



An OWBN Guide to Blood Magic Paradigm Conversions

Introduction

Welcome to the official OWBN Schools of Blood Magic Paradigm Conversion Packet! This packet's sole purpose is to specify that the Blood Magic Paths and Rituals listed below aren't permitted to be converted from their native Paradigms into another Paradigm of Blood Magic. To put it simply, if a Path or Ritual is listed below under a Paradigm of Blood Magic, ONLY that paradigm of blood magic may possess it. No character may possess the listed paths and rituals below in another paradigm of blood magic than what is listed. This is simply denied. To that end the following Blood Magic Rules are binding in this packet.

- Any Path or Ritual listed in this packet may not be converted into a different Paradigm of Blood Magic that does not specifically list it as such.
- Converting existing Custom Paths and Rituals not listed in this packet requires Approval from the Coordinator overseeing the native Paradigm and the Paradigm to be converted to.
- Aljusuri, Anarch Ritual Hacking, and the Rom Sorcery Awakening Charm conversion are exceptions to the above rules.
 - Aljusiri ritual conversions require Sabbat Coordinator Approval and Approval from the Coordinator overseeing the restricted ritual in this packet.
 - o Anarch Ritual Hacking conversions require Anarch Coordinator Approval and Approval from the Coordinator overseeing the restricted ritual in this packet.
 - Rom Sorcery Awakening Charm conversions require Ravnos Coordinator Approval and Approval from the Coordinator overseeing the restricted ritual in this packet.
- Any Path or Ritual not listed in this packet can potentially be converted from one Blood Magic Paradigm to another with Approval from the Coordinator who oversees the Paradigm the character possesses.
- White Wolf/Onyx Path Books or OWBN Council Approved Packets, are allowed to supersede the rules of this packet. Meaning if other Blood Magic Packets passed by council lists a Path or Ritual in this packet as "In Paradigm" for that Blood Magic, they are allowed to possess it.
- The OWBN Bylaws supersede this packet, when applicable. For example, anything that is Disallowed in the Bylaws, but are listed in this packet are still considered Disallowed.

