

VEINS OF THE EARTH

The Earth *lives*. It vibrates on frequencies far beyond human senses. As everyone carries on their day, as plants grow and animals thrive, the Earth's power ebbs and flows across the surface like water. It's in the air the kine breathes, and it's in the ground everyone walks on. The rise of Tiamat, the Blood Serpent (p. 150) only makes clear what many have known for years. The earth carves a web of energy patterns into its flesh. It waits for someone to take hold of it.



That someone is you. Maybe you were always fascinated by ley lines. Perhaps being undead opened your mind to new possibilities. You could have tapped into the planet's power accidentally, and you're trying to recapture that energy.

Your knowledge and passion make you a unique figure in the blood craft scene. You've established yourself as an expert, a pioneer in your field, or just a fanatic. When the scene needs someone who knows the city's places of power, you're the first on their list.



LORE



• **Seeking a Vein:** You've developed a knack for finding weird things, and it's only now that you've realized that it's because you just know where the planet's blood converges. Once per story at the Storyteller's discretion, you may declare that the location you are on is a furcus (p. 35).

•• **Drawing the Flies:** Some kine are drawn to the venae terrae just like you are. You've gotten to know quite a few people seeking out the planet's energies. They seek your knowledge, and you ask for a small price in return. Gain Herd ••• representing this group—but without new and interesting information about Tiamat's coils, they could fall away.

••• Revelations of the Earth:

You listen to the veins of the Earth, and hear who passes along them. Once per session, when you meditate for at least a half hour on a furcus, you may ask the Storyteller one question about one Kindred's location, direction of movement, and speed at that moment. The Storyteller answers truthfully. The venae cannot locate a Kindred who is in the air at that moment.

••• Channeling the Earth:

While your ability to tap into the veins of the Earth may not be as powerful as Blood sorcerers or mystics, you know how to use the planet's power for your own benefit. Once per session, when you meditate for at least a half hour on a furcus, add one die to a Discipline pool in addition to any provided by Blood Potency.

•••• Tiamat's Exchange:

Your knowledge of the veins of the Earth is so great that it feels like the Blood Serpent itself blesses you if you pay the price. Once per story, if you provide a large (human-sized or larger) offering of flesh or blood to a furcus at the beginning of the story, you may automatically gain three additional successes on a test or contest of your choosing.



Alchemical Formularies

Although books on alchemy go back thousands of years, books of Thin-Blood Alchemy barely exist: the art basically grew up with the Internet, so its seminal early works languish in dead Geocities pages or cobwebbed Usenet files. A few early figures in the scene produced zines or small-press compilations of formulae, and most alchemists with a sense of history have a prized copy of the Japanese pirate edition of Kirin Taunk's *It's All in the Fire Now*.

Plenty of thin-bloods taught themselves alchemy from sixth-generation photocopies or learned it as an apprentice, or just watched really good kettle battles and didn't blow themselves up in their first few tries. A modern-night alchemical formulary more likely appears in a rubber-banded pile of Moleskines, a cardboard box full of scribbled-on cocktail napkins, or an encrypted PDF than in between paperback covers, much less calfskin bindings.

Hard Drive of Jordan De Bur

Jordan De Bur was a talented second year chemistry student when he was Embraced. He promptly started experiments with Thin-Blood Alchemy, egged on by new nocturnal friends. De Bur's formulae were elegant, extremely potent, and completely unreproducible thanks to the obscure plant and animal materials he somehow sourced for his brews. He kept his notes for his mixtures on the encrypted external hard drive he carried everywhere—which vanished with De Bur when the young scientist mysteriously disappeared in 2012. Fellow thin-bloods hotly debate whether he was destroyed or went into hiding to escape the Camarilla's brands.

The few recipes he shared are practically priceless on their own, fiercely guarded by the cooks he entrusted them to. What those recipes can do has reached mythological proportions, maybe blotting out their actual potency: they can slake Hunger for nights, they make you high as a kite for a week, they let you walk under the noonday sun. The myth grows with every telling. Rumors that the hard drive has surfaced in someone's collection rise and fall every year.

System: This rumored super-formulary might do anything if found. If a character can convince a thin-blood alchemist (or better yet, a wealthy mortal or true Kindred obsessed with alchemy) they have access to it with a successful Subterfuge test, they add one die to their Manipulation pools against the interested party until they catch on to the lie. The liar may have to fake a few formulae themselves to keep the scam running, though.

HISTORICAL ALCHEMY TOMES

Even, or perhaps especially, the most postmodern hipster Duskborn respect mortal alchemists like al-Razi and George Ripley for their insights into the alchemical process and the underlying fundamental theory. Tremere, Banu Haqim, and Tzimisce circles have long kept Renaissance print editions of their works as reference books for symbolic and hermetic magic. Academic press critical editions and specialist occult press issues of such works increasingly appear on thin-blood cooks' shelves next to the *CRC Handbook*, used Todd-Sanford lab textbooks, and Harold McGee. Sympathies and resonances between ingredients the medievals teased out while transmuting metals into gold prove very useful in Mercurian experiments.

