge for physical trickery, shell games, card tricks, and so forth.

Heart of Needles (3 Point Merit)

Lore of the Clans

Mechanics: You are up 2 traits against all powers and social challenges that attempt to manipulate you emotionally.

Phralmulo (1 Point Merit)

Clanbook: Ravnos (1st Edition)

Phralmulo represents your Rom family prior to Embrace. With Phralmulo, you are from mortal Rom blood (your sire does not necessarily need to have Phralmulo for you to purchase this Merit as it only represents your mortal bloodline).

Mechanics: Ravnos with this Merit do not need to choose a 'signature crime' as they show a general lack of respect for all laws of the Gaje. You do not have to take this Merit to be a member of the Rom, but only members of the Rom may have this Merit.

Truth of Rom (3 Point Merit)

Clanbook: Ravnos (1st Edition)

You either have a knack for hiding the truth or are truly a very sincere person. Either way lies are believable coming forth from your mouth. You are granted a free retest whenever someone uses an ability or supernatural power against you that would cause them to determine if you are telling the truth.

**Note: This merit has no effect on a Bone of Lies, or any other magical items are at the Storyteller's discretion.*

***This merit functions as written against Affinities*

Honey Tongued (2 Point Merit)

Lore of the Clans

Lies pass through your lips as if they were the absolute truth. People tend to believe your lies no matter how insane or made-up they may sound. This merit gives you a two-trait bonus when subterfuge is the retest and receives a free retest once per night on any such challenge. These traits and retests do not apply to any power/discipline-based challenge.

Clear Sighted (5 Point Merit)

Clanbook: Ravnos (1st Edition)

Illusions do not fool you. This vision may be a supernatural gift, an inborn insight or practiced skill. Vampiric Obfuscation, Chimerstry and other Disciplines or gifts that deceive most observers won't work as well as they should with you. You have an additional three

traits when trying to pierce through any Chimerical Illusions or Obfuscation and receive a free retest on such attempts. Any other powers are at the discretion of a Storyteller.

Chandala (1 Point Flaw)

Lore of the Clans

Mechanics: You are down 2 traits in Social Tests versus other Ravnos. You do not have to take this Flaw to be a member of the Chandala jati, but only members of the Chandala jati may have this Flaw.

Family Enmity (2 Point Flaw)

Clanbook: Ravnos (1st Edition)

This Flaw is run in the same manner as the Flaw Clan Enmity except the storyteller must choose one of the Rom families or Indian Jati of Ravnos. Just because they are a smaller group does not mean they are less deadly.

Marhime (3 Point Flaw)

Clanbook: Ravnos (1st Edition)

Something happened in your past that grievously upset or infuriated one of the Rom families. They will not actively seek you out to cause you discomfort, but should you get wind of them coming into town, it may be best for you to leave until they have passed through. Any Ravnos with Rom Lore (appropriate level determined by Storyteller) can tell that you have this Flaw and should act accordingly depending on the family you have enraged.

Renascut (4 Point Merit) (Coordinator Approval)

OWBN Ravnos Packet

These are those who have been awoken by the blood of life and turned into a Ravnos, or their lineage unlocked as a Ravnos to become the Renascut Bloodline. They are referred to as Renascut Ravnos but are of the Rom/Dracian Lineages. This process must take place at the fountain of life. These are those who have been awoken by the blood of life and turned into a Ravnos. They are referred to as Renascut Ravnos, but are of the Rom Lineages and gain the same mechanical benefits of Descendant of Dracian

System: This merit alters many things, but the main systems are.

- The character mechanically becomes a Renascut Ravnos (bloodline)
- They choose between their old clans in-clans, and the Ravnos in-clans (max of 3)
- They retain their old clan flaw, and gain the Ravnos clan flaw
- Any power/combination power/lore/etc. from their old clan that becomes a higher

rarity due to this process becomes approval from their previous clan coord (based on out of clan rarity)

- Any child created becomes a mechanically Ravnos
- Those with this merit are an awakened Descendant, and thus do not need Descendant of Dracian to gain its benefits
- The Renascut Merit allows the Renascut Ravnos to replace an in clan with Pillars of Dracian to count against one of their affinity selections

Dances with Knives (3 or 5 Point Merit)

OWBN Ravnos Packet

This merit represents the character's connection to the blood affinity Dances with Knives. Due to this fact it can only be taken at character creation, and only by Ravnos. It is possible for someone with the Phralmulo merit to purchase this merit, but at Coordinator Approval. At 3 points this merit allows the character to replace one of their in-clan disciplines with Celerity. For 5 points they gain Celerity as a 4th in-clan

Descendant of Dracian (4 Point Merit) (Coordinator Approval)

OWBN Ravnos Packet

You are from the blood of the ancient bloodline of Dracian. This blood has left lingering strength in your very core, and manifests in different ways in individual Mortals who possess this merit (be it mundane human, kinfolk, etc.) can access affinities, and Pillars of Dracian (see magic section). This line has a drawback as well. The blood carries with it a three-point flaw (minimum), that can never be bought off.

Connection to Dracian (2 Point Merit) (Coordinator Approval)

OWBN Ravnos Packet

The Silent Striders are the largest group of Were-creatures that are related to Dracian's line. With the connection comes certain benefits. This merit allows the Silent Strider to call upon the background Ancestors twice a month. These Ancestors can ONLY be from the line of Dracian. Any Silent Strider who possesses the Merit: Descendant of Dracian may purchase this Merit.

Circle of Trust (3 Point Merit) (Coordinator Approval)

OWBN Ravnos Packet

You have been taken into the Circle of Trust of the American Ravnos. This allows the American Ravnos to call upon their brothers and sisters for favors and aid. Once per downtime cycle, the Ravnos may add two levels of Allies, or Contacts, that can be

divided up as they see fit. This does not allow them to make actions over level 5 influence.

Drabane (1 Point Merit) (Coordinator Approval)

OWBN Ravnos Packet

This merit represents a character's ability to use Drabane. Only members of the Roma may purchase this merit, and why they are the only ones who can use them remains a mystery. (World of Darkness Characters don't always know the truth).

Discipline of Deava/Chosen of Asura (3 or 5 Point Merit) (Coordinator Approval)

OWBN Ravnos Packet

You must have Sadhana to purchase this merit. You have become a skilled wielder of Divine gifts and thus have chosen a form of practice that enhances your path to godhood. At 3 points, this merit allows you to exchange one of your in-clans with Sadhana. At 5 points, the war between good and evil, sacrifice and honor, is hidden from the world. The dark deeds, the worship, are all hidden from prying eyes. Attempts to remotely spy on these disciples while performing their style of worship simply fail. To know their chosen art, one must witness it first-hand.

**This protection from spying does not apply to tasks such as casting rituals for their typical nights, but instead the form of ascension /method used when attempting to learn magic. This is a roleplay mechanic to hide the chosen path of the wielder, not to hide all uses of magic.*

Danava Ally (3/5/7 Point Merit) (Ravnos and Ventrue Coordinator Approval)

OWBN Ravnos Packet

You are a Ventrue/Anti who have made allies and contacts of the Danava in the Court of Jade. This comes with benefits separate from simply having a mentor. Where this ally could simply fill the role of instruction, they come with the added benefit of sharing their gifts to their ally's time of need. This connection is represented by a magical brand that connects the two Ventrue together until their alliance has been betrayed. These allies are always controlled by the coordinator. **This merit is mechanically represented by the ritual Brand of the East in the Sadhana section*

At 3 point this merit allows the Ventrue/Anti to call upon the rarity one rituals and paths from the Sadhana section of the most recent packet in a manner like the Assamite's Pebble of the Mountain.

At 5 points the Ventrue/Anti may call upon rarity two paths and rituals via the same manner.

At 7 points the Ventrue/Anti may not only call upon the rarest (rarity three) paths and rituals, but they may also call upon their ally to grant them a Blood Nectar once per night.

Returned Mentor (1-5) (ST approval for Ravnos/Ravnos Anti, disallowed for all others)

OWBN Ravnos Packet

You have a mentor that has returned from the wheel of destiny. They are unable to interact with this world but can communicate with you by some twist of fate. Only the Ravnos/Anti can see this mentor, and mechanically they are no creature type (thus, cannot be trapped by powers, forever bound to their new ward). This mentor can be from any walk of Ravnos life and is there to help both you and them. Perhaps their compulsion was to help the homeless, and now their only way is through you. This background focuses like traditional mentor, but nothing is taught by these being besides abilities and lore. Instead, they can put the PC in contact with existing NPCs that may be able to help them.

NOTE: These mentors are here for personal plots between local staff and the Ravnos/Anti. These are not coordinator controlled but can be justification to seek approval from the Coordinator's office.

Derangements

Dissociative Perceptions

Clanbook: Ravnos (Revised)

At first the vampire suffers as if from the Dementation power, The Haunting. If the vampire continues to overuse Chimerstry then she starts to experience full sensory hallucinations. These hallucinations can happen at any time, especially moments of great success. They can range from seeing a friend as an enemy (or vice versa) to seeing a busy street as completely empty. The hallucinations start at relatively low scale and build up over time until they become potentially threatening to the vampire's existence. If the vampire realizes that she's experiencing hallucinations, the player can spend a temporary willpower trait to negate the hallucination for one scene. Storytellers should be advised that this derangement should not be used as a punishment for a Ravnos overusing Chimerstry

unless it is severely warranted

Illusion Addiction

Clanbook: Ravnos (1st Edition)

Having the ability to create any image or sensation you want with mere thought has its price too those of weak will. Often time wielders become lost in their own illusions, succumbing to their own dark desires all the while becoming more obsessed with the fantasy world they live in. When this derangement is active, the Ravnos will sit hours on end subjecting themselves to illusions of all manner, sometimes trapping themselves in these fantasy worlds of pleasure.

Weapons of the Ravnos

The Talith

The Talith is a large heavy scarf worn around the shoulders. In the hem of the scarf are woven hundreds of small metal or glass shards and it is traditionally used to entangle or disarm their opponents. The Talith is wielded by using many spinning dancing techniques. You must have had appropriate training to properly use the Talith. Without training, the weapon is considered Clumsy x2 and only has one bonus trait. You must have performance x3 with a specialization in Talith to be considered properly trained in the use of this weapon.

Bonus Traits: +2

Negative Traits:

Clumsy

Conceal: NA, can be disguised as a scarf

Damage: 2 Health Levels

Rate: 3 (using elder levels of speed will ruin the Talith)

Availability: Must be Custom Made by an individual with Craft: Talith to be balanced and sewn appropriately. Additional rules regarding crafting are left at Storyteller discretion.

The Katra

The katar is a type of punch dagger from India, traditionally used in pairs, it ranges from one to three feet in length and is designed so the blade sits over the user's knuckles as an extension of the hand. The hilt secures it in place horizontally so the grip sits inside the wielder's hand, protecting it and ensuring that disarming would prove very difficult. The triangle blade is a common characteristic in its many variants

and allows it to puncture even the toughest hides and armors, making it more deadly. Typically wielded by one of the Kshatria caste, they are sometimes worn by other Indian castes as a symbol of power or wealth.

Bonus Traits: +2

Negative Traits:

Short Conceal:

Jacket Damage: 2

Health Levels

Special: Armor

Piercing

Section V: Chimerstry, Combination Disciplines, and Affinities

Weapons of the Ravnos

The Week of Nightmares was a horrible, horrible event. It should strike fear, sadness, and hatred in the hearts of all Ravnos when reminded of this fateful week. When writing a background for Ravnos, never forget to include a description of this week. Your story about this occurrence can be some of the best roleplay you have while playing your Ravnos. Please take note that in OWBN the Week of Nightmares happened in July 2001, not in July 1999. For additional information on what happened during the Week of Nightmares, see the Revised Ravnos Clanbook pages 34-37 and the Laws of the Night Storytellers Guide pages 77-79.

Secrets & Teaching Them to Outsiders

The Ravnos have abilities and powers that are not available to others (except for being taught to them by a Ravnos). Having these secrets gives them a leg up on those seeking their destruction. So why would any Ravnos teach others these secrets? The few Elders of the clan that have survived the Week of Nightmares are watching those that are teaching these secrets and are becoming more and more jealous of all non-Ravnos that are taught the Clan's special powers. The number of Ravnos has greatly diminished since the Week of Nightmares and if the clan has nothing more to offer the Kindred population, we will have our secrets used against us and destroyed by those that seek our destruction.

The Treatment

The treatment holds less weight then it once held. Once, even the thought of the Ravnos uniting as a clan and wreaking havoc on a city was enough to sway the opinions of a Prince. With the depletion of numbers and the fright of being around a group of other Ravnos (thanks to the Week of Nightmares), the Treatment has become less of an option and more of an empty threat. Can the clan unite enough in these dark nights, gather strength and prove that they are still a force in Kindred society that should not be pushed around? Only time can tell...

Clan Prestige & Organization

Currently, the Ravnos are not unified or numerous enough to agree on or have a system of Prestige, and even if they were they would most likely not have one. They agree on one thing, however, there are some that need to be either avoided or not

treated as equals within the family. These individuals are Chandalas. They are low ranking Ravnos and are to be considered Caitiff. They are not allowed to Embrace and are looked down on by all Ravnos and even hunted by others. Most Chandalas are those Ravnos that follow the Path of Paradox and have been caught violating the tenants. But some have been given this moniker by teaching clan secrets to those not of true Ravnos blood.