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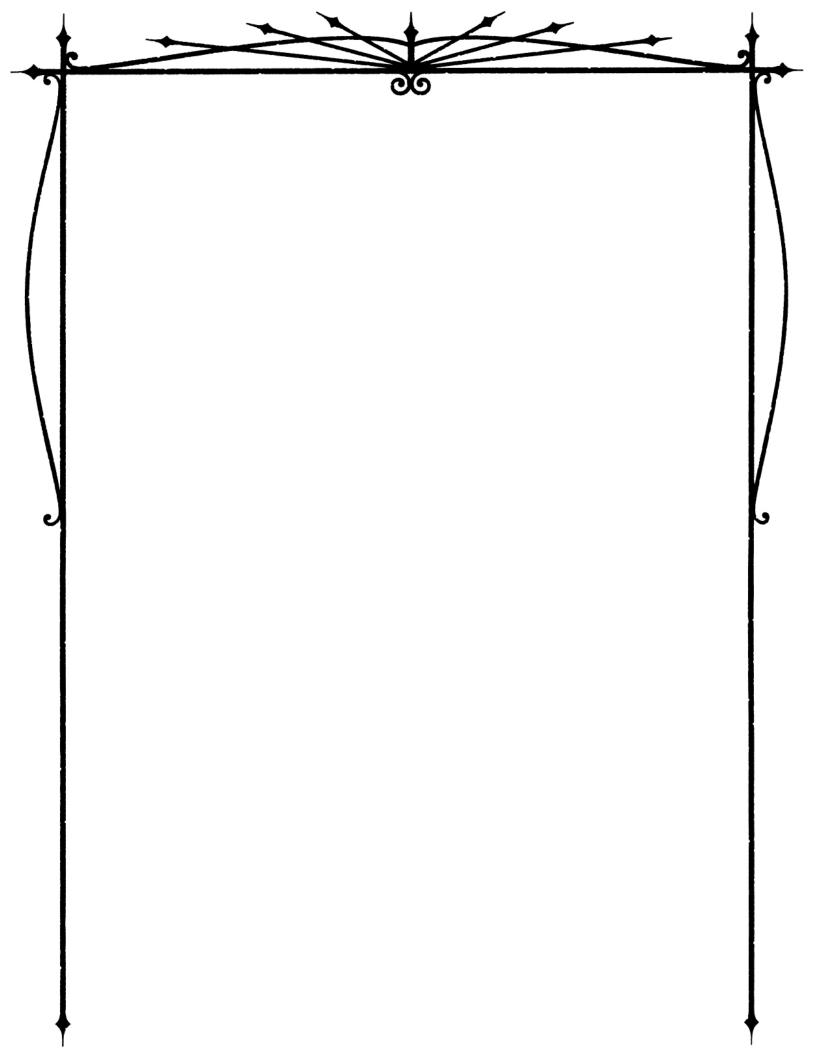
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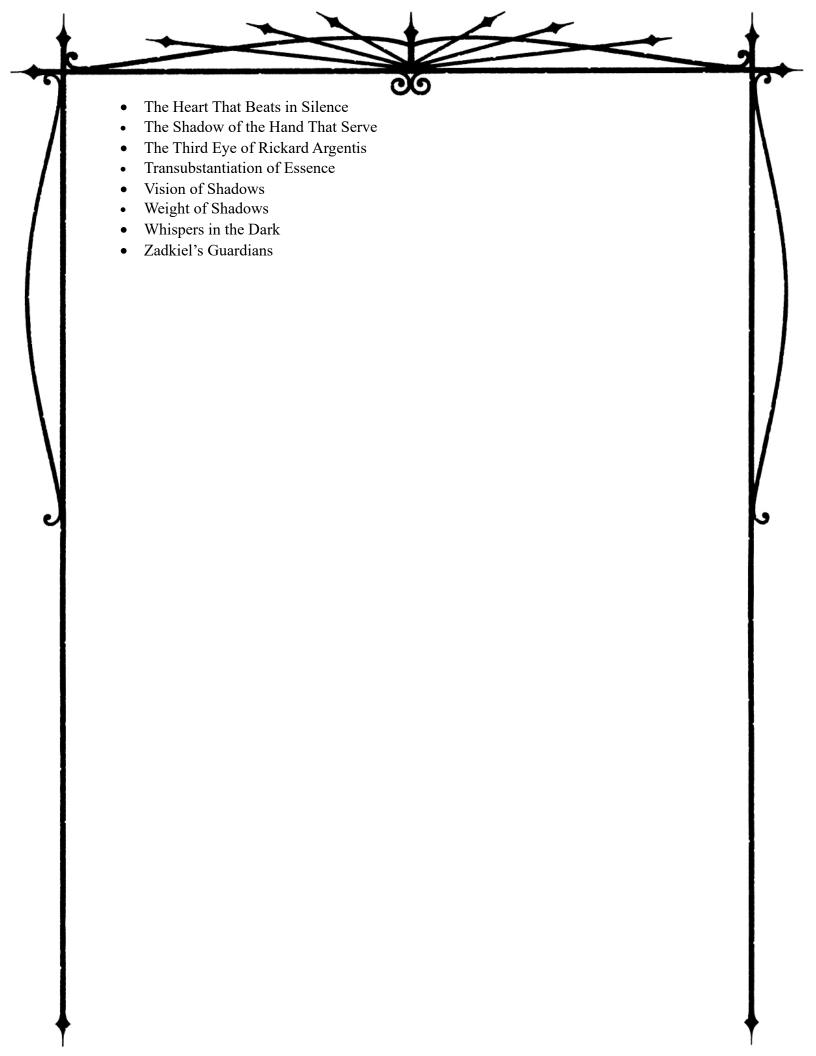
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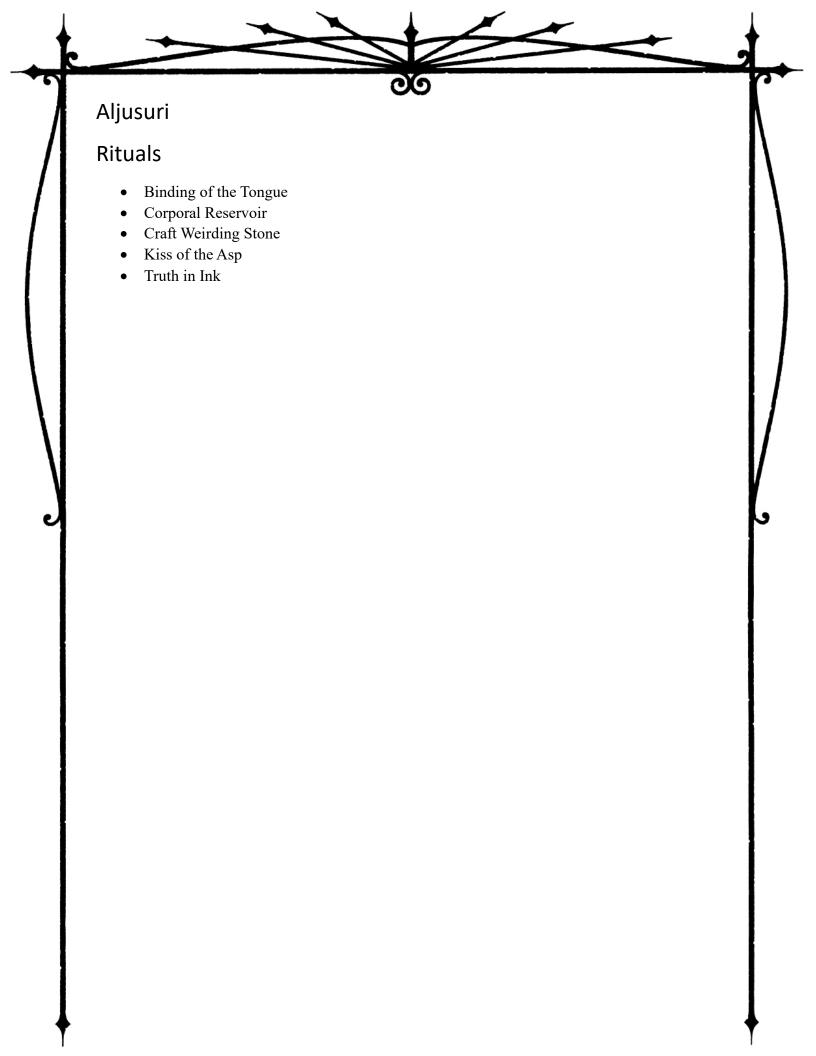
Calling the Hungry Shade
Calling the Thing in Darkness



Akhu **Paths** Divine Hand Immanence of Set Path of Duat • Path of the Dry Nile • Revelations of Duat Revelations of Eden • Revelations of Midgard Snake Inside Soul of the Serpent Ushabti **Rituals** A Surfeit of Serpents Cheat the Scales of Hades Dismembering the God Dismemberment of Osiris Displacement of the Pneuma Dreams of Duat Hybrid Mummy Inscribe the Book of Set Linked Soul Elixir Milk of Set Opening the Gate Opening the Mouth Portrait Link Prepare Canopic Jars **Scorpion Sending**