Some core titles that might show up and at the very least grant a specialty in Alchemy to a redworker with the Occult skill, or increase the Distillation pool of one or two types of formula by a die, include:

- Pierre Borel, *Biblioteca Chemica*, Latin, 1654
- Nagarjuna, *Rasendramangala*, Sanskrit, c. 1000 (endless Tamil and Hindi editions, no two alike)
- Philalethes (George Starkey), *Secrets Revealed*, English, 1669
- Al-Razi, *Kitab al-Asrar (Book of Secrets)*, Arabic, c. 920 (the 1937 German translation is the most complete)
- George Ripley, *The Compound of Alchemy*, English, 1471
- Muhammad ibn Umail, *al-Mā' al-Waraqī wa'l-Arḍ an-Najmīya (The Silvery Water and the Starry Earth)*, Arabic, c. 950 (printed in English, Latin, and Arabic in Calcutta, 1933)
- Wei Boyang, *Zhouyi cantong qi (Seal of Unity of the Three)*, Chinese, c. 400? (most recent critical edition 2011)
- Lazarus Zetzner, ed. *Theatrum Chemicum (6 vols.)*, Latin, 1602–1661 (compiles alchemical texts dating back 2,000 years)

Abecedaria Alchemia

Every craft has its mystic, and Miriam Blau was the hierophant of Alchemy in the 2000s. As a mathematician, her interest in gematria—Hebrew numerology—and Jewish mysticism led her to regions of alchemy that few had even considered, let alone experimented in. She was convinced that the *magnum opus* was achievable by combining ingredients according to the numerology of the names of God.

In her sole published work—released on a number of pirate print-your-own-book sites in 2005—she offered no formulae, but a *meta-formulaic alphabet* deriving mathematical—and therefore alphanumerically codeable—values for 777 ingredients. In the introduction, she states that, as every form of matter has a mathematical equivalent, the particular ingredients could be discovered through careful study. Some alchemists claim to have achieved startling results with Blau's methods; others bang their heads fruitlessly against both the math and the mystical jargon. Blau disappeared from her study in Thessaloniki in 2008 and has not been seen since.

System: Alchemists with a Mathematics specialty in Academics can substitute one ingredient (except Blood and mortal blood) in any formula.

The Alchemist Cookbook

In 2009, a group of Anarch thin-bloods with a sense of humor typed up a few formulae, printed them out on an old risograph and stapled the pages together to give to their friends. Each *Cookbook* has just 20 pages, illustrated with smeared clip art and hand-drawn pictures of equipment. There are 25 copies in existence, scattered up and down the West Coast. It's easy to pass over a *Cookbook*, with its blue cardstock cover and cheesy fonts, but the formulae inside are clean and effective...as long as you know the key codewords scattered throughout the book. Copies of the *Cookbook* and its code have only ever been passed from friend to friend or teacher to student, but there's a large reward promised to anyone who can deliver a copy to certain interested high bidders.



YET TO MY GRIEFE I KNOW, UNLESSE I FIND
 FORTHWITH ASSISTANCE OUT OF MY OWNE KIND
 I CANNOT GENERATE; MY BLOOD GROWES COLD:
 I AM AMAZ'D TO THINK I AM SO OLD.

— GEORGE RIPLEY, CANTILENA (C. 1470)



TOWER, JUSTICE, AND EMPRESS: MOVERS AND SHAKERS

Every blood craft scene faces a few constants: not just dark deals and weird smells, but influential figures in Kindred society who find themselves involved regardless of their individual preferences. Two mighty clans defined Blood Sorcery for centuries, and cannot remain aloof from the new freshets it sprays into the modern nights. As the Kindred have reason to remember anew, a sufficiently powerful mortal can still shape their world, or at least endanger their current unives. Other factions rise to the scent of sorcerous power, and the thin-bloods scramble into factions of their own to survive.

Tremere

Once, the Tremere stood over the rest of the Camarilla like a proud tower. At least, that was how it looked to them. They were elite, organized and international. They had a monopoly on

Thaumaturgy and a robust structure where the suckers at the bottom of the ladder had hope to ascend while the bastards at the top had a real nice view. They could even blusteringly claim that they *chose* unlife instead of being cursed like some maundering Ventrue or ditzzy Toreador.

From within the fortress, Thaumaturgy looked like the only discipline worth the name. It was a near-science to bend vitae's power to the operator's desire, rather than a handed-down set of tricks to help one bite, scuttle, and hide. The other clans lay in stasis while the Tremere constantly ascended.

But towers fall.