Horrid Reality & Other Advanced-Level Chimerstry Power

According to OWBN bylaws these powers can only be learned from a tutor that is at least 8th Generation with Elder level Chimerstry or better. After the Week of Nightmares there were very few Ravnos Elders left in the world, and most of those that are left only survived because they didn't develop their Chimerstry to a level that was able to destroy them. The others survived by being distant enough from their brethren when the Ravnos Antediluvian's death cry forced them to seek out each other, in a crazed frenzy bent on their own destruction. Although it has been nearly a decade since that week, the clan hasn't had enough time to rebuild itself. Because of this, all PC's learning Horrid Reality Out of Clan need Ravnos Coord approval before any such power is learned.

Disbelief

This is a tough one – just because a vampire knows that Ravnos can create illusions is not sufficient reason for a vampire to disbelieve everything a Ravnos does. If the Ravnos draws a coin from her purse, it very well could be a real coin. Belief is not like a water faucet; characters can't simply turn it on or off at will. In that sense, the simple activation of Auspex isn't reason enough to allow someone to disbelieve every illusion in the room; the player must have a good reason to be skeptical and then declare a specific attempt to pierce the target illusion. Auspex helps to defeat Chimerstry that it gives the user bonus traits against Chimerstry. It does not give "free disbelief" retest. Illusions cloud the mind and senses, STs are highly encourage to make players work for a disbelief challenge, not question everything that happens in a scene with a Ravnos.

Suggested Rules for Chimerstry

As a guideline for chronicle use, the following suggestions are available as optional rules at story-teller discretion.

- Chimerstry and cameras - As noted in the revised Clanbook, Chimerstry does affect modern machinery such as cameras, motion detectors and other sensory devices, but will not trigger spring loaded traps or trip lines.
- Permanency - As stated in the name and description of power Permanency, all

illusions you imbue are permanent until you choose to end them or someone successfully disbelieves it.

- As a guideline Ravnos can never have more permanent illusions active than his total number of permanent willpower.
- Effects made with Horrid Reality cannot be made Permanent.
- Vampires will react to illusions as they will react to the actual thing. Blood may cause hunger, fire or sunlight may cause Rotschreck, suffering your first damage of the evening may cause Frenzy, etc.
- Chimerstry may add but not subtract. Chimerstry may add a wall or shadow for the character to hide in or behind but cannot make the character obfuscate.

Ravnos Combination Disciplines

The powers below are storyteller approval for Ravnos and Ravnos Antitribu, and Ravnos coordinator approval for non-Ravnos

We're Not Going to Take it!

Fortitude 4, Animalism 3

Cost: 10 points

Inspired by the Anarch Ravnos this power allows the new breed of Ravnos to almost shrug off the illusions of the elders that enforce the old ways. Instead of having the old ways forced upon them the American Ravnos have learned to forge their own destiny.

System: This power is always considered active once purchased. It allows the user to expend a second willpower to retest Chimerstry defensively and gives a free retest to disbelieve an illusion crafted by anyone lower generation than them.

Modern Illusions

Auspex 2, Chimerstry 4

Cost: 5 points

Chimerstry has evolved along with technology. The Anarch Ravnos being from the modern era have found a way to create interactive illusions that weave in and out of the modern age.

System: The Ravnos expends an additional willpower when using Chimerstry 4 on an existing illusion that is some form of "smart device". One imbued the Ravnos sees one thing, and outsiders see another. Example: Ray the Ravnos has imbued his Android

with Modern Illusions. Ray sends a text message that says, "This guy is a damn moron!", but as Bob the Brujah looks over his shoulder sees, "this guy is awesome, thanks for having him help!

Resist the Old ways

Chimerstry 5, Fortitude 4

Cost: 8 points

The Elders of clan Ravnos not only wield illusions, but powerful magic. They have used both throughout history to oppress what they believe to be unclean. The American Ravnos strive to protect themselves from this fear and have created a way to protect themselves from such magic.

System: This combination power allows the American Ravnos to resist the magics of Sadhana, and Pillars of Dracian. Once purchased it is always considered active. In all situations where they are targeted by either, the American Ravnos gain a free retest to all challenges to defend themselves. This retest may be used in addition to traditional retest (such as occult, or willpower). Finally, this combination power ceases to work if the American Ravnos ever gains either forms of sorcery (but not others).

**There is an existing power within the packet that allows the same retest against Chimerstry*

***This includes Pillars of Dracian, as per the original plot, Sadhana was used to help forge it*

Weapons of the Oppressed

Chimerstry 4, Fortitude 3

Cost: 10 points

Elders of clan Ravnos are fabled to create devastating weapons with the powers of Chimerstry. Where the American Ravnos are nowhere near potent enough to forge such weapons, they have created a way to forge their will into weapons to be feared.

System: This combination of power costs one willpower, and one blood to forge the weapon. The weapon can be whatever the creator chooses, but requires a crafting challenge, difficulty 7 (STs can increase this difficulty for more complex weapons). The weapon itself lasts for a scene, or hour, and only the creator may wield it. The weapon itself uses the base stats from the book the game they are in uses (Laws of the Night, Dark Epics, House Rules, etc.). In addition to these base states, the weapon gains a "High Caliber" challenge to add an additional level of Chimerical damage. This "High Caliber" damage may be disbelieved, but until such disbelief comes, this "High Caliber" damage is considered "unsoakable lethal/Armor Piercing". Once this damage is disbelieved, no further "High Calibers" will affect the target.

**This is a weaker version then something you can do with Horrid Reality

Ravnos Don't Lie!

Chimerstry 2, Auspex 2

Cost: 6 points

Part of survival is being able to lie your way out of many situations. Some call it bending the truth, some call it a silver tongue, but the American Ravnos all have their way to sneak a lie through the most observant detectors.

System: This power costs blood and a willpower to activate. For the next scene or hour, the American Ravnos is shielded from attempts to determine if they are lying. All powers that do not require a challenge, or are a static challenge, to tell if the American Ravnos is telling the truth (such as Ear for Lies, Aura Perception, etc.), the American Ravnos always reads as truthful. This power does not prevent attempts to “dig” through their mind, such as Auspex 4, or powers that force them to answer questions, such as Dominate.

Dracian Combination Powers

Mediumship (Coordinator Approval)

Auspex 5, Chimerstry 4

Cost: 14 points

Power forged in a similar manner to The Evil Eye. A group of Matriarchs found a way to awaken this power from their Blooded Rom cousins, and it manifested differently within the vampire blood. This power allows Rom to travel within the Shadowlands, but not without risk.

System: With the expenditure of temporary willpower, the Rom can project themselves into the Shadowlands in a manner like Psychic Projection. While projected the user has as many health levels as temporary willpower and may interact with the realm of the dead for one night and are forced back to their body when the sun rises over their resting shell. Their body is empty and can be possessed by any spirit or wraith in a similar fashion to Psychic Projection. At any time, the user may declare they are returning to their body, but in combat this does not happen until the end of the round in which it was declared.

While projected the user may use any social and mental power that does not require blood, and should their temporary willpower be exhausted their soul is forced into a state like torpor and does not return to their body for a month.

Reading the Fates (Storyteller Approval for Ravnos/Anti, Coordinator approval for others)

Auspex 4, Chimerstry 2

Cost: 10 points

Long have Rom been known for their ability to see the future. Be it through the cards, dice, palm reading, or some other medium they can see the destiny of someone. This is not always good reading and can turn negative quickly. This can be general information, or based around a task the person is undertaking.

System: The character reads someone's destiny via whatever medium they use. This process can take no less than 10 minutes of interaction and is followed by a static mental challenge difficulty 7, retest enigmas. At ST discretion this challenge can become more difficult based on what situation they are trying to divine. All information given is entirely at the discretion of the ST running the fates and should not be used as a reason to solve a plot entirely. Multiple uses on the same situation will give no new information.

If successful, the fates have blessed the target with good fortune. The STs may give some pieces of information about their future, or tasks, but mechanically will give the target one Luck* retest on their upcoming scene. This retest cannot stack with other Luck/Oracular ability/Prophecy based retests. If the fates turn against you (the static challenge is failed) the target instead will lose a challenge in the next scene (chosen by the ST). This challenge can still be retested per normal, but will come at the worst possible time

Example of failure: Bob the Brujah has his fate read, and fate turns against him. He goes to break into a store, and the security challenge to hide from the cameras the ST decides he automatically loses his initial test. He is allowed to retest, but the initial challenge is simply lost as the fates turn against him.

Blood Scent (Coordinator Approval)

Auspex 1, Chimerstry 3

Cost: 7 points

The Tsurara / Wuzho have long been known for their ability to smell their targets via smell. Since they primarily hunt vampires for preying on Rom characters they smell the very blood within their system. This power is rare among vampires since the Tsurara / Wuzho despise them, and it should not be common once embraced.

System: This power works mechanically the same as the combination power Scent of Caine that is outlined in the most current Tremere Packet. The only difference is the user is up 2 traits when using this power on a Ravnos.

Ravnos Antitribu Combination Powers

Induce the Nightmare (Coordinator Approval for Non Ravnos Antitribu, Storyteller Approval for Ravnos Antitribu)

Chimerstry 5, Animalism 5

Cost: 15

Many of the Antitribu have been embraced after the Week of Nightmares, but an interesting side effect of those that survived the Week has spread to their mass embraced offspring. Maybe it was through Ritaë, maybe it was simply random, but either way this power was born. By focusing their rage the Antitribu can cause a blood frenzy similar to one that spread around the world during the Week of Nightmares.

System: This power costs a blood and a willpower and requires line of sight on the target. Once activated the Antitribu makes a contested social challenge, retest Subterfuge, to use a combination of Horrid Reality, and Drawing out the Beast, to force the target into a state of blood frenzy. Mechanically the target must make a Self-Control/Instincts challenge, difficulty 4 for non Ravnos, 5 for Ravnos, that cannot be ignored by expending a temporary willpower, the challenge must be made. If lost, the target immediately enters a blood frenzy but will only target other vampires. This frenzy lasts the remainder of the scene or hour, and will not stop frenzying unless a power, such as Quell the Beast, is used on them.

If the target wins the Self-Control/Instinct challenge they still feel the frenzy but instead are down 2 traits on future Self-Control challenges from the sight of blood, for the remainder of the scene.

The Illusionary Cup (Coordinator Approval for Non Ravnos Antitribu, Storyteller Approval for Ravnos Antitribu)

Chimerstry 2, Animalism 3

Cost: 6 points

Many who follow the paths of Paradox cannot willingly bound themselves. The Vaulderie is no different (see FAQ for more information). This power was created by those who follow the various paths of Paradox to use deceit to circumvent violating their path every time they perform this Ritae.

System: This power costs a blood and a willpower to use. Once activated it allows the Vampire to conceal the fact that the blood does not get consumed. Instead, the blood simply runs down their face and disappears as part of the Ritae. This action does not cause the Ritae to be violated and can only be disbelieved if the challenger has cause to suspect trickery (and then normal disbelief challenges apply). Given that vinculum ratings can fluctuate up or down or even remain the same, the Vampire's attitudes toward the challenger (or another) do not count as "having cause."

Affinities

Affinities are unique powers that may be purchased for those whose blood descends from Dracian. Dracian spread his blood wide and fair, but a character may only descend from one line of Dracian. As such a character may only have one Affinity and they cannot teach it to another. Descendant of Dracian may only possess one Affinity. The only exception to this is Ravnos, who may have two. Affinities are exclusive to Descendant of Dracian and Renascut Characters.

**All Affinities are Coordinator Approval.*

***All custom Affinities and Affinities not listed are also Coordinator Approval*

The Evil Eye

This power was returned to the People (Rom) several years ago. Much like the fabled curses that the Rom can wield, this power allows the Vampire section of their family to curse those that oppose them.

Mechanically this power works exactly like the Dur-an-ki version of this power explained in the most recent Dur-an-ki/Assamite sorcery packet. The exception to that packet is this power is purchased and works mechanically like a discipline, not a path of sorcery. It is purchased at the cost of an out of clan discipline, and since it is not sorcery it has no rituals that accompany this. In addition, all uses of this discipline require line of sight.

The character must be from a Rom Bloodline, or have the Pharmulo merit to purchase this power, and must have between a 1-5 point Flaw: Curse (determined at the time of purchase). Should this curse ever be bought off the power ceases to work.

Spirit of the Wolf

Some of the Rom claim lineage from Lupines and developed this affinity as a result. Each level of this affinity has an xp cost equivalent to an out of clan discipline.

- The character spends 1 willpower point and gains 1 additional action in combat for 1 round. This action may only be physical in nature and can never be used more than once a round.
- The character spends 1 willpower and makes a contested social challenge retested with occult against a mortal. If they succeed the mortal is immune to the Delirium for one scene or an hour.
- The character spends 1 willpower and gains claws for the next scene or an hour. During that time their brawl attacks do aggravated damage.
- You may spend 1 Blood Trait to activate and use any Fetish created with Spirit Manipulation (or other if not a Kindred). If the Fetish requires activation challenges, you do not need to make them, and just instead spend 1 blood to automatically activate it. This may only be done once a round.

OR

For non-Kindred, the Wolfkin may expend a temporary willpower to use a single basic gift from Homid, or their chosen Tribe.

- The character spends 1 willpower and howls. They then make a contested Social challenge against all who can hear the howl retested with Occult. If a victim fails, they will turn and flee as fast as possible. Those who succeed are still down two traits in all challenges against the character. This effect lasts a scene or an hour.