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Anarch Sorcery

Paths

- Hacktivist Thaumaturgy: Path of the Levinbolt
- New Age Sorcery: Path of Praapti
- Old Skool Sorcery: The Evil Eye
- Old Skool Sorcery: The Flow of Ashe
- Punk Sorcery: The Evil Eye
- Punk Sorcery: Path of the Levinbolt
- Punk Sorcery: The Flow of Ashe

- Banish Big Brother
- Baron Zaraguin's Sting
- Beat Your Way to Glory
- BFU
- Blood Crystal
- Bloody Mary
- Calling Card
- CCTV
- Craft Dream-Catcher
- Detect the Hidden Observer
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- Hell's Calling
- Hougan's Doll
- Iron Body
- Non-Disclosure Clause
- Sanctify the Temple
- Self-Executing File
- Skinwalker's Belt
- Telecommunication
- The Pursuit of Apotheosis
- Transcending the Barriers Through Love
- Ward Versus Vitae
- Water Walking



*Note: Paths and Rituals listed under Hermetic Thaumaturgy may be converted to Bacaban with Tremere Coordinator Approval.

Paths

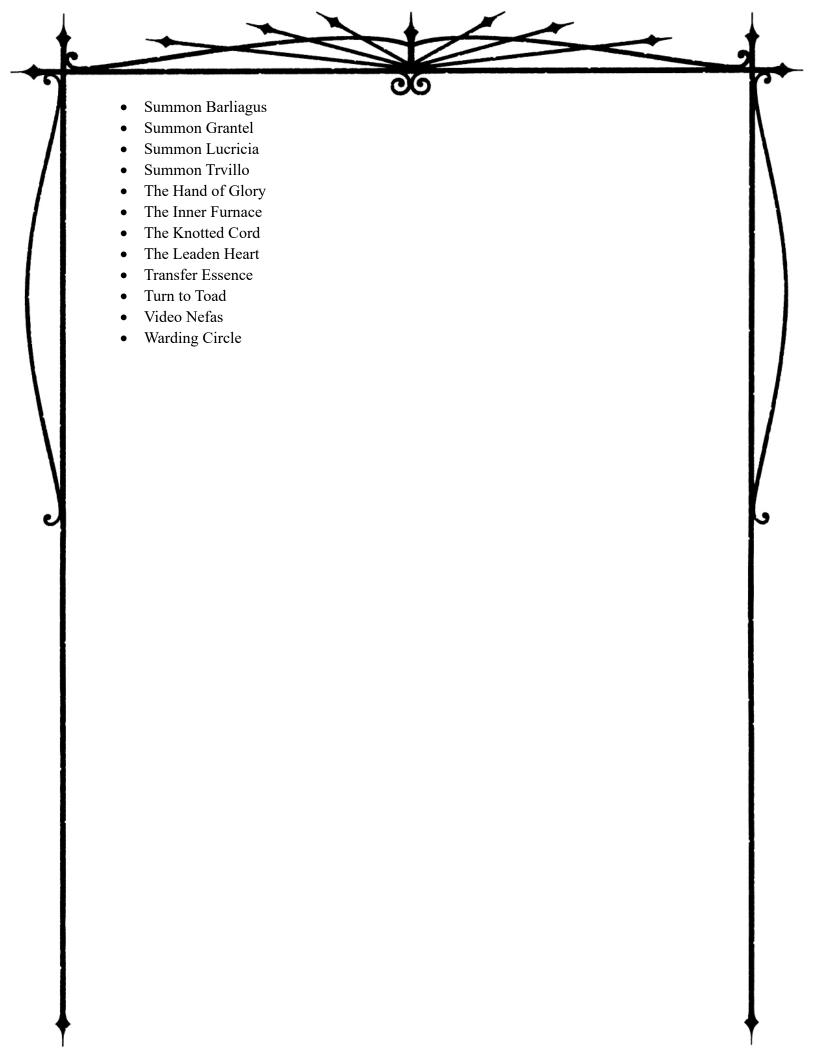
• Lash of Xipe Totec

- Blood Mastery
- Brother's Eyes
- Mirror of the Gods
- Ritual of the Bitter Rose
- Severance
- Shroud of Day
- Strength of the Vanquished

Dark Thaumaturgy Paths • Fires of the Inferno • Path of Pain • Path of Pestilence • Path of Phobos • Path of Pleasure • Path of the Defiler Path of the Defiler

- Path of the Unspoken
- Rego Calatio
- Rego Dolor
- Rego Manes
- Rego Venalis
- Taking of the Spirit
- Tyranny of the Wyrm
- Video Nefas

- Aport Object
- Bind the Familiar
- Bind the Interloper
- Bind Tivllio
- Blood Imp
- Bloody Bones
- Bring Forth the Hell Beast
- Call Forth the Host
- Close the Ways
- Curse of Oedidpus
- Dismiss Tivillio
- Felis Negrum
- Haunting Memories
- Into the Abyss
- Lethean Chains
- Plague's Secret Domian
- Sign of the Moon
- Sign of the Wraith
- Soul Leech
- Spectral Mask