The fires of the Second Inquisition turned the Prime Chantry into a smoldering corpse yard and the Blood Bonds the warlocks used to maintain order whip-cracked all the way up and down the structure. Some have since tumbled to their doom. Others are trying to prop the ladder back up and rebuild. And some have decided to walk away altogether in favor of something new and different.

DESCENDANT OF AL-ASHRAD

(BANU HAQIM CHARACTERS ONLY)

When Haqim and ur-Shulgi walked the earth, al-Ashrad walked with them.

Legends say he knew magic when he was mortal, but after a violent disagreement with Haqim, ur-Shulgi Embraced al-Ashrad. As a vampire, al-Ashrad led them from the clan's home in Alamut as *Amr*, the most learned and respected of the clan's sorcerers.

When ur-Shulgi rose from torpor and demanded the clan follow the old ways, al-Ashrad helped lead a portion of the Lawmen into the Camarilla



before going into hiding. Since the Schism, he only emerged as his true identity once, to attend the Vermillion Wedding where he and Tegyrius saw their great plan to join the Camarilla come to fruition.

As a member of al-Ashrad's line, you are the heir to an incredible legacy. Few can rival your potential for Blood Sorcery. Those who fled Alamut look to you with respect, or at least jealousy. Some even regard you with hope. Maybe you'll be the one who outshines your ancestor, who puts an end to ur-Shulgi's schism once and for all.



LORE



• **Stories of Old:** You've learned from the stories you've heard from your sire, passed down from al-Ashrad, and you know how to apply those lessons in these nights. When you invoke the legacy of al-Ashrad and Haqim to motivate others, you receive a two-dice bonus to Leadership tests and contests.

•• **Sight Beyond Sight:** Before his Embrace, Haqim tore out al-Ashrad's left eye. As a vampire, he replaced it with a diamond rumored to give him visions of worlds beyond ours. A fraction of this power passed to you. Once per session, you (or your Storyteller on your behalf) may use the Auspex power Sense the Unseen (**Vampire: The Masquerade**, p. 249) as if you had the Discipline, using your Blood Potency in place of Auspex when actively using the power. If you already possess this power, you receive a +2 dice bonus when actively using it.

••• **Vengeful Sorcery:** You've never forgiven your clanmates for the Schism, and you channel your rage into your sorcery. Once per session, in a violent conflict you may choose to take a two-dice bonus to use any Blood Sorcery power intended to harm another vampire.

•••• **Banish the Intangible:** Al-Ashrad's hatred for malevolent spirits is legendary. Though incorporeal beings are not necessarily malevolent, they still cower when they realize whose blood you share. Any Blood Sorcery power or Ritual that brings harm to corporeal things also affects incorporeal creatures with the same effect.

••••• **Amr-in-Waiting:** Al-Ashrad has chosen you to succeed him as Amr; should he face final death before the schism is resolved and the sorcerers regain their place in the clan. Gain Status ••••• (Banu Haqim), and one free Ritual at your Blood Sorcery level or below. Gain Adversary ••• in the form of a leader of ur-Shulgi's Blood sorcerers and your brother-in-blood.



HENCE, HERMES SAYS, WHAT IS BORN OF THE CROW IS THE BEGINNING OF THIS ART. CONSIDER THAT IT IS BY SEPARATION OF THE BLACK, FOUL, AND STINKING FUME OF THE BLACKEST BLACK THAT OUR ASTRAL, WHITE, AND RESPLENDENT STONE IS FORMED, WHICH CONTAINS IN ITS VEINS THE BLOOD ...

— THE SIX KEYS (1604), ATTRIBUTED TO EUDOXUS



The world of blood craft encompasses the unthinkable ancient rites of Blood Sorcery dating back millennia to pre-Bronze Age Sumer, and the postmodern mix-mashup cocktail culture of Thin-Blood Alchemy dating back decades to pre-Silicon Age L.A.

Blood already performs so many miracles: it grants deathlessness, powers inhuman strength, speed, and concealment, it connects every vampire into a chain of Kindred, supposedly reaching back to Caine himself. But what if it could do *more*? That is the question the first Blood sorcerers asked, delving deep into the nature of the Blood and its strangely independent power. Could the Kindred harness that power? They thought they could.

If Blood Sorcery seeks the Blood's true nature, Thin-Blood Alchemy insists that its true nature—perhaps everything's true nature—can be redefined on the fly, in heat, chemistry, and experimentation. To them, the Blood is fluid: it flows and shifts, it changes over centuries and overnight. Alchemists don't so much channel, or even map those flows, but respond to them, tease them out, dance with them.

Blood Sorcery

To the uninitiated, Blood Sorcery seems like an outlier. Kindred are predators. Each Discipline makes that loud and clear; they lure, they manipulate, they seal the deal. Blood Sorcery isn't as interested in the moment-to-moment actions of the hunt. Its instant tricks can be too flashy for regular use, and its Rituals take time and resources beyond what the kine provide. Outsiders can't deny its utility, but view it as something separate from their way of unlife.