The Sight

The sight allows those descended from Dracian the ability to see into the past and the future. This affinity has the same xp cost as an out of clan discipline.

- The character spends 1 willpower trait and makes a static mental challenge retested with occult at a difficulty of 10 for an object or location. Against another person, this challenge is contested. If you succeed the character can see up to two days into the past and two days into the future.
- The character spends 1 willpower trait and makes a static mental challenge retested with Occult at a difficulty of 12 for an object or location. Against another person, this challenge is contest- ed. If you succeed the character can see up to six days into the past and six days into the future.

- The character spends 1 willpower trait and makes a static mental challenge retested with occult at a difficulty of 14 for an object or location. Against another person, this challenge is contested. If you succeed the character can see up to ten days into the past and ten days into the future.
- The character spends 1 willpower trait and makes a static mental challenge retested with occult at a difficulty of 16 for an object or location. Against another person, this challenge is contested. If you succeed, the character can see up to 14 days into the past and still, only ten days into the future.
- The character spends 1 willpower trait and makes a static mental challenge retested with occult at a difficulty of 18 for an object or location. Against another person, this challenge is con- tested. If you succeed the character can see up to one month in the past, but still, only ten days into the future.

Mediumship

This Affinity allows the character to separate her spirit and travel the lands of the dead. The character must spend 1 willpower trait and her mastery in Mediumship determines how long they may remain in the shadowlands. In all ways this power works identical to Astral Projection, but for the Shadowlands. This affinity xp costs are equivalent to an out of clan discipline.

- The medium may remain away from her body for up to six hours at a time. Every hour after that time the character's body takes 1 level of unsoakable lethal damage automatically.
- The medium may remain away from her body for up to twelve hours at a time. Every hour after that time the character's body takes 1 level of unsoakable lethal damage automatically.
- The medium may remain away from her body for up to one day. Every hour after that time the character's body takes 1 level of unsoakable lethal damage automatically.
- The medium may remain away from her body for up to one week at a time. Every hour after that time the character's body takes 1 level of unsoakable lethal damage automatically.
- The medium may remain away from her body indefinitely, although, as always, if her body dies, she dies as well.

Draba

This affinity allows for the creation of Drabane. Determines what level of Drabane the character can make. The xp cost of this affinity is equivalent to an out-of-clan discipline. To create a Drabane requires time, effort and the cost of 1 willpower trait per Drabane created.

- Create a Level 1 Draba.
- Create a Level 2 Draba.
- Create a Level 3 Draba.
- Create a Level 4 Draba.
- Create a Level 5 Draba.

Faerie Threads

Those with the blood of the Urmén may purchase the Faerie Threads affinity. The xp cost for these affinities are equivalent to out of clan disciplines costs.

**This affinity is no longer available for Kindred*

- This power is always considered active once purchased. The character is always considered Enchanted in terms of Changeling the Dreaming. This power is always considered active once purchased. The character is always considered Enchanted in terms of Changeling the Dreaming. They may use their changeling art once a month.
- You may use your changeling art twice a month.
- You make a static Mental Challenge retested with Occult at a difficulty of 10 to determine if one of the Fae has been at a location recently. Additionally, you may use your changeling art three times a month.
- You may use your changeling art four times a month.
- You may use your changeling art five times a month.

Fae Legacy

The Urmén of the East are long known for their connection to the Fae. Despite this, much like other affinities, the embrace changes and alters their lineage. Fae Legacy differs from Fae Threads in a way that allows the user to pull from some of their past, but not all. (These levels are based around the merits of attunement from 1st edition, rewritten to match revised).

Unless otherwise stated, each level of this power costs a blood trait. In addition, each level may only be used once a round in combat situations.

•Common Tongue

This power simply allows the Romani to recognize a language, despite not knowing it. It doesn't allow them to understand it but simply identify. This power does not work on languages that are approval, nor customs, as neither are common.

••Shuffle

The user may make a slide of hand and ledger main at range. The range is equal to line of sight, and the standard challenge for both abilities is still used. The item(s) simply move to the user's hands, or into the target's pockets.

•••I Need That!

The user can bring something that can fit in both hands to them. This requires a physical challenge (no potence or celerity for target or user), retest Subterfuge. Doing so is obvious, as the item flies and flickers to the user in the blink of an eye.

••••Escape Artist

The user may blink to a spot within 20 feet. Standard physical challenge if currently in a grapple. Ravnos do not require a challenge, but if this is used to break free of a grapple without a challenge, it may only be done once a scene (but does not prevent future uses with contested challenges).

•••••Primal Form

The user may pull all the attunements into themselves, like the Dracian of old. Doing so is not a quick process (mechanically three rounds). Each attunement pulled in leaves a visible effect on the user. Fire may burn in their aura, the wind may whip as they walk, and so on. Users may only have one attunement at a time, except for Ravnos, who may have two. In addition to the typical blood trait, this power costs a willpower at activation, and lasts for one scene or hour (but the attunements chosen cannot be changed during that period).

Fire: The user is up two traits on courage challenges versus fire and gains three passionate social traits. As the flame burns, so does their patience. For the duration of this power, the user is also down 2 on all self-control challenges.

Wind: The user gains an additional two steps an action (meaning overland becomes five), and 3 agile physical traits on dexterity-based challenges.

Water: The user ebbs and flows with the current, allowing them to swim at double speed, and even run on liquid surfaces. The calmness of the ocean also runs through them, granting two traits on self-control challenges. (This may not be mixed with fire).

Earth: The user is as stalwart as the ground itself. This grants the user two additional healthy health levels, and the ability to spend a willpower to repair damaged armor in

an instant. To repair armor, the user must spend an entire round of concentration in contact with it and expend a repair per 2 armor levels restored.

Spirit: The connection between the other worlds is both useful and dangerous. Spirit allows the user to see and speak with beings in the Umbra and Shadowlands, but this connection is not secret. In both realms, the user puts off a faint glow, noticeable through forms of hiding.

Patteran

Those of the Phuri Dae blood of Dracian have developed a unique ability to understand the threads of reality and understanding that the normal human mind cannot comprehend. The xp cost for this affinity is equivalent to an out of clan discipline.

•Eyes of the Child

When faced with a problem the character cannot solve, the character may make a static Mental challenge retested with Enigmas at difficulty determined by the storyteller in relation to the complexity of the problem. If the character succeeds, they get the answer to the problem.

••Intuitive Understanding

When holding any piece of writing the character may spend 1 willpower trait and make a static mental challenge at a difficulty of 10 retested with Enigmas. If the character succeeds, they gain the intent of the author and what they were trying to convey.

•••Tales of the Blood

The character spends 1 willpower and tells a tale of a grand nature. When completed, all those who listened gain 1 bonus trait on all challenges associated with a specifically chosen ability that relates to the tale told. This bonus lasts for the remainder of the night.

••••Noahe's Knot

The character may ask a question and gain an answer. However, they must sacrifice something in relation to the question. If the target of the question is another person; they must have a sympathetic link to that person. The character makes a static mental challenge at difficulty 10 retested with enigmas. During this challenge the character risks 1-5 mental traits on the challenge. If they succeed, they will gain information as

follows based on the risk. *Only members of the approved bloodline Phari Due or Brahmin may use the option to expend 4 and 5 traits.*

One Trait Risked: The character learns one specific, useful

fact. Two Traits Risked: One general concept also learned.

Three Traits Risked: The character learns a key piece of information about the subject.

Four Traits Risked: The character learns the general history of the subject.

Five Traits Risked: The character learns all the information he needs to know about the subject on hand.

••••Shadow Walking

The character spends 1 willpower point and allows their spirit to travel into the Penumbra. In all ways this power functions exactly like Astral Projection but for the Umbra instead of the Astral Plane

Blood Sense

Those of the Tsurara Blood have gained the affinity to sense different types of supernaturals via their blood. All costs for this affinity are equivalent to an out of clan discipline. To sense the blood of someone the character spends 1 willpower trait and makes a Static mental challenge at difficulty 8 retested with Occult.

- The character can tell if the person has Romani Blood, and furthermore, if they have any Dracian's Vitae, what level they have.

- The character can learn if the target is a Mage and a rough idea of their Tradition.

- The character can learn if the target is a vampire or werewolf.

- Once the blood of a vampire, Rom or werewolf has been first sensed, the character can "smell" the person's blood from up to one mile distant simply by concentrating on it.

- At this level the character can sense a known quarry up to three miles distant.

Additionally, the sensor can determine what physical state the subject is active. wounded, asleep, etc.

The Dream (Ravnos and Brujah Coordinator Approval)

The Dream is something that only recently has returned to the world. It is simple in nature, but complex in its origin. The Dream allows a Brujah/Brujah Anti to burn a part of history back into a Brujah/Brujah anti and return their ability to use Pillars of Dracian from lost relatives. This is not without drawbacks. First, no one who has this affinity may ever use Pillars of Dracian themselves, as they are cursed by the ability to pull lost art through time. Second, each use of this power drains energy from the user

(aka when working on Coordinator approval for potential person a Flaw will be decided that the user of the Dream will carry for an agreed upon amount of time)

Section VI: Sadhana / Pillars of Dracian

Introduction

Although there is no associated game mechanic, some sources state that these Ravnos (when they lived in India) were more likely to practice a style of Indian Thaumaturgy called Sadhana. They do not have access to this Discipline inherently – neither as a Favored Discipline nor in the way that the unrelated Samedi Bloodline have access to Necromancy – but in India they once learned these magics. When the Ravnos traveled to Europe this style of blood magic died out in the Western portion of the Clan. As modern members of the Clan move out of India there are new opportunities to learn this magic, but a character must learn Sadhana from someone who has Sadhana or Pillars of Dracian in Clan. The additional requirement for Ravnos who practice Sadhana is following the Path of Mayaparisatya (Path of Paradox) or possessing the Merit (Code of Honor: Hinduism, Buddhism, or Jainism) to reflect their beliefs.

Sadhana

Sadhana is detailed in Chapter Three of Blood Sacrifice: The Thaumaturgy Companion. To teach, learn, or use Sadhana, practitioners must possess the Merit Code of Honor: Hinduism, Buddhism, Buryatia [as described in the Buryat section] or Jainism to reflect the faith in those religions. This is mandated in the bylaws, and not an option rule.

- Teaching Sadhana requires the teacher to have Three Advanced paths of Sadhana, the ability Occult 5, and possess Sadhana as an in-clan power.
- Sadhana calls for a mental challenge (unless otherwise notes)
- Sadhana may use the Meditation ability to perform a ritual, but must take the entire time of the ritual (meaning it cannot be sped up via systems like Enchant Talisman)
- No character may possess more Sadhana than they have in the Meditation ability
- For the purposes of rarities, anyone with Sadhana in-clan is not considered “Rogue”
- Anyone with out of clan Sadhana purchases Sadhana at a minimum of Rarity 2

Pillars of Dracian

This magic originates from the ancient known as Dracian. Many stories are told of him, but one part that seems to be true is his innate connection to the World Tree.

This connection gave him magical prowess beyond that of any mortal of his time. Due to the fact Dracian was a normal human prior to this his descents are from all different walks of life. Many have become other creatures, many are normal humans with no idea of their origins, and some believe Dracian is secretly the founder of clan Ravnos.

This paradigm comes in two forms. One is a style of Blood Magic (previously known as Rom Sorcery), and the other is an Affinity that works exactly like Hedge Magic. This is designed to make these backgrounds available to other genres besides vampire. Vampires may only have Blood Magic. The rarities of Pillars of Dracian are like Sadhana, but are marked between Sadhana specific, and Pillars specific. The main difference is Sadhana specific paths and rituals are not available to Pillars of Dracian.

*Pillars of Dracian acquired via the Affinity the Dream, Alchemist Guild membership, or Warrior membership have increased rarity to 2 for all items below.

Rom Sorcery

Rom Sorcery was unlocked by a Ravnos Antitribu named Sam “Wyldcard” Sullivan. He believed it to be tied to his heritage as a Romani, but he found a way to activate his access to Pillars of Dracian. Whereas Rom Sorcery is no longer a paradigm, it gives them access to the Awakening Charm.

The Awakening Charm was the original catalyst for unlocked Rom Sorcery. Now? It is what a “Rom Sorcerer” needs continue Wyldcard’s work. Each Awakening Charm is a minimum of three pounds and must entirely cover an eye. The center of the charm is red glass and is used to view magic in a fashion like Thaumaturgy Sight. Instead of being able to identify magic the user can attempt to “steal” it for themselves.

Awakening Charm (Draba 5 [see backgrounds]) (Above describes the physical appearance)

Mechanics: The Awakening Charm was the catalyst created by Wyldcard to steal magic from his victims. The Drabane itself must have some red glass within its build. Once activated, the user may look through this glass and attempt to “steal” magic from others. This takes witnessing different users using the ritual on more than one occasion. In addition, this item does not work through powers that allow the user to peer through time, with the only exception being Affinity the Sight.

Subgroups

The Alchemist Guild

The Children of Dracon are renowned Alchemists. After stealing the research of Wyldcard they were able to create a potion that altered their very blood. Doing so allowed them limited access to sorcery.

This paradigm is mechanically Pillars of Dracian, but as they are trying to alter their blood it is never as potent. They may not purchase the background Dracian's Vitae.