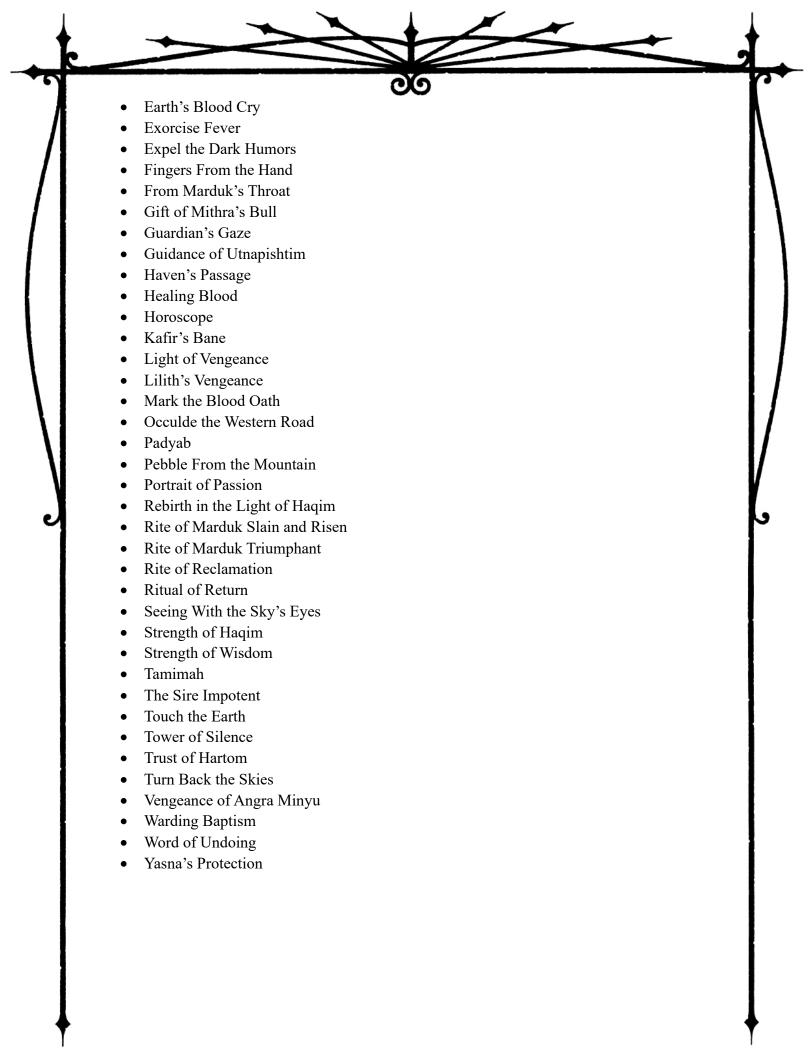


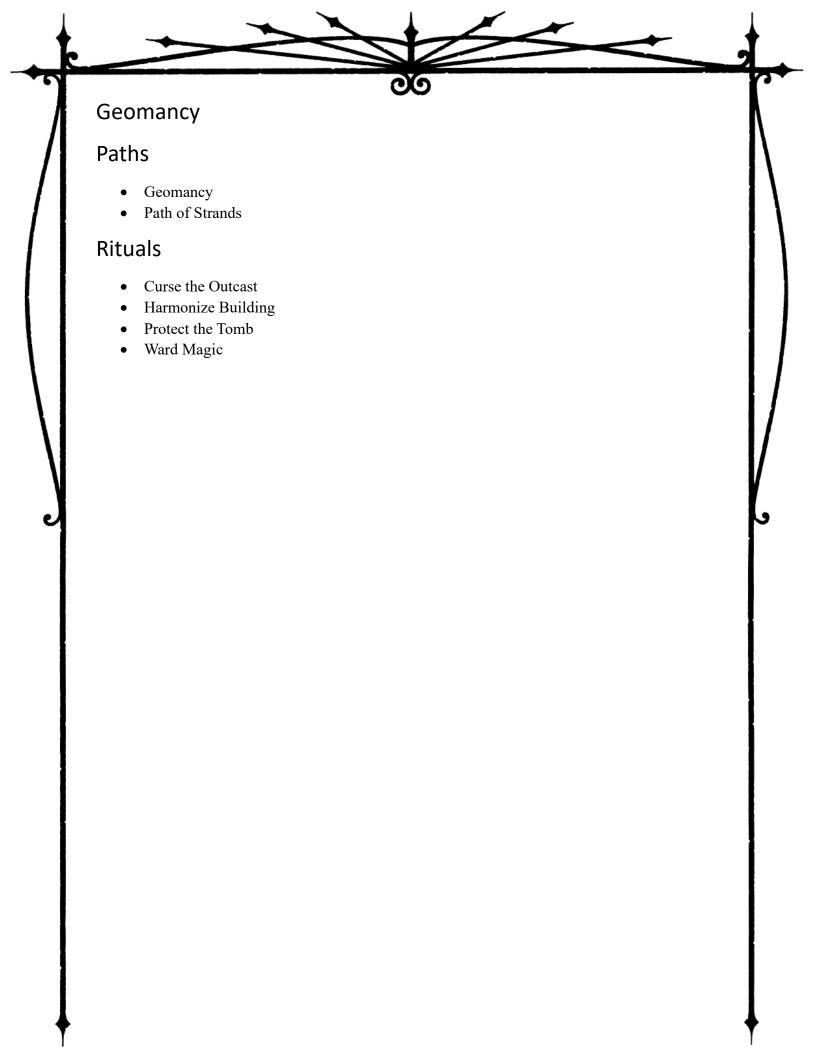
Dur-An-Ki/Assamite Sorcery

Paths

- Awakening of the Steel
- Blessings of the Great Dark Mother
- Covenant of Nergal
- Echoes of Allah's Wrath
- Evil Eye
- Ex Inferis
- Keeper's Way
- Music of the Spheres
- Path of Blood Nectar
- Path of Duat
- Path of Warding
- Path of Winter's Sorrow
- The Hunter's Wind
- Way of the Levinbolt
- Whispers of the Heavens

- A Shield of Mirror
- Accessing the Truth
- Approach the Veil
- Apsu Portal
- Astral Portent
- Awaken Kalif
- Bind the Heavens
- Blade of Smoke and Shadow
- Blood and Bane
- Blood Call
- Blood Calls to Blood
- Blood Calls to Blood
- Blood of the Chameleon
- Blood's Cry for Vengeance
- Bound by Oath
- Bull of Heaven
- Coerce the Profane
- Coyote's Smirk
- Directing Ahriman's Lance