Practitioners know better. Predators need more than instant tools. Feeding on a source as powerful as humankind requires dedicated protection and planning, which this sorcerous Discipline provides. Blood Sorcery might be sealed away in books and the minds of occult hoarders, but it defines a Kindred's being just as much as brute strength and seduction. An initiate of the sanguine arts doesn't cheat or call on something beyond their Blood. They take command of their curse, pushing its capabilities to its limits and beyond.

DEATH AND THE MAGICIAN: THE SOURCES



Buyers

Every marketplace starts with a buyer or, ideally, with lots of buyers. Herewith, some customers for your characters. Even if your characters aren't selling right now, some customers get really insistent about buying.

GENERAL DIFFICULTIES

The **General Difficulty** values given for each sample scenerter lets the Storyteller treat them as **Simple Antagonists** (*Vampire: The Masquerade*, p. 370). The number before the slash represents the **Difficulty to defeat their strongest ability**, the number after the slash is the **Difficulty to overcome them in other tests**.

Alchemist

Thin-blood alchemists haven't been around for long, but they've carved out their own niche with blood, sweat, and tears—mixed together in a nice, warm vial, of course. Alchemists of all different experience levels and interests boil through the scene, and it's not hard to start picking out faces if you look long enough.

Newbie

Newbies look for the most basic equipment and supplies. They've got a list (long), and a budget (tight) and they try to make one fit the other as best they can... though most get strong-armed into going over budget right quick. The scared ones nervously try to chat up mid-tier alchemists on where they buy their stuff, scuttling back into the shadows at the slightest hint of annoyance. The brash ones try to get chummy with the biggest fish in the pond right away, and don't pick up on everyone's subtle hints that maybe they ought to start a little smaller.

General Difficulty: 3/2

Standard Dice Pools: Physical 4, Mental 5, Social 5

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Awareness 6, Persuasion 6, Occult 6, Stealth 6, Distillations 4–5

Disciplines: Thin-Blood Alchemy 1–2

Equipment: Handwritten list, okay first brew, burner phone

Professional

The professional has done this a hundred times. They know what to look for, where to go, and what to do with it. They've got a setup they're happy with, and don't buy equipment unless it's really special. Standing agreements with local suppliers provide them with the basics, so when they head out for something themselves, it's for a particular ingredient for a brew. The professional usually has ties to one of the Mercurian alchemy groups, be it the Almost Assembly (p. 109), DOVECOTE (p. 112), or a local flock. They know the scene and take interest in new faces. Some take newbie alchemists under their wing fairly regularly in Mercurian solidarity, but most just want to brew their recipes in peace.

General Difficulty: 4/3

Standard Dice Pools: Physical 4, Social 6, Mental 5

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Awareness 7, Insight 7, Persuasion 7, Occult (Alchemy) 7, Streetwise 7, Distillations 6–7

Disciplines: Thin-Blood Alchemy 3–4

Equipment: Recipe notebook, kettle battle kit, stained shirts, faint burnt smell

Specialist

The specialist only cares about the extremely rare and preferably exclusive. They like their visits to be secret and get *very peeved indeed* if word somehow gets out. Specialists make everyone nervous: the sellers, their fellow buyers, and particularly anyone unlucky enough to cross them on an excursion. Rivals and fellow alchemists take an extreme interest in finding out what specialists buy, but even they try to keep their distance. CRONUS (p. 113) sends specialists from their Lagos base to collect uncommon ingredients or equipment.

General Difficulty: 5/3



Standard Dice Pools: Physical 5, Social 4, Mental 6

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Firearms 6, Intimidation 7, Investigation (Blood Craft Scene) 8, Larceny 8, Stealth 8, Occult (Alchemy) 7, Distillations 9

Disciplines: Thin-Blood Alchemy 5

Equipment: Fake IDs, suspiciously average clothes, incredible travel chest of alchemical gear.

Special: A specialist always has a vial of Copycat (p. 78) on them, in case they need to get lost in a crowd. However, they brew their Copycat from their travel kit, which means they've only got one or two different blood samples for it. Wits + Awareness (Difficulty 4) can help someone notice the same clothes or injuries with a different face, or remember a Copycat face when presented with it again.

FRITAE

You think forging human blood is dodgy? Try forging vampire Blood. If you survive to do it a second time, you've beaten the odds.

Short for *fraudulent vitae*, fritae is the product of any of several different formulae that turn mortal blood into something that smells, and maybe even tastes and feels—for just a minute—like vampiric Blood. Some alchemists brew fritae as an ideological (or unadorned) fuck you to “real vampires,” some do it only to “make rent this one time, I swear,” and a few do it because it has obvious applications in further alchemical research.