Cult of the Lost

Like the Chosen of Yama, the Cult of the Lost follows the Hindu God Yama, but in a different form. Yama is both the god of death but also represented as the god of the abyss. Despite being commonly known as a male figure, there are subsets of the Hindu religion that believe he also takes the form of the mother in darkness. This cult is heavily Lasombra and sometimes mirrored in Lasombra Factions and Lore, and rumored to be a Cult of the Void. Despite its origins, the mechanics of any who wish to seek Sadhana require the same requirements listed in the Sadhana Section.

Asura and Deva

The split within the Sadhu (Sadhana Users) hearkens to most ancient roots of the Hindu religion. Half the Cainites that practice Sadhana believe themselves divine, blessed inheritors of righteous might; the other ones believe themselves the descendants of demons, a scourge on humanity. The blood magic they share, Sadhana, is neutral in the split. For centuries, the Asuras were marginalized, leaving India to walk the world in the face of the elder Devas inhabiting India. Yet, curiously, the elder Devas have fallen into torpor over the last decade, leaving precious few practitioners of Sadhana to ally with the Salubri. Also, the Asuras are beginning to return, one by one, to the land of their embrace. The idea that they are even capable of holiness is anathema to them, and the Tremere – known for binding demons – are far more palatable option for association.

In these nights, the Asura and the Deva have nearly fallen to a state of open war. The Devas are unwilling to admit how deep the division in the practice goes, but Asuras have begun hunting their slumbering elders and committing the Amaranth upon them. In the modern nights, all Sadhana users fall into one of three categories: Asura, Deva, or unaligned. Many of the modern Sadhana users are unaware of the divine divide in those who practice magic but may learn of it.

Asura, fundamentally believe and practice their Sadhana to steal divine power from the gods. To uplift themselves and one day achieve Apotheosis. Their end goal is to overthrow the old goes and rise to replace them as new gods. For many of Asura, the cost of this is to burn the world down as they know it to have it rebuilt in their images and desires. Though not all Asuras are this extreme. The Deva, on the other hand, view themselves as the servants of the gods on earth. Their Sadhana comes from their dedication and devotion to the gods. With this divine power they seek to help build and manage communities. They are mystics, priests, and guides to all those around them. In the end, the Asura embody the concept of Chaos, and the Deva embody the concept of Order. Two universal concepts are always in conflict with one another.

**This is an expansion between Blood Sacrifice, V20, and State of Grace. Each book explains several aspects and goals of how Sadhana is practiced and focused on. No way is right, but this section attempts to explain the difference between the World of Darkness and the real world.*

Paths and Rituals

Rarity System

Rarity 1: Storyteller Approval

Rarity 2: Ravnos Subcoordinator Approval

Rarity 3: Custom, and out of paradigm paths and Rituals; Ravnos coordinator approval

The Primary Path for all Sadhana is Path of Blood

The Primary Path for Pillars of Dracian is any rarity 1 path

Path Name	Rarity	Location
Alchemy (Rasayana)	1	MET: StG, pg. 47
Path of Blood (Path of Kali)	1	LotN: R, pg. 177
Path of Conjuring (Brahma-Vidya)	1	LotN: R, pg. 182
Elemental Mastery (Yaksha-Vidya)	1	MET: CG, pg. 76
Hands of Destruction (Hands of Mahakala)	1	LotN: R, pg. 183
Movement of the Mind (Rishi's Hand)	1	LotN: R, pg. 180
Snake Inside (Temptation of Mara)	1	Blood Magic Secrets of Thaum, pg. 116
Lure of Flames (Breath of Agni)	1	LotN: R, pg. 178
Green Path	1	MET: CG, pg. 78
Neptune's Might	1	MET: CG, pg. 81
Focused Mind (Echoes of Nirvana)	2	MET: StG, pg. 50

Oneiromancy (Lakshmi's Wishes)	2	MET: StG, pg. 54
Path of Duat (Path of Yama)	2	Blood Sacrifice, pg. 26
Spirit Manipulation (Asura-Raja)	2	MET: CG, pg. 89
Hearth Path	2	MET: StG, pg. 51
Path of Mars	2	MET: SG, pg. 125
Father's Vengeance	2	MET: SG, pg. 127
Path of Praabti (Sadhana Only)	3	Blood Sacrifice, pg. 64
Path of Karma (Sadhana Only) *	3	Blood Sacrifice, pg. 63
Blood Nectar	3	Blood Sacrifice, pg. 62
Demon-Chakra Path (Sadhana Only)	3	OWBN Ravnos Packet
Path of Ayurveda (Sadhana Only)	3	OWBN Ravnos Packet
Path of Tengri (Buryat Only)	3	OWBN Ravnos Packet
Path of Holy Vitae (Dacian Only)	3	OWBN Ravnos Packet
<i>*Karma only works for individuals who meet the Code of Honor for Sadhana, even if shared through means that grant temporary access</i>		

The Path of Karma

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion pg. 63. All levels function as published save as detailed below. There is also more details in V20 on alternate uses for level 5

•Threads of the Past

System: This power requires a Static Mental Challenge against the target.

••Weave of the Future

System: This power requires a Static Mental Challenge against Traits.

•••Certain Fate

System: This power requires a Static Mental Challenge against the target.

••••Past Lives

System: This power requires a Static Mental Challenge against the target to use on others, or a Static Mental Challenge against eight Traits to use on oneself. Using the power on himself allows the sadhus to gain one Ability Trait of her choice (no single Ability may be raised above three) for one scene. The types of Abilities obtainable through this power are limited to those that would reasonably have been available to the character during a prior lifetime.

•••••Master of Samsara

System: All uses of this power require a Mental Challenge against the target, and the expenditure of a permanent Willpower Trait upon the successful Challenge. OWbN Bylaws and R&U standards must still be followed when using this power.

The Path of Praabti

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion page 64. As it requires no MET conversion save that it uses Mental Challenges as detailed for Sadhana, please use it as published. The difficulty of the Mental Challenge matches the distance travelled, with the difficulty increasing as higher levels are necessary (5 traits for the Basic levels, 7 traits for the Intermediate, and 9 traits for the Advanced). Teleportation to a destination the magician has never seen or been to before is problematic; If attempting, a simple test is made upon successful casting. A win indicates the character ended up where intended, a tie indicates a small variation but close to target, and a loss indicates a catastrophic failure to be determined by the ST.

Praabti is an ancient and powerful form of teleportation. With that in mind, simple means cannot prevent or divert it. Unless an item, combination discipline, or power specifically involves Praabti as a Pre-requisite, they may not interrupt/prevent/redirect the teleportation of Praabti.

Some exceptions to this include the power of Thaumaturgical Counter magic. Some True Magic rites may be able to stop Praabti in a similar manner, but unless the True Mage possess the actual Rote, it should not be allowed

The Demon-Chakra Path

OWBN Ravnos Packet

Developed by asuras in ancient nights, this path is based on the Vedic use of chakras, the mystical nodes of power found throughout the body. Hinduism, Buddhism and Jainism all make use of chakras; the asuras, however, were far more interested in twisting this mystic power into something negative and using it to corrupt and debase their enemies. Since its creation, several of the more mystically inclined Daitya also employ this path. Only Asura Sadhana users may ever purchase or possess this path.

Note: The sadhu cannot raise his rating in this Path higher than his Medicine (Vedic) Ability rating

•Fear

The first chakra, Muladhara, represents survival, but in the hands of the asura, its antithesis is brought to the fore and used to make enemies tremble with fear.

System: The vampire must touch her target and make a contested Willpower challenge against their target. Against a vampire, successful application of this power causes the target to make an immediate check for Röttschreck, they may not spend willpower to ignore this challenge. Against mortal targets, a successful application of this power

causes the target to flee in terror for 3 turns. The target can think of nothing other than to run, putting as much distance between himself and the sadhu as possible. If flight is not possible, the target will attempt to hide or failing that, curl into a blubbering ball in hopes of going unnoticed. If the target wishes to take any action against the sadhu, he must spend a Willpower point and succeed at a Courage challenge (difficulty 4) for each attempt.

••Shame

The second chakra, Svadhisthana, represents sexuality, emotional fulfillment and desire. Twisted by the asura it becomes a tool to bring forth the innermost shame of a victim.

System: The vampire must touch her target and a contested willpower challenge against their target. Success grants the sadhu two bonus traits all Social challenges against the target for the remainder of the scene. It is not necessary for the target to have shameful feelings about anything; this power causes those emotions to flood the target's mind. Note also, this power does not reveal the source of any shame; other powers must be used by the sadhu to discover its source for further exploitation.

•••Guilt

The third chakra, Manipura, represents power and force of will. For the asura, it is a tool to bring forth a victim's deepest guilt, causing him to falter in his actions.

System: The vampire must touch her target and make a contested willpower challenge against their target. A trait penalty of three is imposed on the target for any non-reflexive actions attempted for the remainder of the scene, as guilt overwhelms him. As Shame, above, it is not necessary for the target to possess guilt about anything; power simply causes those emotions to flood the target's mind to the exclusion of all else. Note that this power does not reveal the source of any guilt to the asura; other powers must be used to determine its source for further exploitation by the vampire.

••••Grief

The fourth chakra, Anahata, represents love and relationships. Used by the Asura, it causes untold grief and sadness in its victim, as if those loved ones had been lost in the most horrific and traumatic of ways.

System: The vampire must touch her target and make a contested willpower challenge against their target. Success imbues the target with overwhelming grief, paralyzing

him for the remainder of the scene. The victim is unable to take any actions except in self-defense (unless the target spends 1 temporary willpower per action they wish to take), and even these suffer a -2 trait penalty. As with the previous powers, it is not necessary for the target to possess any sort of grief; the victim's mind is flooded with emotions, causing them to act grief-stricken for the remainder of the scene. Once the scene ends, they are often confused as to why such feelings suddenly overcame them, unless they are familiar with such magic, in which case they are often horrified at how easily they were manipulated by the Asura sadhu.

•••••Lies

The most insidious power of this Path allows a Asura to subvert and corrupt a victim so that he believes his most trusted friends and loyal allies are conspiring against him. No matter what his associates say, he hears the statements as lies and twisted half-truths. This power is based on the fifth chakra, Visshudha, which represents communication.

System: The vampire must touch her target and make a contested willpower challenge against their target. Success causes the target to hear statements spoken by friends and allies as lies. Not every statement is heard as such, but this power heightens the target's paranoia, and even the most trusted friend seems to begin whispering little lies and diversions, causing the victim to become more and more paranoid that everyone is conspiring against him. The Storyteller has final say as to how long it takes this power to reach full potency, but relationships can be upset or completely ruined with this power. The number of Social Traits spent at the time of casting determines how long a target hears the lies. When this power wears off, victims are left to pick up the pieces of their shattered relationships.

**These are recommended for long term roleplay, adjust as needed for your chronicle*

Successes	Duration
1	24 hours
2	three days
3	one week
4	one month
5	6 months
6+	one year

Path of Ayurveda

OWBN Ravnos Packet

This path of Sadhanna was developed and gifted to the Deva of India to empower their divine duties as community mystics and healers. The Deva Sadhu uses this path to heal and treat the injured. The Sadhu calls upon the gods to work their miracles through them to heal almost any disease or injury upon another. These powers so invoked, empower the Deva to be a servant of the gods and speak for them. Little to know disease or injury cannot be healed or cured by this Path

No character may have a level in this Path higher than their medicine ability. Additionally, only Deva Sadhu may ever purchase or possess this path.

•Kāyachikitsā

The first step in healing others is to learn what they are suffering from. The Deva Sadhu lays their hands on another and activates this power. In a few moments they can learn almost instantly what a battery of scientific tests would take to uncover.

System: Practitioners of the Path of Ayurveda may examine patients with but a touch to instantly diagnose ailments, learn the nature of injuries, or discover genetic defects. Each Mental Trait spent on the activation of this power provides additional relevant medical information.

••Śhālākyatantra

The Deva Sadhu can now start to cure the illnesses of others through divine power. They once again touch the person suffering and start to focus their vitae and divine power into curing the most common illnesses in others. Additionally, this power removes the pain their patient may be suffering from for a time.

System: With the expenditure of a Willpower point and touching their target, the caster can touch a patient to mitigate the pain of wounds or cure communicable diseases. Such illnesses include common colds, flu, or even STDs. This level of this power does not cure serious maladies such as cancer or heart problems, however. Additionally, once used the target will not suffer any wound penalties of any kind for the next scene or an hour.

•••Agadatantra

With this ability the Deva may attempt to stabilize those who may be dying or suffering from grievance wounds. The Deva Sadhu lays their hands upon the person and invokes their vitae and divine connection to the gods. As they do, the person suffering will have their own's body supernaturally speed up and stabilize them for a time.

System: The Deva Sadhu can heal broken bones and alleviate chronic but non-life-threatening illnesses (such as arthritis, kidney stones, or asthma) with a single touch. Bashing and lethal damage wounds heal twice as fast as they normally would with the healer's ministrations, and without infection. The Deva Sadhu can also induce a healing trance state to prevent bleed-outs or other medical trauma from killing a patient before proper surgery can be performed.

•••Rasāyantana

True miracles of healing begin with this power once Deva Sadhu learns it. They may instantly heal the wound of others. Bones mend; Skins seal shut. Only the truly deadly wounds escape the Deva Sadhu's divine ability to heal.

System: With the expenditure of a Willpower point and physical contact on a target, the Deva Sadhu can instantly heal a single level of bashing or lethal damage on a patient. Each additional Mental and Blood Trait spent on the activation of this power heals one additional level of bashing or lethal damage. Healing lethal damage in this manner comes at a price, however. For each level of lethal damage healed, the caster suffers from a dizzying migraine for an hour that causes them to be down one trait in all challenges for the next hour. The player may spend an additional Willpower to ignore this effect for a scene, however.