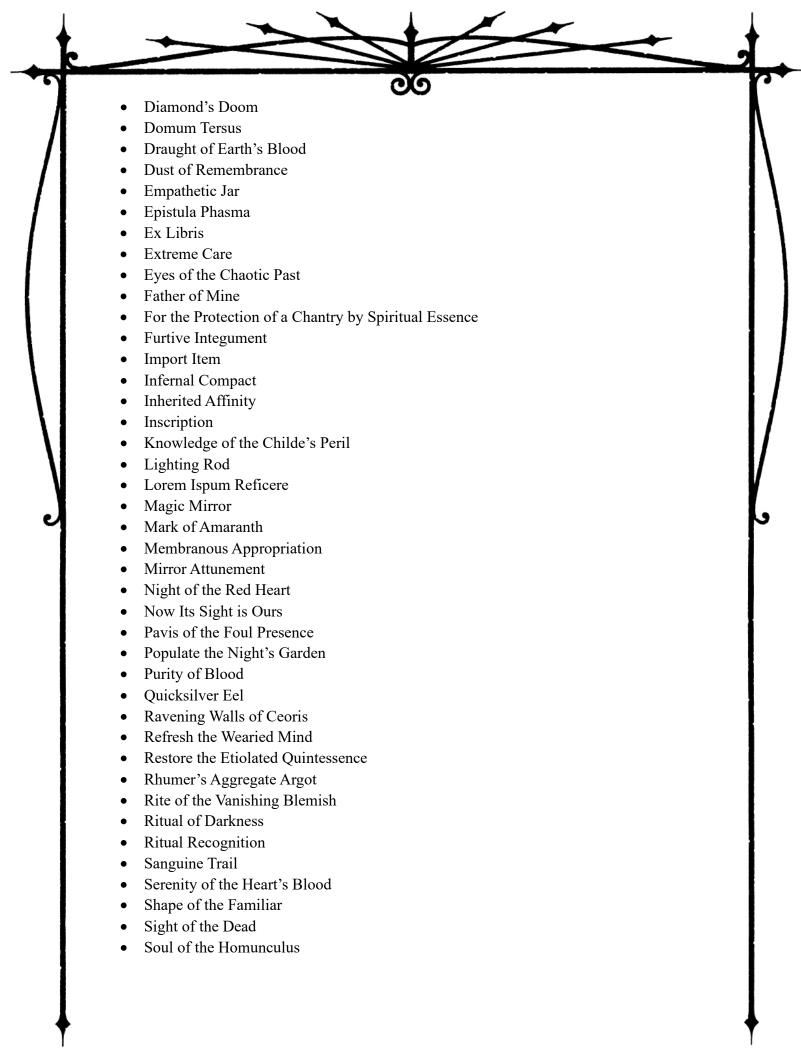


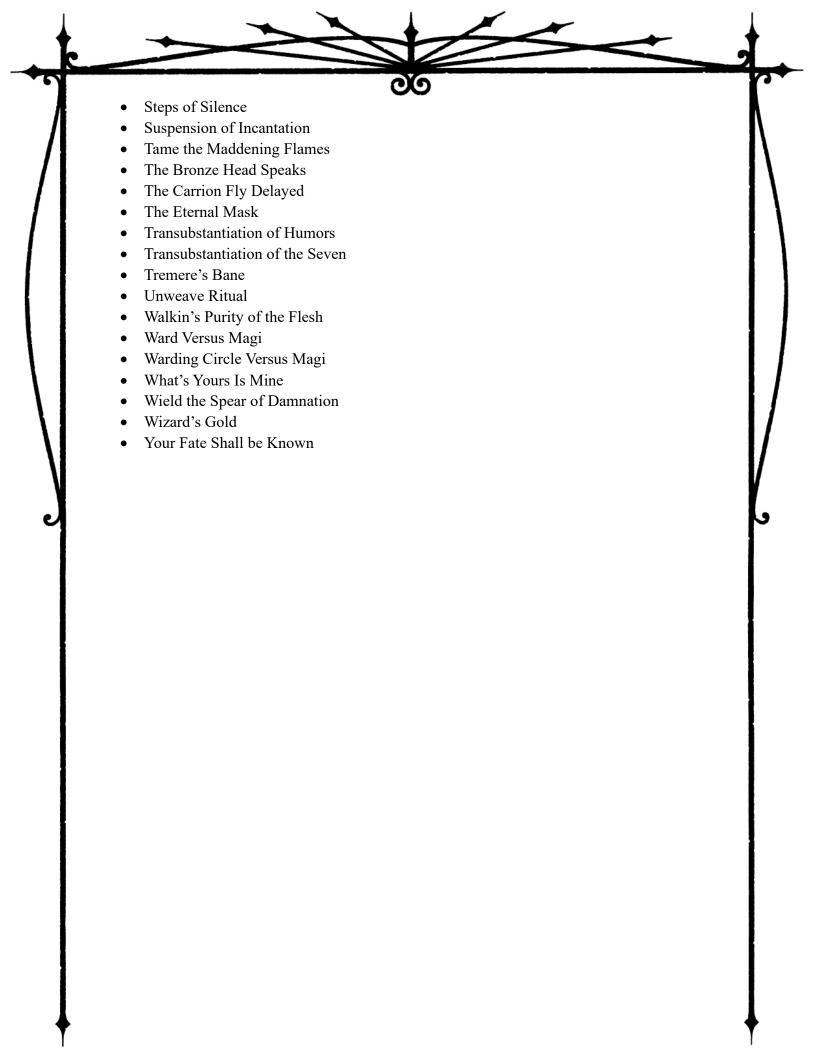
Hermetic Thaumaturgy

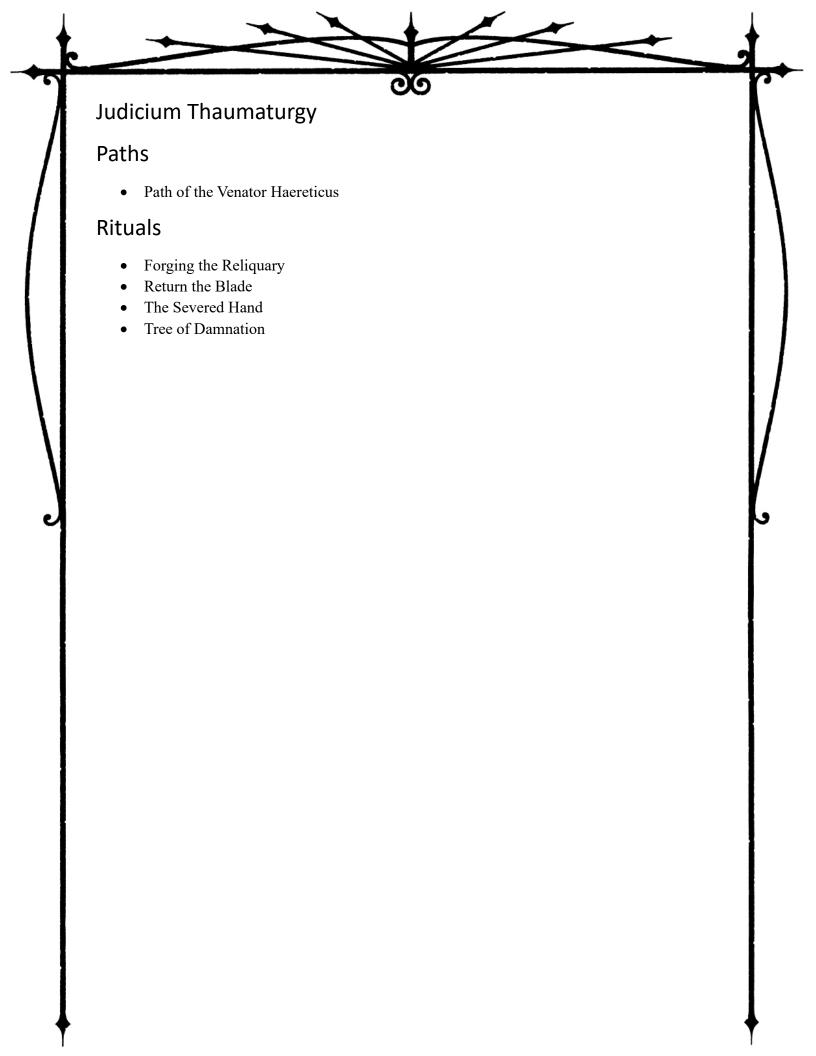
Paths

- Better Self
- Binding the Abyss
- **Borealis**
- Faux Path
- Path of Mercury
- Path of Shadowcrafting
- Path of Solomon's Will
- Path of the Levinbolt
- Path of Warding
- Perdo Magica
- Power of the Mirror
- Soul of the Serpent
- Transitus Velociter
- Tricks of the Loa
- Way of Harmony

- Alter Blood
- Amulet of False Aura
- At Our Command it Breathes
- Awakening the Verdant Thorn
- Banning Rituals
- **Blood Cetamen**
- **Blood Mastery**
- **Blood Phylactery**
- **Blood Test**
- Bone of Contention
- Bring Forth the Light Within
- Brotherhood of the Cup
- Chairs of Water
- Craft Spirit Bloodstone
- Crucible of Sympathetic Agony
- Dedicate the Chantry
- Deny the Intruder
- Deny the Sun's Weight