Obviously, getting caught selling it has obvious applications in necromantic research, because the would-be sucker comes after you hard.

Detecting fritae is a contest of the brewer's Alchemy + Subterfuge vs. the buyer's Wits + Awareness. (The buyer can add Auspex or Alchemy to their pool, as supernatural vision and long practice with brews both help you recognize the real thing.) If the buyer is allowed to taste the fritae, they add +1 to their result.

Add Subterfuge 7 or 8 to the Exceptional Dice Pools of the alchemist (p. 14) for a hardened dealer in such brugazis.

General Difficulty: 3/3

Standard Dice Pools: Physical 5, Social 5, Mental 5

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Persuasion 6, Streetwise 7, Subterfuge (Faking Blood) 7

Disciplines: Celerity 1, Dominate 3, Presence 2

Blood Potency: 1

Equipment: Impressive clothes that look right but don't smell right, getaway car that has it where it counts, sad little lab.

Crafty Blood Forger

Smart blood forgers have enough tricks that they can rotate through them. Examples include but aren't limited to: Using Dominate to implant false memories (“no, that wasn't dud blood, you just ruined it by going aggro and spilling most of it”); Blood Sorcery rites that turn water into blood, but only for an hour; taking adequate blood and stretching it out with fillers, like stepping on cocaine; selling blood that's “full of great MDMA” and then using Presence to make the buyer feel bliss.

That's without getting into fraudulent Resonances. Resonance is subtle enough that you can't tell if blood has it or not off a single sniff or sip, and by the time you've finished that purportedly melancholy blood but still feel chipper, the forger is

usually gone with your cash. Again, if they don't use the Presence trick.

But the most important thing clever blood forgers do is provide *exactly what they promise* when they're able. Screwing every customer 100% of the time is unsustainable. But if you only screw any individual customer 25% of the time, you can do a lot of transactions before they pick up the pattern. Especially if it's subtle.

General Difficulty: 4/3

Standard Dice Pools: Physical 5, Social 5, Mental 6

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Etiquette 6, Persuasion 8, Streetwise 8, Subterfuge (Blood Forgery) 8, Disciplines 6

Disciplines: Blood Sorcery 4, Dominate 3, Presence 3

Blood Potency: 2

Equipment: Flashy car, boho clothes, a wonderful lab that is clearly where their heart and soul resides.

Blood Supplier

The difference between a *blood runner* and a *specialist vintage supplier* isn't just in euphemistic job titles. It's as stark as cynic versus optimist. Or perhaps, enslaver versus seducer.



Making the Scene

Every city has a blood craft scene, and though common elements abound, no two are quite alike. Whether the redworking scene plays a big role in your chronicle, or just serves as a springboard for other stories, it's a good idea to map it out beforehand using the Scene Map: a wide-angle blood-crafty version of the Relationship Map (*Vampire: The Masquerade*, pp. 142–144). Then start the story brew boiling with background Trends, and map the changes with Heat. Using the Scene Map, Trends, and Heat, you can create a redworking scene as unique as a fingerprint.

Scene Mapping

A Scene Map is a lot like a Relationship Map. It's got a wider scope, pulling back to a top-level view of the city's blood craft scene. You might be tempted to start one right after your Relationship Map, but consider playing a few sessions first. This lets the troupe work out story elements they'd like to see in their scene. Ideally, the entire troupe should participate in a Scene Map's creation, but the setup works just as well if a Storyteller must do it by their lonesome. Creating a Scene Map involves seven steps:

Step One: The Stars of the Show

The scene can't exist without the characters. A character is a player's eyes, ears, and fangs in *Vampire*, so the redworking scene in your game should tie into the coterie's nightly existence.

Just like a Relationship Map, put your characters on it first. Beneath their names, write a short phrase describing their place in the scene. This might be something like *member of the local chantry* or *new thin-blood alchemist*. Characters not directly tied to blood craft connect into the scene in unique ways



and might want to look at *No Magic Please, We're Ventrue* for ideas (pp. 158–160).

It's possible that a player doesn't want their character to be in the scene or can't think of any good ideas now. That could extend to the rest of the troupe. That's fine! When the coterie does enter the redworking scene, the map is ready for them.