••••Bhūtavidyā

Almost nothing is outside the Deva Sadhus ability to heal once they have finally mastered this path. While they cannot stop death itself, if there is the faintest of life remaining, they may blow on the embers to bring them back from the brink. With this power, limbs will reattach themselves, bone and flesh instantly grow back, etc. When witnessed by others, this power is only ever explained as a direct divine intervention from the Gods.

System: The human body holds no mysteries to a Deva Sadhu who has mastered this level of the Path of Ayurveda. She can cure chronic and acute illnesses (such as cancer, AIDS, or strokes), remove genetic defects, or cleanse chemical addictions. Such treatment is difficult for the Deva and requires that the patient be under constant care for some time. The exact length of the treatment and other requirements should be determined by the Storyteller, but they should generally be one quarter the standard recovery times for such cases. Such sympathy comes at a cost to the body, and the Deva may suffer a +1 to +2 Trait Penalty to all non-Healing related challenges during the period of convalescence, as determined by the Storyteller. This need not be applicable for all uses of this power, only those that involve healing of the most debilitating of diseases or the most crippling of dependencies. In

addition, the Deva can overcome the effects of supernatural trauma upon the body. With the expenditure of a Willpower point, a practitioner can instantly heal aggravated damage on a subject. Each Willpower Spent by the caster heals one level of aggravated damage. The cost for healing such damage similarly comes at a price, however. For every level of aggravated damage healed, the caster suffers a level of painful sympathetic bashing damage. The sympathetic damage cannot be healed via applications of this.

Snake Inside

Consult the most recent Setite Sorcery packet for the MET Conversion

Rituals

Ritual Name	Rarity	Level	Location
Ambrose Kelemen's Aegis	2	Basic	V20 DA, pg. 303
Animated Assistants	1	Int	V20 DA, pg. 307
Animaa	1	Basic	Blood Sacrifice, pg. 65
Armor of Diamond Serenity	1	Basic	Blood Sacrifice, pg. 64
Ash of Agni's Curse	1	Basic	Blood Sacrifice, pg. 65
Aurava	1	Int	Blood Sacrifice, pg. 65
Bladed Hands	2	Int	LoE, pg.82
Bind the Familiar	3	Int	V20 DA, pg. 306
Blood Walk	1	Basic	LoE, pg. 80
Bottled Voice	2	Int	LoE, pg. 90
Brand of the East	3	Adv	Ravnos Packet
Clinging of the Insect	2	Int	MET Sabbat pg. 132
Craft Bloodstone	2	Basic	MET ST Guide, pg. 65
Commune with Cainite	2		V20 DA, pg. 304
Deflection of the Wooden Doom	1	Basic	Laws of the Night Revised, pg. 185
Defense of the Sacred Haven	1	Basic	Laws of the Night Revised, pg. 185
Dedicate the Haven	1	Adv	V20 DA, pg. 310
Destiny's Call	1	Int	Blood Sacrifice, pg. 65
Domino of Life	1	Basic	MET Sabbat, pg. 130
Escape to a True Haven	3	Adv	V20 DA, pg. 310
Enchant Talisman	1	Adv	Guide to the Camarilla (TT), pg. 113
Eye of Mahakala	3	Meth	Blood Sacrifice, pg. 67
Eyes of the Past	2	Int	LoE, pg. 83
Firewalker	3	Int	MET Sabbat, pg. 132
Flesh of the Fiery Touch	2	Int	LoE, pg. 83
Garimaa	1	Basic	Blood Sacrifice, pg. 65

Impassive Trail	1	Basic	LoE, pg. 88
Impressive Visage	1	Basic	MET ST Guide, pg. 66
Illuminate the Trail of Prey	2	Basic	MET Sabbat, pg. 131
Incorporeal Passage	1	Int	LotN: R, pg. 186
Invisible Chains of Binding	2		V20 DA, pg. 308
Jinx	2	Basic	MET ST Guide, pg. 66
Learning the Mind Enslumbered	1	Basic	MET ST Guide, pg. 67
Leper's Curse	1	Int	Blood Sacrifice, pg. 65
Lion Heart	3	Adv	LoE, pg. 92
Loom of Vishnu	1	Elder	Blood Sacrifice, pg. 67
Milk of Puutanaa	1	Int	Blood Sacrifice, pg. 65
Purity of Flesh	2	Basic	Cam Guide, pg. 110
Rakta-Maya Rituals	1	Basic	Blood Sacrifice, pg. 64
Sanguinous Phial	1	Basic	MET ST Guide, pg. 68
Scry	2	Int	MET ST Guide, pg. 71
Scry the Hearthstone	2	Int	V20 DA, pg. 307
Severed Hand	2	Adv	MET ST, pg. 73
Sense the Mystical	1	Basic	MET ST Guide, pg. 68
Steps of the Terrified	2	Basic	LoE, pg. 90
Stone of the True Form	2	Adv	MET ST Guide, pg. 74
Summon Guardian Spirit	1	Basic	LoE, pg. 89
The Open Passage	1	Basic	LotN: R, pg. 185
Transcendentally Satisfying Body Filling	1	Adv	Blood Sacrifice, pg. 66
Ward (and Circle) vs. Kindred	1	Int	Cam Guide, pg. 113
Ward (and Circle) vs. Demons	1	Adv	Cam Guide, pg. 114
Ward (and Circle) vs. Ghosts	1	Basic	Cam Guide, pg. 114
Ward (and Circle) vs. Ghouls	1	Basic	Laws of the Night Revised, pg. 186
Ward (and Circle) vs. Spirit	1	Adv	Cam Guide, pg. 114
Ward	2	Basic	V20 DA, pg. 305
Warded Womb	1	Int	Blood Sacrifice, pg. 66
Water Walking	1	Basic	Blood Sacrifice, pg. 64

Basic Rituals

Animaa

System: This ritual requires no conversion to MET, please use it as published with the chart below for the

magnification based on Mental Traits spent when invoking the ritual. Traits Spent Magnification

- 1 Mental Trait 10x
- 2 Mental Traits 30x
- 3 Mental Traits 50x

Armor of Diamond Serenity

System: If the ritual succeeds the magician becomes immune to Frenzy and Rotschreck for the rest of the night. The character is also up two traits on Willpower challenges. On the other hand, the magician cannot expend vitae to gain Physical Traits while this ritual remains in effect.

Ash of Agni's Curse

System: The caster spends a number of Mental Traits. For each trait spent, they gain one use of the Ash and may spend no more than 5 Mental Traits per casting.

Craft Bloodstone

System: This ritual has the additional requirement of a blood sacrifice at its casting for sadhus.

Deflection of the Wooden Doom

System: This ritual has the additional requirement that the wood fragment used have been passed through a sacrifice's heart prior to use for sadhus.

Garimaa

System: If the ritual succeeds an effective 17 Physical Traits resists any force that attempts to move the magician against his will. The caster does not actually gain these Traits, and may not actively utilize them.

Rakta-Maya Rituals

System: Unlike other Sadhana rituals, these illusions call for a Static Social Challenge against the difficulty of an audience member's traits (Storytellers should select an average audience member at random).

Water Walking

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

Intermediate Rituals

Aurava

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

Destiny's Call

System: This ritual requires no conversion to MET, please use as published.

Incorporeal Passage

System: This ritual requires a bloodied blade, rather than a mirror fragment for sadhus.

Leper's Curse

System: This ritual requires no conversion to MET, please use as published.

Bloodstone

System: This ritual has the additional requirement of a blood sacrifice at its casting for sadhus.

Milk of Puutanaa

System: This ritual requires no conversion to MET, please use as published.

Warded Womb

System: This ritual requires no conversion to MET, please use as published.

Advanced Rituals

Advanced ritual: Brand of the East

The Jati and the West has a checkered past. Hate, war, and distrust are hard to forget. Through the work of many the Danava of the Jade Court have created what little of an alliance that may ever come. The Jade court have created this ritual to allow their wayward cousins a small taste of their power.

System: The Danava are both generous and violent. The user takes a brand to a Ventrue, in the symbol of the Jade Court, and imbue them with a connection that only the divine can use. This ritual lasts for one year, and the caster can only have the number of brands as they have perm willpower. While branded, the caster can use any ritual or path of magic on the branded, but only works on powers that target themselves (example: potency of the blood could be used, but not repulse)

Lion Heart

System: This ritual has the additional requirement of the sacrifice of a lion for sadhus.

Transcending Satisfying Body-Filling

System: This ritual requires no conversion to MET, please use as published.

Master Rituals

Loom of Vishnu

System: This ritual requires no conversion to MET, please use as published.

Methuselah Rituals

Eye of Mahakala

System: Invoking this power against another character requires a Mental Challenge against a difficulty of the target's total number of Background Traits.

Section VII: Revenants and Bloodlines

Revenants

Buryat

In what is now modern-day Siberia, Russia, and Mongolia is a long tradition of Shamanism. Over the generations, the traditions of this style of Shamanism evolved with the entrance of Buddhism into the various regions. Instead of paying homage to gods based on which region they came from, they instead replaced them with the Buddhism pantheon, while maintaining their roots in their style of traditional Shamanism. One notable Priestess that held to this faith is Durga Syn. After years of interaction in Transylvania, with the elder Vlad Dracula, Durga Syn was gifted a group of Revenant Ghouls to accompany her back to Russia to battle the forces of Baba Yaga. In 1991, when the Shadow Curtain fell over Russia these Revenants were changed, imbued, with an ancient power that awoke their Shamanism as something more.

The Buryat family itself comes from the times of the Mongol empire. As the Mongolians spread across the earth in the world's largest empire, they adapted new cultures and peoples, forging one Mongol race. The Buryat's were originally Tengrism Shamans that traveled with the Golden Horde across their lands providing ritual wisdom of the gods in the Great Blue sky. With the collapse of the Mongol Empire, the Buryat found themselves trapped in the foreign lands of Transylvania. As is the Mongol way the Buryat bred with the native the people and absorbed their cultures and ways, taking them into their own. When they finally returned to Siberia, Russia, and Mongolia they brought with them what they had learned. The Buryat are, by their nature, a faithful people who follow Tengrism: Yellow and Black Buddhism of the lands. To them all beneath the great Blue Sky is theirs to keep safe and conquer in the ways of the Mongols so long ago.

After the fall of Baba Yaga, it fell to Durga Syn and her Buryat revenants to finish the fight against her armies. Even with their leader dead the Army of the Night, Conversion, War, Despair, Arcane, and Void remained to threaten Russia. However, over the following years many of the forces that opposed The Hag have

nearly exterminated most of her armies. The Army of the Void survived in a new form though and escaped the other fates. Now lead by her Demon Bezariel his cult/army grows in power and corruption across Russia. The legacy of Baba Yaga festers like a sick wound in the motherland; one that taints all that it touches.

The elder Durga Syn and her Buryat recognize the dangers of Bezariel and sickness continue to spread across the land. The memory and wounds of the Hag still rest within Russia, and it falls to the Buryat to combat them. In this the Buryat have called upon the ancient faiths and beliefs of the people of the land. To combat Bezariel and his forces they have rekindled their relationship with the god Tengri to grant them the might they need to hunt the forces of the void and the coming apocalypse. Through their blood sacrifices and dedication of faith both Durga Syn and the Buryat hope to cleanse Asia of the taint of Baba Yaga once and for all.

Disciplines: Auspex, Animalism, Shamanism

Advantage: Due to the long-held traditions of this lineage all Buryat begin play with Code of Honor: Buryatia Disadvantage: The effects of the Shadow Curtain were positive, and negative. After years of being trapped in Russia the Buryat are tied to the location. Every Buryat has the Tzimisce clan flaw, but the soil must always be from Siberia, Russia, or Mongolia.

Quote: "Every corner of the land beneath the great Blue Sky is ours for the taking."

References: https://en.wikipedia.org/wiki/Mongolian_shamanism

Coordinator: Ravnos

Shamanism

The Shamanism discipline is just another name for the Blood Sorcery arts of Sadhana. To the Buryat this is the more simplified name that they have given their art that has traveled from India to Eastern Europe and then to Mongolia. Shamanism uses the same path and ritual rarities found in the Ravnos Clan Packet.

Path of Tengri

The deity Tengri is a prime deity among those who practice Tengrism, Yellow and Black Buddhism of Siberia, Russia, and Mongolia. The Father in Heaven watches over all from the great blue sky and is guardian of his people. There are many similarities between Tengri and Dyeus of the proto indo European people. Upon the fall of the Shadow Curtain of Baba Yaga, the Buryat line was able to reconnect to the ancient sky

god and seek his favor once more. Tengri rewards his warriors and followers with strength. The Buryat who discovered this path spilled the blood of their enemies in honor to Tengri, who turn grants them his blessings; making them some of the fiercest vampire warriors in the east. As soldiers in the war against the remnants of Baba Yaga's armies; the Buryat find this path particularly helpful in their quest for battle.

•Blood of Tengri

The first blessing of Tengri to his warriors is to make sure it is their blades that hit the hardest and dig the deepest. By taking a moment and offering up their blood to Tengri, a Buryat spills their blood upon a blade. With this divine coating the Buryat's weapon will be guided by Tengri himself to strike down his foes.

System: Spend 1 blood trait and coat any weapon in it. For the next scene or an hour, the weapon receives one additional bonus trait and inflicts one additional level of damage.