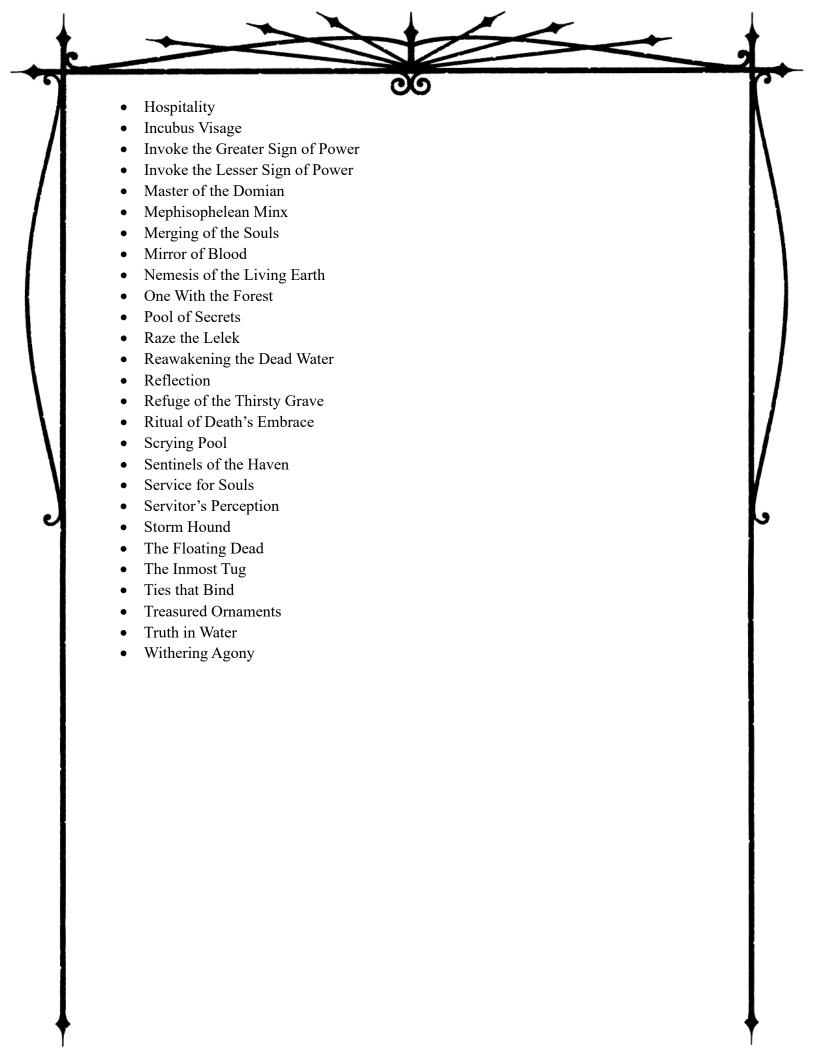
Koldunic Sorcery

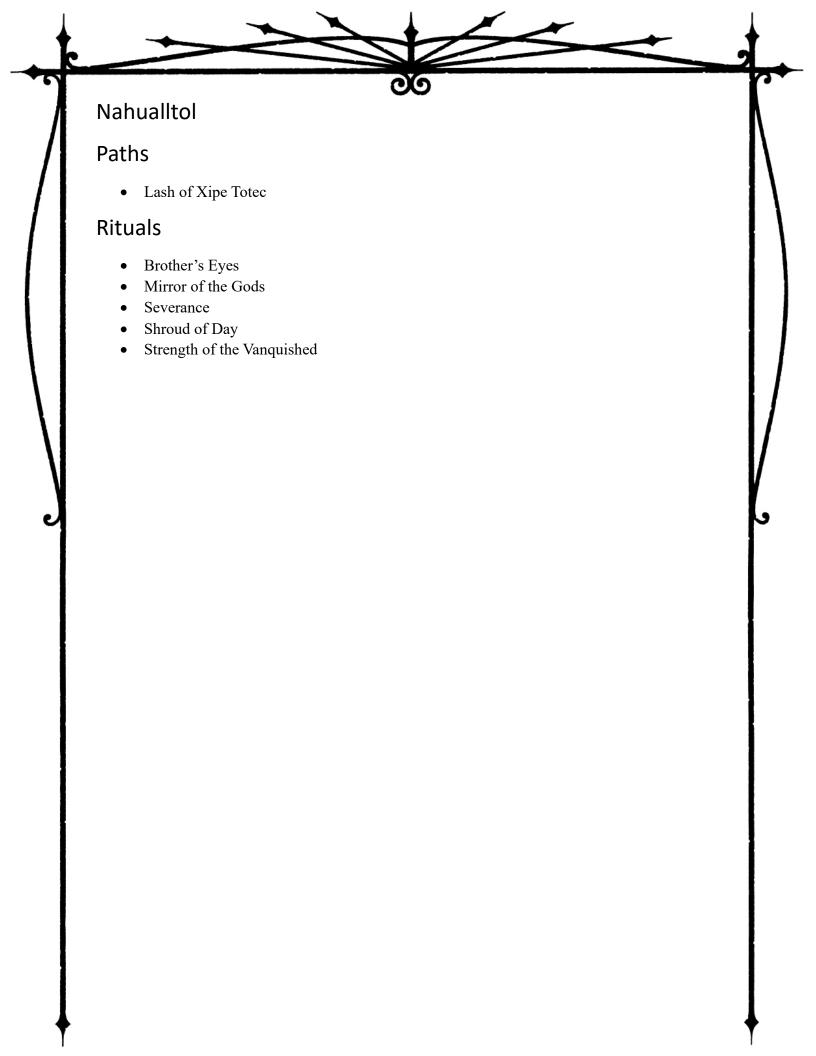
*Note: These Paths and Rituals may be learned in Sielanic Thaumaturgy