If any established relationships in the coterie involve blood craft, put those on the map as well

Step Two: Find Some Overlaps

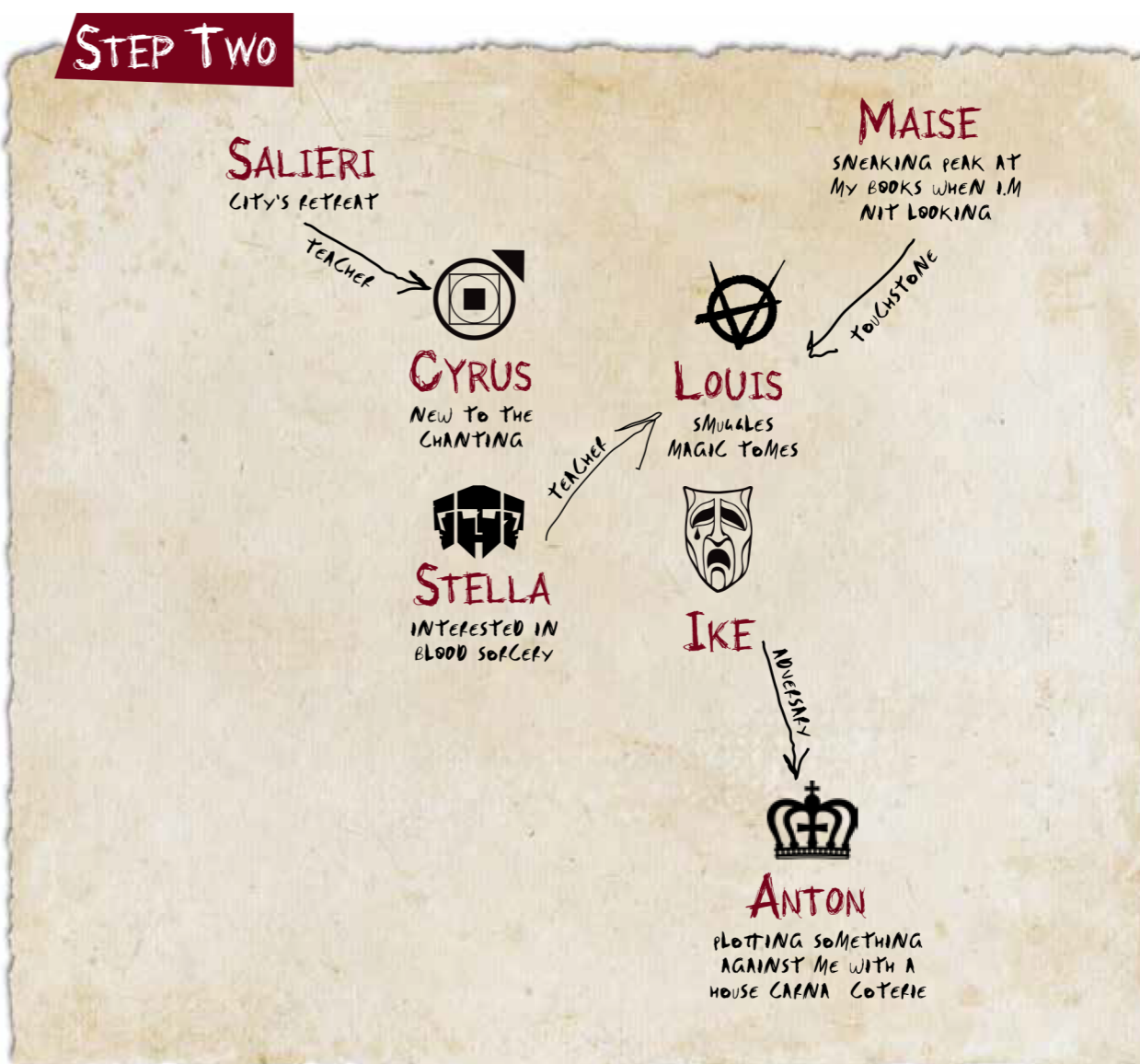
Now look to your Relationship Map and your character sheets. Are there any Storyteller characters directly tied to the coterie who should be on the map? If so, put them on it along with a short phrase that describes what they do there, and any relevant connections from the Relationship Map.

If you're having trouble, here's some ways established supporting cast members might be involved in the scene:

- **Allies, Contacts, and Retainers** might be in the scene if a player's character is. They might not know why their associate needs seventy-five pounds of glassware moved pronto, or why they need a full analysis of the Central City Graveyard, but they do it.
- **Mawali** might be well connected to the rest of the scene, or even a major figure. If your Mawla is in a clan whose members are likely to study (pp. 93–95), consider putting them here.
- If a **sire** isn't a Mawla and is present in the

character's unlife, the scene might be where they spend their time when not dealing with their child's antics.

- **Touchstones** probably aren't in the scene, but in blood craft focused chronicles, the threat that the scene could come to *them* should be present for at least one.
- At least one **Enemy** or **Adversary** should be in the scene, if the coterie has them. If a player can't think of a good reason why their character would care about the scene, putting an Enemy or Adversary here is a great hook.





Level 3 Rituals

Blood Sigil

This ritual stores important records and documents in one of the most resilient mediums available: the unliving flesh of another Kindred.

INGREDIENTS: Tattoo ink or other substances that can stain skin, a written message on paper, a photograph, or a painting, a sharp object with a tip heated by candle flame.