••Gift of Tengri

A warrior of Tengri should always be ready for battle and still spill blood. A warrior without his arms or armor is one who is unprepared to face death. Luckily Tengri blesses his warriors to never be without such things. By spilling their own blood a Buryat can forge their own weapons and armor in an instant. Such armor and weapons forged are very physical and real. They appear as if one could make blood into metal and forge weapons and armor from it.

System: Spend 1 Blood to activate this power. Once used the user may craft from their blood any weapon they desire (Use the appropriate weapon stats for the item summoned) or covering their body in blood armor. This armor has three health levels. All weapons and armor summoned have no negative traits associated with them. Additionally, this power may be activated twice to summon forth both armor and weapons.

•••Tengri's Blessing

By calling upon the favor of the Sky Father a Buryat may be lifted by him and allowed to continue a battle long after they should have been defeated. The blessing of Tengri grants the Buryat a means to constantly healing wounds while in battle. This causes many of the Buryat to only be killed and finally put down by only the most devastating of attacks. There are stories of Buryat warriors who were able to fight until the coming of the sun itself.

System: Spend 1 blood and 1 willpower trait to activate this power. For the next scene or an hour the user will automatically heal one level of lethal or bashing damage a round without the use of further blood traits to do so.

••••Tengri's Rage

All the Sky Father of the Great Blue Sky Tengri encourages the bloodlust in his warriors. By invoking his name and tapping into the very beast within themselves, the chosen of Tengri can call upon his strength to control and harness his beast and force them into an almost berserk state of combat. However, Tengri's Rage cannot simply be cast whenever one feels like. His power only rewards his warriors in the heat of battle.

System: Spend 1 Blood to activate this power and must either already be engaged in combat or your next action is to engage to do so. For the next scene or an hour, you gain the following benefits. You gain the following physical traits, Brutal, Relentless, Savage, Ferocious, and Vicious. Additionally, while in this state you may not be made to either frenzy or Rotschreck by any means. You may not take any form other than your base human form while this power is active. This power lasts for a scene or an hour

•••••Tengri's Blades

The final blessing Tengri bestows upon his chosen warriors is to turn their blood in a whirlwind of blades. When a Buryat activates this power their blood pours from their body and forms dozens of blood forged daggers that surround and move with them. As they attack these blood daggers strike and distract an opponent making it all but impossible to dodge the actual attack of the Buryat themselves.

System: Spend 1 Blood and 1 Willpower to activate this power. The characters next physical brawl or melee attack is unable to be dodged, and defenders may only rely on Stamina related traits to defend themselves with against their attacks. Those who are attacked with this power may not call upon powers such as Celerity that rely on speed to evade an attack when defending. This power lasts for one attack only and must be used again for subsequent attacks.

Katilia

The Children of Yama, or Katila, are an ancient Revenant family created by the Ravnos Methuselah known as Yama. In the early nights of India, the Ravnos and Tzimisce clans warred with each other for control of the land. While many elders and their children were lost

in the war; in the end the Tzimisce methuselah Kartarirya and its surviving brood were forced to retreat to what is now known today as the country of Sri Lanka. As the Tzimisce retreated from India to regroup and plan to retake what they viewed as their homeland; several of their servants were left behind; In one of the Methuselahs revenant families.

Though few survived the war between the Ravnos and Tzimisce, those that did found shelter under the Ravnos Methuselah known as Yama. During those early nights only a few of the original Katila family remained from the war. Needing fresh blood and new humans to breed with, Yama decided to rebuild the broken family in his own image. Shedding whatever name, the Tzimisce had for them, as well as their culture, the family started to breed with Yogas and Lamas of the Hindu faith in the country dedicated to the god Yama above all others. Over time, the Katila no longer remembered their Tzimisce past as the last bit of that clan's blood left their line and was replaced by that of the Ravnos. Still, there is another tale, a few of the Katila whispers of their origins-- one shrouded in far more mystery than the more accepted story of their beginnings.

The few remaining ancient texts of the Katila speak of a group of vampires known as the Naga- raja. This bloodline of vampires, if they even existed at all, were said to once have been Indian death- mages who stole the secrets of vampirism for themselves. It is said, the Katila revenant family was born from these experiments; not from a Tzimisce Methuselah. That is was with the disappearance of the Nagaraja, it was the Tzimisce who took them in. If these stories were indeed true; it would seem the Katila revenant family is one of orphans who trade clan patrons over time. However, which story is true is most likely lost to time itself.

Since that time the Katila family has grown and spread throughout India. They hide in the shadows of the mortal world and Hindu faith. They have become the High Priests and Priestesses of a sub-faction of Hindu worshippers who focus on Yama and death above all other deities. To them while Brahma and Vishnu weave and create life, the cycle of reincarnation cannot continue without Yama and death. It is their sacred duty for his children to see to it the proper rites and rituals are performed when one dies. They seek to guide souls to Yama so they may be returned to the cycle and be reborn once more.

Tonight, the ancient Ravnos Yama is a mystery, but remains active in other ways. His revenant family tends to his resting place and his cults throughout India. The cycle of Slumber and Activity is a natural one to the Katila, and in all ways they seek to support their master. The Katila lead small sects of the Hindu faith dedicated to him and to teach. Their culture and traditions are an oral one passed down to each new generation.

family is also had to become a group of necromantic warriors in a sense. The Pishacha (see Vampire the Dark Ages 20th Anniversary Companion page 97.) threat to India has one that has always been present. These abominations have become an increasing plague across India. Their numbers multiply and spread across the country to consume the flesh and blood of the dead. It has fallen to the Katila family to meet this threat and combat it. Using their mastery of the Eastern Necromantic arts learned over generations, the family strikes back against the Pishacha; hoping to stem the tide of a supernatural epidemic.

Though the Katila are a Ravnos Revenant family, they remain primarily concerned and faithful to Yama. Most will seek out a Ravnos master among the Jati of India, or the Sadhu of the Sabbat Ravnos in India. Some Katila revenants find homes among the Davana and Dayita of India as well. Very rarely a Katila will be gifted to another vampire from the Ravnos clan as the sign of forging with an alliance with an outsider. There are other stories of members of the family being stolen or kidnapped by a mysterious bloodline of vampires known as the Nagaraja though these stories have become something of a tale of the boogeymen to young Katila to keep them in line among the family.

Disciplines: Animalism, Fortitude, Eastern Necromancy

Weakness: As children of Yama are marked by death, their skin is pale and lifeless, and they exude an aura of death itself. Mechanically, this is represented by the flaw Eerie Presence, which the character may never buy off.

Quote: "Death was always a foregone conclusion from the moment you took your first breath."

Coordinator: Ravnos and Giovanni

Path of Yamarāja

This path of Necromancy was created by the Children of Yama in their Eastern Necromancy Arts. As the children of the Hindu god of Death, the Katila revenant family focused their necromantic arts on the power of their undead blood and state. The wielders of this path channel the dead energies within their blood to manipulate and control those necromantic energies in others. Al- most like a dance of transference of death, necromancers with this path play a dangerous game of toying with the very fabric of death that holds all undead together.

•Sagacity Demise

To know Yama is to know to know is realm of death. The necromancer focuses for a moment and recognizes all those touched by the hand of Yama. They extend their senses and feel the necrotic energies the undead give off hidden feelings and waves others do not notice; the

lack of breath or heartbeat of a vampire; the chill of a ghost. When a child of Yama focuses, all these can be revealed to them.

System: The player spends 1 blood trait and may through a static mental challenge difficulty 10 retested with occult. For the next scene or hour, the Necromancer will know if there are any Un- dead or ghost within 10 feet of them but not be able to specifically identify who without further investigation.

••Sanguine Phage

A Necromancer knows that their blood is dead and powers their very undead state. A vampire with this power can draw this power out of a victim and have it travel to them. Victims attacked by this power have their blood leak from their body as it pools on the ground before them and crawls along the ground towards the necromancer. Ghosts feel their ethereal essence drained like wisps as their essence climbs towards the necromancer to give them power.

System: Engage your target in a con- tested Physical Challenge retested with Occult. If you succeed the target suffers one level of lethal damage and loses one blood trait or pathos trait. This power also works on Wraiths.

••Expulsion

Rather than attacking a ghost to drain their essence, a Necromancer can pull upon the energies of death in an area and apply it to their own blood. In this way they may feed-- in a sense--their blood to a ghost to nourish and empower them.

System: After spending one blood trait to activate this power, the character may then, for the next scene or an hour, spend 1 blood trait to transform it into one Pathos trait that can be given to a wraith.

•••Turning the Wheel

A vampire with this art can take the necromantic energies of a corpse and transfer it to themselves. They drain the raw material components that remain in corpse and reduce it to ash. By transferring this energy, the vampire can strengthen their own body for a time.

System: Spend 1 blood and 1 Willpower trait to activate this power. You must drain a corpse, thus reducing it to ash (this has no effect on living or undead creatures. It must be a “dead corpse”). For the next scene or hour, you gain three additional Healthy Health Levels that may be healed and damaged as if they were your normal health levels.

•••••Blight

The final mastery of the Path of Yamarāja is the most dangerous one. The necromancer looks within themselves and focuses their own Necromatic energy that animates their very form. After harnessing this energy, the Necromancer unleashes this wave of death in a blast around them. Specters and all those bound by undeath within the blast zone of the blight feel their very undead energies that hold them together pulled and rended apart. Indeed, even plant life around the necromancer immediately withers and dies from the explosion of necromantic energy.

System: Spend 1 Blood Trait and engage in a mass mental challenge retested with occult with everything that is either undead, a zombie, or a ghost. The range of this attack is 20 feet. Everything within that radius that fails the challenge takes two levels of lethal damage. All plants in the affected area also immediately wither and die.

Dacian

The Blood Dracian can be traced back to the earliest nights of the first city, Enoch. Rumored to be the direct children of Caine, Dracian's past remains shrouded in mystery. So too, do his mortal descendants. It is said the ancient was able to reproduce and that his spawn has traveled down the generations. This is the story told, at least, by the Dacian revenants' family. One that if were true would place them as the oldest revenant family in existence.

While the story and mythology of the Dacian family places them as direct descendants of Dracian himself, the oldest records of the family place them at about 500 B.C. Though, little of their history is known before that time; it only becomes known due to their discovery by the Descendants of Dracian. Able to hear the dreams from Dracian, it was the Dacian's who first came to protect his sleeping form. Compelled each member of the family to guard this sacred place.

Everything changed for the Dacian family when Ur-Shulgi arose. The fanatical assamite ancient's home was dangerously close to the tomb of Dracian. Which made travel for members of the revenant family nearly impossible. As a result, more and more members of the family died protecting the roads and ways to the Tomb of Dracian to assamite fangs. For a time, the Tomb of Dracian was almost all but lost to the family, and the Dacian family's numbers dwindled.

With the rise and return of Dracian himself; he has returned to guard and keep safe his family. With him traveled, new members of the Dacian family that had never known the rest of the family. A safety measures the ancient has put in place; that should his family fall...others would be spread into the world in secret. So, it was Dracian who collected the whole Dacian family and returned them to their holy purpose of guarding his legacy.

As to the inner workings of the Dacian Revenant family; the hierarchy of the family is based on age and how close one's blood is to Dracian himself. While the revenant family has a large majority of women; it is not exclusive, as men can be found among them as well. The family is governed by a council of its elders who advise, train, and oversee the direction of the family. Ultimately though, they follow the words of both Dracian himself. There have been a few members of the Dacian line that have received the embrace. Though this was always a rare event as many members of the family were slain by the assamites with the rise of Ur-Shulgi it became more common.

Disciplines: Auspex, Fortitude, Pillars of Dracian

Weakness: All members of the Dacian family are fully blood bound to the blood of Dracian. As a result, all Dacian are bound by Dracian's words. No Dacian may raise a hand, nor cause harm (be it social, mental, or political), to another Dacian, someone possessing the Descendant of Dracian Merit, or Renascut Merit.

Quote: "We are the Guardians of our Father, now and forever"

Coordinator: Ravnos

Path of Holy Vitae

The Dacian have developed a mystical path that calls upon their connection and ties to the potent blood of Dracian himself. This path of blood magic is taught freely to any blood sorcerer of the family. It is viewed more as a tie to their vows and religious bonds to Dracian. As a result, while this path may have originated in the Pillars of Dracian, it can in fact be found in almost any paradigm of blood magic among the Descants of Dracian. To use or learn this path of blood magic the character must have tasted the blood Dracian at least once in their life and most maintain that connection by making the holy pilgrimage to his tomb and drinking from him once more at least once a year.

This path of blood magic does not have individual levels. Rather each level dictates the level of mastery of the path. The previous levels of the path do not stack mechanically with the new ones. To activate this path of blood magic requires the caster to spend 1 blood per level,

and its effects last for one scene or an hour. The character may distribute the bonuses from a level of this path among the categories it effects as they see fit. For example: A character who has mastered this path at advanced can take the 5 “points” it grants and choose to increase their blood pool maximum by 3, Their blood per turn by 1 and an ability they possess by 1. Note, the character may only increase an ability score they already possess, and this does go above their allowed generational maximum. *This power may not be used to increase Lores, nor abilities that require regulations at certain levels*

- Increase blood pool, blood per turn, an ability score, or trait maximum cap by 1.
- Increase blood pool, blood per turn, an ability score, or trait maximum cap by 2.
- Increase blood pool, blood per turn, an ability score, or trait maximum cap by 3.
- Increase blood pool, blood per turn, an ability score, or trait maximum cap by 4
- Increase blood pool, blood per turn, an ability score, or trait maximum cap by 5.