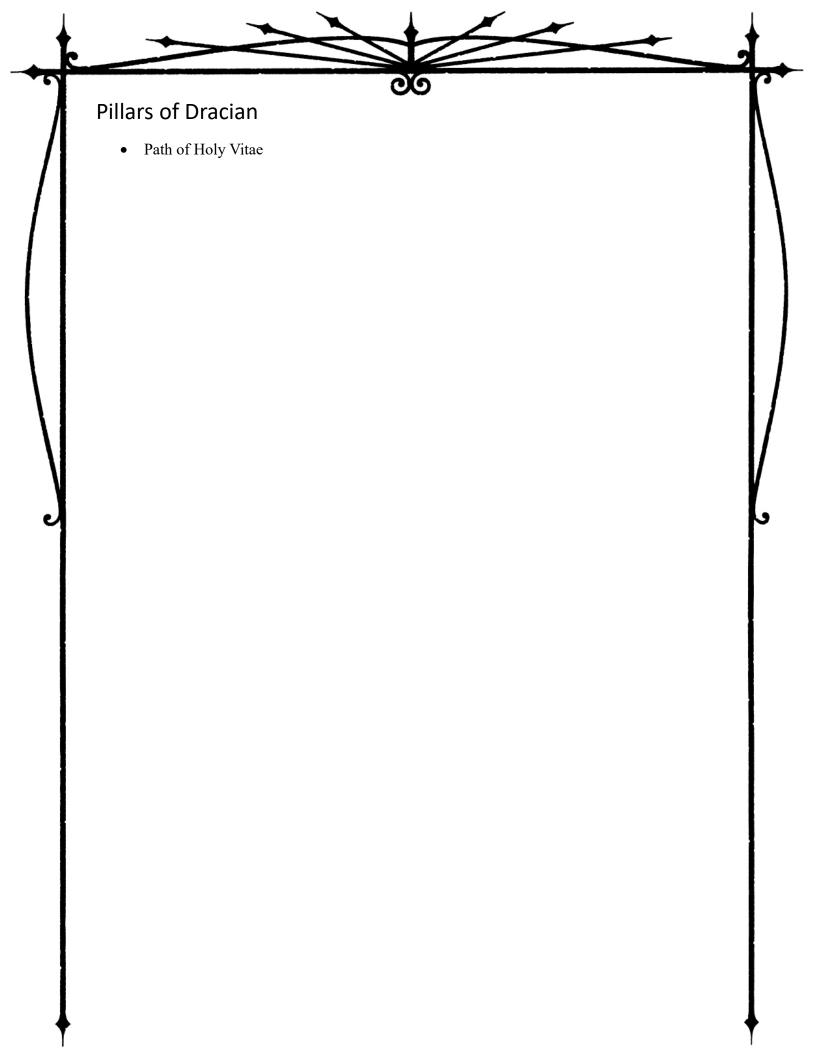
Paths

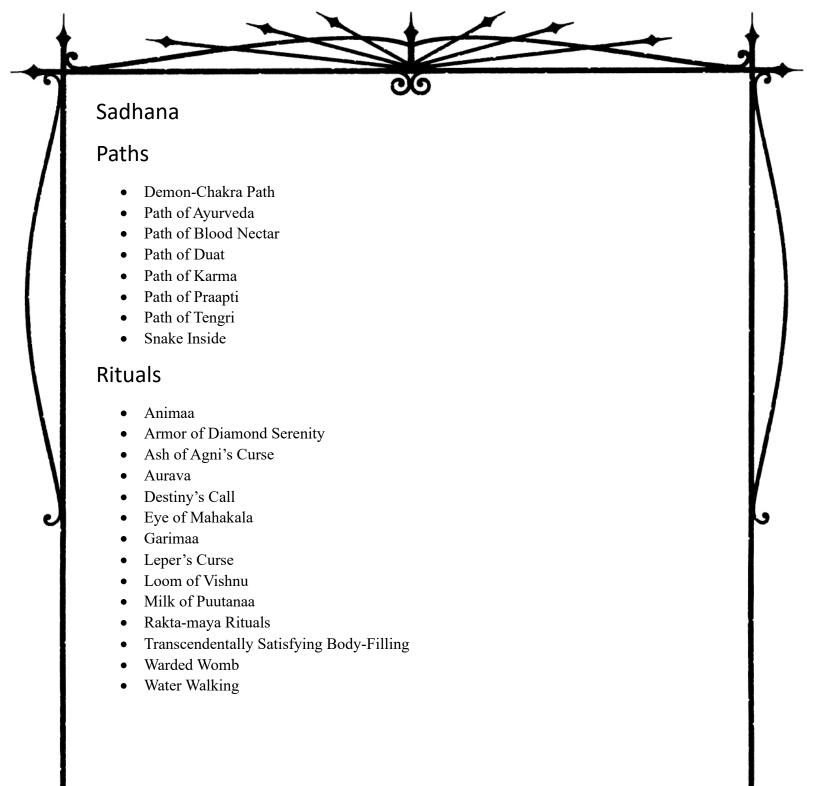
- Black Sea Kraina
- Genius Loci
- Kraina of Enoch
- Kraina of the Well
- Transylvanian Kraina
- Way of Earth
- Way of Fire
- Way of Ice
- Way of Iron
- Way of Lightning
- Way of Sorrow
- Way of Spirit
- Way of Water
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- Animate Curios
- Autumn's Armor
- Beyond the Wall of Death
- Blood of Flame
- Brone by Wind
- Concentrated Vitae
- Conjure Demon
- Conjure Spirit
- Cowing the Servant
- Crate Vozhd
- Dracul
- Drinking Death
- Drowning in Earth
- Earth's Embrace
- Elemental Servitor
- Embracing the Demon
- Enlightenment
- Evoke the Storm
- Eyes of the Dead









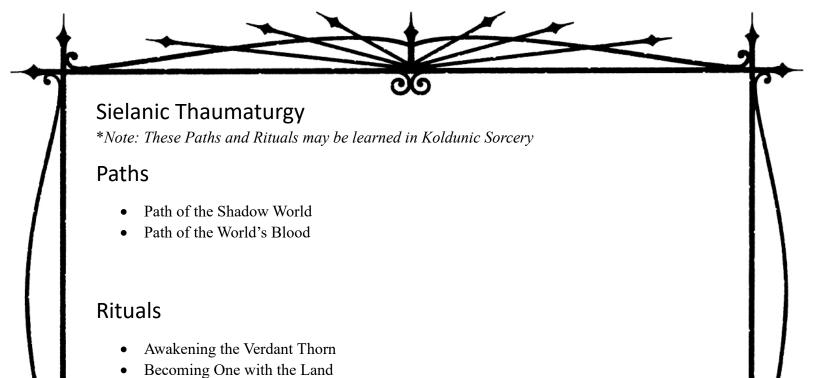


*Note: Paths and Rituals listed under Dur-An-Ki may be converted to Sihr with Assamite Coordinator Approval.

Paths

- Echoes of Allah's Wrath
- Gifts of Faith
- Gifts of the Heart

- Allah's Blessing
- Dampen the Keening
- Mask of Allah
- Touch of Allah
- Ward Versus Djinn



Soul of the Land

Touch the Protector's Mind