PROCESS: The vampire to be tattooed opens a vein in their wrist with the sharp object—usually a scalpel, a knife, or the needle in a tattoo gun—and bleeds into containers with their chosen painting material. Then, the caster tears the paper or picture, mixing the remains into the paints while chanting for fifteen minutes. The caster applies the Blood Sigil on another vampire by heating the sharp object's tip, dipping the sharp object into the paints, and carefully carving an image into the vampire's skin. This image need not be relevant to its hidden information.

SYSTEM: Make no Ritual roll until after applying the Blood Sigil. A win permanently seals the tattooed image into the vampire's skin and perfectly preserves the message within. A failure creates a tattoo and preserved message that fades away upon the vampire's next rising. Read the message within a Blood Sigil by viewing or touching the sigil for fifteen minutes and either winning a Resolve + Occult Test at Difficulty 5 (Difficulty 4 if touching the tattoo) or using Sense the Unseen (Auspex 1). The sorcerer who applied the Blood Sigil can erase the tattoo (and the message) by spending one Willpower and touching the tattoo for fifteen minutes.

Elemental Shelter

This ritual allows the koldun to melt into and shelter within their chosen element, as with Earth Meld (Protean 3). A fire-bonded koldun does not check for Röttschreck against any fire they ignite for the

purpose of this ritual, but must resist terror frenzy before casting this Ritual to meld with the flames in a suddenly-burning Haven, for example.

PREREQUISITE: Koldunic Sorcery

INGREDIENTS: At least enough of the element in question to envelop the koldun's body.

PROCESS: The koldun scratches open their initiatory scar, bleeds into the element, commands it to receive them, and falls or dives into it.

SYSTEM: On a win, the koldun melds into the element. No physical attack can injure them, nor can sunlight or fire. While in the element, the koldun remains aware of their surroundings, except during day-sleep. At those times, disturbances such as digging or loud noises awaken them or not, as with all vampires (**Vampire: The Masquerade**, p. 219). The koldun's form remains waveringly visible to Sense the Unseen (Auspex 1) or to normal sight (Wits + Awareness) with a Difficulty equal to the margin of the Ritual roll. On a critical win, the koldun completely merges with the element, becoming entirely invisible. The koldun can emerge from the element at will by night at the spot they entered it. If a fire-bonded koldun's fire goes out (or less likely, if someone drains a water-bonded koldun's aqueous shelter), the koldun enters torpor within or beneath the ashes and coals. They can make a Resolve + Awareness test (Difficulty 2) to awaken in the presence of potential prey just as if they had fallen into torpor from hunger.

Nepenthe

Nepenthe offers “quiet of all pain and strife, forgetfulness of every ill”—but just a taste. The ritual's draught temporarily clouds the mind and makes the drinker's terrible deeds seem pale and distant, like a story they heard long ago. But the mixture has its dangers: use it too often, and one's ability to feel remorse withers and fades.

INGREDIENTS: Poppy seeds, starflower, honey, the subject's tears, the caster's Blood.

PROCESS: The caster pulverizes the solid ingredients together in a bowl and mixes in the Blood and

honey. The last ingredient added should be the tears of the ritual's subject. The potion gives off a strong, sickly sweet smell. The subject must drink the entire draught in one go.

SYSTEM: With a win on the Ritual roll, Nepenthe removes 1 Stain from the drinker's tracker before a Remorse roll. On a critical win, Nepenthe removes 2 Stains before a Remorse roll at the end of the session. However, on a Total Failure, 1 Stain carries over to the next session, regardless of whether the Remorse roll succeeded or not. If a vampire uses Nepenthe more than two sessions in a row, their mind becomes dependent on it and one of their Stains becomes permanent. This is a cumulative effect—four sessions in a row results in two permanent Stains, etc.