Bloodlines

Rakta-Radhu

During the ancient nights of India and the earliest nights of clan Ravnos there are tales of the Rakta-Sadhu. Some of these story’s claim of a time when the Ravnos had a caste division like that of the Assamites or Followers of Set. One tied to the old caste structure of India’s society. By the time of the Modern Nights, little of these legends can be proven as fact. To most of the world and the clan itself it can no longer see or find these legendary castes of the early ravnos clan. Still if one looked too hard enough, they may still find one of the remnants of this legacy of the blood.

Is the Ratka-Sadhu a simple caste of the Ravnos clan they have long since left behind or a blood- line? If you ask the Rakta-Sadhu they will claim the former. However, little difference can be told at this point if they were. For all intents and purposes, they are now a separate bloodline that claims blood with the Ravnos clan as a whole.

All Rakta-Sadhu come from India and claim the legacy of the Ravnos clan’s ties to the area. While the old caste system of the mortal culture of India was set aside in the modern era, these vampires remember it all too well e and recall that they were the first to reject it. Just because some- one was not born a Brahmin in life does not mean they cannot become one in death. Indeed, the bloodline will embrace nearly anyone whose svdharama says they are destined to join them and follow their path.

All Rakta-Sadhu are blood sorcerers in the extreme. To them the art of Sadhana is no simple blood magic. It is a religious way of being. They worship much the same Hindu gods as mortals do but with a far more vampiric twist to them. They are undead guides of Karma in the world. In tales of old Rakta-Sadhu as a caste of the Ravnos claims them to be sages, guides and teachers to their Ravnos brothers and sisters. When a course of action needed to be decided, it was the Rak- ta-Sadhu whom others of the clan turned too. Members of the bloodline claim to be descended from Marizhavashti, also known as the Black Mother, and is the founder of their cast. Indeed, the Rakta-Sadhu claim it is themselves, the main body of the clan they call Chaalabaaj and the Phuri Dae bloodline as the original clan and caste system.

There is some credence to the claim that the Rakta-Sadhu are but a caste of the Ravnos clan as they were impacted equally as well during the Week of Nightmares. The Rakta-Sadhu already barely numbered over a hundred vampires before the week of nightmares; after they claimed little more than fifty members. Almost all these Rakta-Sadhu were not elders and were con- fined to India. Since the Week of Nightmares, the bloodline has been seeking out those guided by Karma to join them and replenish their numbers. For the first time ever, they even look outside of their homeland for new embraces. They claim with the death of the Ravnos Antedeluvian, they are finally free the shackles of Gehenna and have become Prophets of the End Times. Even now some members of the bloodline seek out the Black Mother to return her to the fold, unite the castes of the clan and lead them in the charge of the End Times

Already small few of the vampiric world have ever met a true Rakta-Sadhu. Members of the Ravnos clan blood often claim to be one when they learn the arts of Sadhana. This isn't some attempt by the main body of the clan to take over the bloodline; rather it is out ignorance that they even exist. Out of all the sects only the Jati are familiar with the tales of the Rakta-Sadhu. There are some tales among the Ashirra of Ravnos Blood sorcerers that opposed their invasion of India centuries ago with such a name, but they know very little of the bloodlines true status.

Tonight, much like the main body of the Ravnos, the Rakta-Sadhu seeks to rebuild what has been lost and preserve a legacy that is on the cusp of being forgotten. They seek out other Ravnos to unite the clan once more as three castes. Most Ravnos, however, scuff at such an idea. Still, they are slowly spreading out from the homelands guided by Karma and serving as guides and prophets of the end times.

Nickname: Yogi

Appearance: Most members of the Rakta-Sadhu dress in the traditional garb and clothing of classic India. They prefer saris and other clothes that display their faith. These vampires are not subtle in displaying their proclamations of purpose and faith to others. They play the role of Sages and Yogis; which in turn reflects in their clothing choice. While many of the vampires of this bloodline come from the people of India; they are slowly embracing those from different areas of the world as well.

Haven: Rakta-Sadhus tend to make their havens among Hindu temples. When a temple isn't available to call home, they will instead choose to live among any Hindu community that might be around. Usually a Rakta-Sadhu will share their haven and almost always be found with their childer. They, however, wander far less often than their Ravnos cousins and are prone to set roots down to offer their services to an area as needed by Karma.

Bac grounds: The bloodline was tied almost exclusively to India for thousands of years. As such many of their members come from the people of India. However, all of that changed with the Week of Nightmares. Slowly, some of the bloodline have begun embracing outside of India and a small trickle of cultural diversity has begun among the bloodline. What a Rakta-Sadhu was in life before they became a vampire seems largely irrelevant to the Sires. Rather they each rely on the Karma of a person and if they have been ordained to be embraced or not among them. It is only through these signs will they choose a new childer. As such, vampires of this bloodline can come from nearly any walk of life, but in death most practice the Hindu faith.

Character Creation: Almost all Rakta-Sadhu follow the path of Eastern Paradox or on Humanity seeking to join it. They believe this to be the true purpose and legacy of their clan. Among attributes the Rakta-Sadhus favors Social and Mental first. Their art of Sadhana is often their primary focus, but Chimerstry plays an important role as well in their beliefs. Abilities wise Meditation is a primary focus with occult being near it as well.

Clan Disciplines: Animalism, Chimerstry, Sadhana

Weakness: Much like the main body of the Ravnos clan, the Rakta-Sadhu suffers a similar clan curse. They must act on any compulsion guided by signs of fate they see. If they do not choose either; they are down two traits in all challenges until they choose the path laid before them by Karma. **Organization:** With their elders dead from the Week of Nightmares little of the formal organization of the bloodline remains. Those that exist are often neonates at best and seek to rebuild what their bloodline once was. As such they have a focus on new embraces and finding the Black Mother to lead them. Until that time the structure of the bloodline remains of sire and childer. Where the Sire is expected to always teach their childer as a student their history and ways. The childer is expected to take the role of the student

and follow their sire until released by them to continue this cycle. The remaining eldest of the bloodline do keep in contact and try to coordinate the efforts of the bloodline in the final nights. Almost all Rakta-Sadhu is either Independent in sect or part of the Jati. Though the bloodline is not opposed to expanding into the other sects (save the Ashirra whom they despise), they simply haven't had much opportunity to do so yet.

Morelli

The Ravnos who call themselves Morelli are less of an actual bloodline and more of a division within the clan. These Ravnos are all survivors from the Week of Nightmares who sought shelter and protection from the rest of the world by swearing loyalty and joining up with the greater Giovanni family.

While not an official bloodline in the normal sense of the term; given enough time and Giovanni blood they may indeed evolve into something of a mix between the two clans. Now though, theoretically any member of the Ravnos clan can choose to forsake their blood and join the Morelli with the Giovanni clan.

The Morelli themselves are few, perhaps fifty members at best. Each have turned their back on their blood clan heritage and sworn their service to clan Giovanni. As such, in return, Giovanni have accepted them as a minor family of the clan. The Morelli do bring their Ravnos arts and knowledge with them to the Giovanni. Something they happily share with their new family and protectors. It has become something of a beneficial relationship.

To the rest of the scattered Ravnos clan the Morelli are traitors but cannot entirely blame them for seeking protection from a full clan. The Ravnos clan is far too broken to actually do anything about it, but they will not acknowledge a Morelli as Ravnos nor lend them any aid.

Tonight, the Morelli remain in service to clan Giovanni as a minor family. The most trusted members are gifted the studies of Necromancy by the clan. In turn they offer their knowledge and clan history of the Ravnos to the Giovanni freely. They act on orders from Venice like any other minor family would. They accept any Ravnos into their ranks and welcome them openly. To them, what you did as a Ravnos no longer matters to them; it is who you can be in service to the Giovanni to protect them all.

Nickname: Turncoats

Appearance: Most Morelli come from European and Eastern European Ravnos. As with most Ravnos they are often very young and continue to dress in modern fashions. However, to fit in better with their protector clan; most dress in finely made Italian suits and dresses.

Haven: The Morelli tend to make their havens among the vast estates and mansions of their Giovanni patrons. They adorn these villas with fine art and expensive tastes.

Backgrounds: Almost all Morelli are survivors of the Week of Nightmares. Having seen the clan nearly exterminated and knowing the other vampires could very easily finish the job if they wanted; they threw their lot in with the Giovanni. They petitioned the clan for membership and were granted minor family status. As such, Morelli come from all walks of the remaining Ravnos, but what they all have in common is fear from the Week of Nightmares and being hunted down.

Character Creation: Morelli follow the same standard creation patterns as most Ravnos. However, most take up skills in the Occult and Thanatology. They study wraiths and seek instruction in Necromancy to better aid the Giovanni clan.

Clan Disciplines: Animalism, Chimerstry, Fortitude (or variation if bloodline)

Advantage: As per Standard Ravnos clan advantage. Additionally, these characters may purchase Necromancy as an out of clan discipline with Giovanni Coordinator Approval.

Weakness: As per standard Ravnos clan weakness.

Organization: The leader and first of the bloodline is Jonathan Morelli. A neonate Ravnos survivor of the Week of Nightmares; he gathered a small gathering of Ravnos to petition for protection and membership among the Giovanni shortly after the death of their clan founder. To this night, he is still recognized as head of the “family” and his word means law among them. Once every few years the Morelli gather at Jonathan’s estate in Eastern Europe to discuss matters pertaining to the Giovanni and the bloodline.

Brahmin/Phuri Dae

The Phuri Dae are the only remaining caste of the Ravnos. Claiming descent from the Roma, the Phuri Dae (literally “Old Mother”) are seers and collectors of lore within the clan. The Phuri Dae use the Discipline of Auspex instead of Fortitude. The Indian branch of this bloodline are thaumaturges known as the Brahmin in the caste system of that region’s Ravnos.

Nickname: Brahmin

Appearance: The Phuri Dae version of this bloodline all descend from Romani people and tend to look and dress just as they do. The Brhamins of the bloodline come from India and tend to dress and look in a manner of the culture they come from.

Haven: Both the Phuri Dae and Brahmin prefer to make their havens among places of worship. They seek out places of the occult and mysticism to call their own.

Backgrounds: Phuri Dae Ravnos all come from the Romani people in life and carry much of that with them in death. Their people's cultures and traditions follow them in their new undead state. The Brhamin members of the bloodline are all deeply devoted to the Hindu faith and continue to work as holy men and advisors.

Character Creation: Both members of the bloodline tend to favor Mental attributes as a primary. They tend to focus on the Occult and seer related abilities. Auspex is their favored discipline and they also tend to master Chimerstry as well to help emphasize their beliefs.

Clan Disciplines: Auspex, Animalism, Chimerstry

Advantage: Standard Ravnos clan advantage. Additionally, Brahmin Ravnos may learn the Blood Magic of Sadhana at out-of-clan costs with Ravnos Coordinator approval.

Weakness: Standard Ravnos clan Weakness

Organization: The Brahmin are members of the Jati sect of India and hold a high position among them. They tend to be Maharaja's of the sect or priests among them as well. The Phuria Dae remains a close family that both always works and protects each other.

Renascut

The ancient Ravnos Methuselah known as Rodina has seen for generations the blood of Dracian spread across the world. She saw its members embraced and turned into vampires of other clans. After the Week of Nightmares, Rodina decided to reunite descendants of Dracian who had become vampires into other clans. Using ancient and forgotten magics and techniques the Methuselah used these arts to partially transform these wayward children of Dra- cian into Ravnos.

Rodina sent her agents around the world to issue the call home to Dracian's descendants who would hear it. Those who answered appeared before the mighty Ravnos Methuselah and shed their blood to undergo dark arts to be reborn. Like the Baali rites to apostate into their clan, the Renascut undergo a similar act (though without the use of the forces of hell.). Those reborn are partially changed and join the ever-growing Renascut bloodline.

Only those that seek to rejoin their forgotten mortal legacy are ever offered membership into the bloodline. It's also not something the Methuselah or bloodline force on those who do not wish it. However, the invitation always remains open to rejoin the family once more.

In modern nights, the Renascut continue to scour the world for vampires of other clans that still hold the blood of Dracian in their veins. Hoping to enlighten them into their birthright and grow their numbers, they seek to preserve a forgotten legacy of Clan Ravnos and return it to strength once again.

Nickname: Reborn

Appearance: Members of Renascut bloodline come from all walks of clans. As such their appearance varies upon their country of origin as well as their clan of origin.

Haven: Once reborn into the Renascut; most of its members become wanderers. They make their havens on the road. Forgotten buildings and motels are their norm.

Backgrounds: All members of the Renascut bloodline come from other clans besides the Ravnos. In their mortal lives they were all descended from Dracian and were offered a chance to join the Ravnos clan in a manner of speaking.

Character Creation: Standard creations rules and guidelines are followed for this bloodline based on their original clan of origin.

Organization: The Renascut are reborn as Ravnos in the eyes of the clan as a whole and treated as such. They are as diverse as the main body of the clan. The only main difference is they hold the Ravnos Methuselah Rodina in reverence above all.

Clan Disciplines: Two of their Original clan disciplines and one replaced with either Chimersty, Fortitude, Animalism, or Auspex

Advantage: Standard base clan advantage.

Weakness: These gain the Ravnos clan flaw in addition to their regular clan flaw.

Section VIII: Ravnos Antitribu Cults

Phaedymites

Phaedyme is more than a powerful elder. More than the former leader of the Ultra-Conservatives. She is a lifetime warrior who will stop at nothing to destroy every clan founder. In modern nights she has moved on from guiding warriors to fight the grand battle of the Sabbat and instead moved to more subtle goal of tactics and collection. This group has several tasks, but at the forefront is the collection of knowledge and weapons to battle the ancients. This is different than the combat factions or the Relic Hunters. Their only goal is to be ready for the final nights.

Benefits for joining this cult: This is not a one-sided trade, as every member is expected to continue their search and contributions with the ability to call upon her armory. This can include warded weapons, or whatever tools the Ravnos Anti may require. Education in Lores required for their tasks and hunts

Combination Power:

Disgust for those in Control (Chim 5, Animalism 5, Ravnos Anti only)(10 points)

Phaedyme has turned from a diplomat to a warrior to someone hell bent on destruction. From her time in the Roman army, to that of a leader in the Sabbat, her once cool demeanor has turned to almost pure disgust for those that try to enslave the world. She has honed this rage into members of her cult and entrusted them with her grand task. When the elders speak, her members do not listen. When they hide, her members hunt. This power only works on NPCs

System: This power costs one blood and one willpower and requires the target to be within their line of sight. Once activated this power puts the warrior in a trance like a controlled frenzy. While in this trance the warrior will do nothing but pursue and attack their target. There is no talking, there is no crude or witty remarks, there is only the hunt. While this power is active, the user may make a contested challenge against elder and master (but no higher) powers that typically do not allow for a challenge. Examples include forcing the elder to throw a contested challenge to maintain Father Knows Best on the warrior. The powers this works on is entirely up to the ST but is not meant to be for social conversations and half-cocked insults. Once used, this power forces the user into martial combat till the target is destroyed (not incapacitated).

Khalil's Court

Unlike the Phaedymites, Khalil Ravana is political. Priscus of the Sabbat, and well-known member of the Sadhu faction of the Antitribu. Despite these titles, Khalil was born in New York City and has as many ties in the west as he does in the east. Khalil has recently spent his nights collecting and training the Ravnos Anti for something more. The cause? To prove the Sabbat is the true home for the Ravnos in modern nights. Betrayed by both the Camarilla and the Anarchs, Khalil builds groups that work to both destroy and undermine supporters of these groups.

Benefits to joining this cult:

Access to items created or enhanced with Sadhana

If applicable, membership and training in the Sadhu

Custom Ritae, Shared Nightmare

The Ravnos Anti rarely gathered in numbers before groups such as this. Shared Nightmare, which takes its name from the elder power, allows a group of the young to overcome the old. Every Ravnos Anti makes an oath of loyalty to the Sword and its cause, followed by destroying symbols dedicated to the other sects. Once completed, the Ravnos Anti who participate in this ritae are up one trait per level of chimerstry possessed when using chimerstry challenges against members of other sects

Combination Power: Stolen Dreams (Chim 5, Auspex 4) (10 Points)

Khalil is not an elder, but it doesn't make him stupid. Those who battle are obvious, but the subtle Cainite wins the game. After years of fine tuning, Khalil has created a technique that senses the drawing upon the Dream to create the arts of illusions within this world. Because as they say, a weapon created by a more skilled artisan does not mean it cannot be yours. We are Ravnos are we not?

System: Whenever a Chim power is activated in their presence, the wielder of Stolen Dreams can expend one willpower and one blood and throw a contested social challenge against whomever is attempting to use a Chim power. If successful, the illusion is still created, but the wielder of Stolen Dreams now controls it. Example: Ray the Ravnos creates a stake with Chim 2 and then attempts to make it Horrid with Horrid Reality. Robbie the Ravnos Anti does not like this would be attempt and decides to steal the Horrid Reality. When Ray the Ravnos attempts to throw the Horrid Reality stake that will expertly land in their target's heart, Robbie simply turns it back at Ray, staking him in turn.

Bashirites

The Bashirites are a lineage that hail from the line of Bashir. Bashir gathered followers in apocalyptic Christians and truly revealed in the ideas of the Path of Paradox. Their core concepts are mixed between the Western Path of Paradox, and how they must bring about the end times. Their views are somewhat different than most Sabbat, as they believe Judas was the first cursed by God. They were the largest group to join the Sabbat, but only recently began leaving the Middle East. Skilled thieves and hedonists, they lend their skills to the Sabbat for the pure purpose of causing the end times.

Benefits of joining this cult:

Access to additional background boosts in allies and contacts (based on ST ruling)

Ability to gain training in lores and abilities from the leaders (Similar to Mentor 3)

Custom Ritae: Judas' Reverie

The Bashirites spend their nights in both a daze and on a mission. Ritae is sacred to the Sabbat, and the ritualistic nature of it has drawn in the Bashirites. This ritae allows the Bashirite to change their blood during a holy ritual. This ritual is typically used with at least three Bashirites and takes an hour of dancing and consuming hallucinogens. At the end of the ritae, the world partially opens to their minds. For the remainder of the night, these members are up three traits in all attempts to alter their mind or perceptions.

Combination Discipline: Bashir's Lesson (Chim 5, and Animalism 5, Ravnos Anti Only) (10 points)

Bashir has taught many lessons in his time, and through his children. An ardent warrior during the crusades, fighting alongside his allies in Damascus. Followers of a twisted religion, the Bashirities thrive on the ability to warp others' views. When confronted with faith, they can cause pain to the very connection their victims draw upon.

System: The Bashirite spends a willpower and a blood when confronted with faith powers. Doing so causes pain to the user of south faith. With a reflex social challenge (Chim based), they Bashirite turns the faith into something that they revel in. Instead of being forced to flee, the Bashirite instead gains strength to continue battle against their target. Mechanically, they simply ignore *vampire based* true faith if the challenge is won.

Section IX: Glossary of Terms and FAQs

Asuratizayya (a·zoor·ah·tih·zeyeye·yah) – The legendary enemy of the Ravnos Clan. Depending on your tradition, these could be the Cathayans, the European Antediluvians, or literal infernal de- mons. Their name means “demons that can be counted” in reference to their inability to repro- duce.

Brahman (brah·min) – A Bloodline named for the mortal Brahmins of India, the name is also the term used for the ultimate Hindu god & the Hindu transcendental oversoul. They were created by The Black Mother (see above) & are considered one of the original Jati. Unlike other Ravnos they have an affinity for Auspex & a Malkavian-like capability for prophecy.

Chandalas (kahn·dal·ah) – The Jati that are second-class citizens of the Ravnos. Unlike other Ravnos Jati, you become a Chandalas as an eternal punishment for either teaching Chimerstry to an outsider or (if on the Path of Paradox) for grossly violating the Path of Paradox. Chandalas has the lowest ranking caste and its members are forbidden to Embrace, so they don't spread their impure blood and ideals. Caitiff are Chandalas also, as well as any member of a clan outside the Ravnos who comes to India. Sometimes Ravnos caught breaking the tenets of Paradox are demoted to this caste, though eventually given opportunities to improve their stand- ing through duties.

Drabane – An item of power, or a term for any sort of Rom magic.

Jati (jah·tee) – The Ravnos Clan is organized into groups based on a member's mortal extended family. These groups are called Jati (both singular & plural). The term comes from the Hindi word for caste.

Kalderash - The Kalderash have taken to the lands in the far east, traveling where most of their kind fear because of the Kuei-jin., specifically Japan and China. The family itself is wealthy and prides itself on their amassed riches of samadji and trinkets from lands of the East. Being so far from the rest of the families has made them strange and distant to the rest of the Roma, sel- dom do they attend Patshiv.

Karavalanisha Vrana (ka·rah·val·an·ish·ah vra·nah) – “Wounds of the Night's Sword” – Easily lik- ened to the Iliad, this is an ancient epic poem that has been handed down within

the Ravnos Clan. Traditionally, an Indian neonate would learn the Clan's origin story by reading this poem.

Kshatriya (kshat·ree·ya) – Named for the mortal Kshatriya of India. They were created by Chan- draputra (see above) & are considered one of the original Jati. Their mortal families were almost wiped out during a mortal civil war. Their job is to lead the war against the Asuratizayya. Most Indian Ravnos fall into this category.

Kumpaniya (koom·pan·eye·yah) – A group of Roma mortals that travel together, often concealing a Ravnos or a Ravnos coterie within them. Mortals once called them Rom because many of them claimed allegiance to the Alexandrites (who were based in Egypt).

Lupines - The Lupine Rom family has close ties and dealings with the Garou and keep far from Kindred whenever possible. No Ravnos is Embraced from the Lupine Rom without at least the enemy, or hunted, flaw.

Mayaparisatya (meye·ah·pair·iz·awt·yah) – The name for the Ravnos Clan's "Eastern" or "true" Path of Paradox.

Phuri Dae (fur·ee day) – A lineage of the Brahman Bloodline, their name is the Romani term for an "older woman." They left India & traveled to Europe along with a Dark Age immigration of the Roma. They are fortune-tellers and spiritualists of the Roma, the Phuri Dae are exceptional seers. They closely guard all the stories of the Romatold for many generations. These gifted tricksters replace Fortitude with Auspex as one of their starting in-clan disciplines.

Phuri Dae - Samadji (sah·MAHD·jee) – Literally, "heirloom". A powerful artifact or "Drabane" "passed from sire to childe among the Roma Ravnos.

Ravnos - Most Roma Ravnos come from this family. The Rom mortal family of Ravnos houses the most Kindred Rom Ravnos. Unlike most other Kindred, the Ravnos from the Ravnos Rom lineage keep track of their mortal families and stay in touch with them over their unlife.

Tsurara / Wuzho - This Rom line is a small, tight knit bunch of Vampire hunters. They embrace from all of the Rom families, forming their own family called Wuzho. The Wuzho are the self- proclaimed protectors of the Ravnos. They are solely determined to end the existence of all Vam- pires.

Ravnos Antitribu - The Ravnos of the Sabbat function much the same as their independent brethren, typically keeping to a nomadic lifestyle with few restrictions on their freedom. The majority of the Antitribu are Gaje, or foreign. Very few Rom or Indian Ravnos joined with the Sabbat during its formative years, so those ethnic groups have far less of a presence in the Sword. After the Week of Nightmares, however, a greater amount of Indian and Rom Ravnos are seeking protection and safety within the auspices of the Sabbat. These recent converts, in many cases, still keep in contact with their independent counterparts.

Renascut - Those who have been changed from their embrace clans into a Rom Ravnos

Shilmulo (shil·mool·oh) – Any vampire (be they a Ravnos, a Kindred, or a Cainite)

Sudra (shoo·dra) – The formal term for a ghoul that is kept by a Ravnos. Named for the mortal Sudras of India, who were responsible for doing untrained labor (unlike the other Hindu Varnas the etymology of the word Sudra is not known). Sudra are not actually a true jati, rather a description of those who serve, Ghouls and Mortal retainers. Ravnos never embrace from this group, if the individual was meant to be worthy of the embrace it would have happened rather than becoming a servant. Unfortunately they also tend to be a Ravnos scapegoat, getting left behind to take the blame for others' deeds.

Svadharma (svad·har·mah) – This term falls somewhere between your nature & your destiny. Usually this is a role you're supposed to be fulfilling. In the big picture this is the single reason that fate needs you to exist. Everyone is believed to have one.

Urmen - The Urmen have relationships with the faeries, or Changelings. They will chase them and follow them for years just to study their ways. Some Urmen are even said to possess the blood of the Fae. They are a small family that is currently located solely in Russia and Greece. The Urmen must learn Chimerstry as far as possible before learning any other discipline; they may not expend experience points on any other discipline until this pinnacle has been reached.

Indian Jati - Jati is the Hindi word for caste. From the Indian Ravnos, these bloodlines were just as important as their mortal lineage. Since the Week of Nightmares however, the bloodlines have become less important, survival becoming more important on their list of things to worry about. Brahman - The Brahmans are the keepers of the secrets of "Ways of Mayaparisatya" and have the gift of sight. They are spiritual advisors, philosophers and serve as advisors to the other castes. The Brahman work very closely with the Kshatriyas to divine

the locations of their enemies. Brah- man Ravnos replace Fortitude with Auspex as one of their starting in-clan Disciplines and tradi- tionally follow the Path of Paradox.

Vaisya (vays·ee·ah) – Named for the mortal Vaisyas of India, the name means “to live.” They are considered one of the original Jati. They are charged with protecting the Masquerade & influence over mortal society. The Vaisyas are Embraced from the merchant class and are best suited for dealing with the mortal populace. They usually have many contacts and influence with mortal so- ciety-- even before their Embrace-- and maintain them afterward. Their typical and more trouble- some role is, handling masquerade issues after the Kshatriya’s “Military maneuvers “, for which they have become adept in dealing with.

The Week of Nightmares – A roughly one-week span of time in the year 200 1. During this week the Ravnos Clan’s progenitor was attacked by unknown supernatural forces using several nuclear devices. While he was being attacked the entire Clan snapped awake (even from torpor), lost con- trol of their Chimerstry, and suffered Chimerstry-created illusions of the combat. Everyone that knew Elder-level Chimerstry or better at the time is believed to have been destroyed by their own uncontrollable illusions.

FAQ’s

Q. Can anyone learn Sadhana?

A. Anyone with the right concept and story. This blood magic is about spiritual enlightenment and religion, not combat powers to PvP. A PC wishing to have Sadhana needs to fit the genre.

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