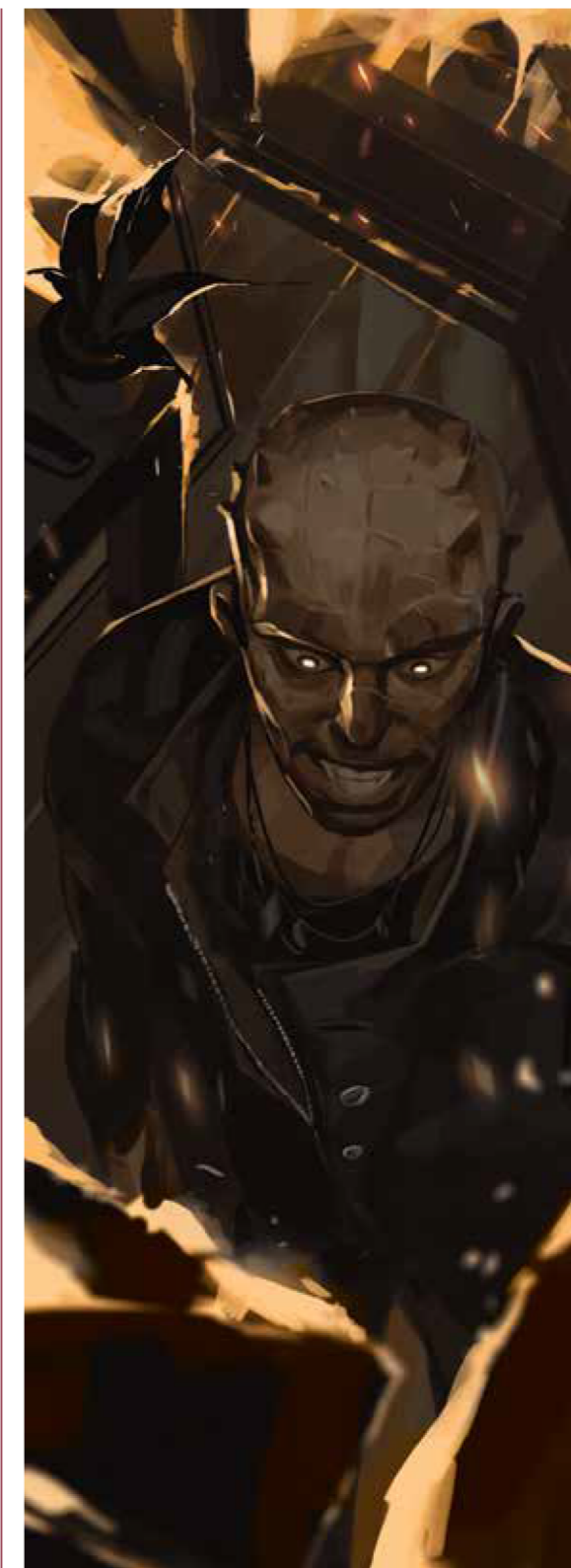
Seeing with the Sky's Eyes

The watcher's eye sees best when the target cannot see the watcher. The Banu Haqim know this and use a special ritual to observe targets from the one place they cannot possibly detect: Heaven itself. The Tremere scoff at the idea that the caster travels to a higher realm and observes targets from above, but they can't deny the results, and have brought this ritual into their practice.

INGREDIENTS: Euphoric mortal blood (usually from someone high on cannabis), incense, brazier, an effigy or photo of a target.

PROCESS: The caster drinks the euphoric blood, lights a mixture of their own Blood (one Rouse Check worth) and incense in a brazier, inhales it and falls into an ecstatic trance while studying the target image.

SYSTEM: After a half-hour of the trance, make the Ritual roll. On a win, the caster may ask the Storyteller one question about the target's location and surroundings for every success rolled. On a critical win, the caster receives an additional three questions, and may ask about the target's Ambition, Desire, Convictions, and Humanity in addition to any questions about the target's location and whereabouts.





THE FIRST WAY IS SHORT BUT DANGEROUS,—AND ONE WHICH WILL LEAD YOU INTO ROCKY PLACES,—THROUGH WHICH IT WILL SCARCELY BE POSSIBLE TO PASS. THE SECOND IS LONGER, AND TAKES YOU CIRCUITOUSLY; IT IS PLAIN AND EASY, IF BY THE HELP OF THE MAGNET YOU TURN NEITHER TO LEFT NOR RIGHT. THE THIRD IS THAT TRULY ROYAL WAY WHICH THROUGH VARIOUS PLEASURES AND PAGEANTS OF OUR KING, AFFORDS YOU A JOYFUL JOURNEY; BUT THIS SO FAR HAS SCARCELY BEEN ALLOTTED TO ONE IN A THOUSAND. BY THE FOURTH NO MAN SHALL REACH THE PLACE, BECAUSE IT IS A CONSUMING WAY, PRACTICABLE ONLY FOR IMMORTAL BODIES.

— JOHANN VALENTIN ANDREAE,
THE CHYMICAL WEDDING OF CHRISTIAN ROSENKREUTZ (1616)

Blood craft appears in all kinds of chronicles. In some, it's just another source of horror and wonder, part of the street-Gothic flavor alongside bats and riot cops. In others, it provides subplots or one character's obsession, while the main coterie pursues its politics or scrabbles for its survival. It can, of course, be the entire focus of a chronicle, especially if the coterie comprises a Tremere chantry, Banu Haqim divan, or alchemical thin-blood flock. Flavor, feature, or focus: blood craft can flow wherever you let it.

Building a Chronicle

The blood craft scene's greatest strength is that it introduces arcane angles to Kindred unlife without sacrificing the political and personal horror at the game's unbeating heart. You can use it to spice up your current chronicle, or you can dive right in and build a chronicle about a coterie fully tangled in their local scene. Here are a few ways to customize your game to introduce blood craft or bring it into full focus.

Magical Tenets

Blood Sorcery and Thin-Blood Alchemy are broad, powerful Disciplines. Even with their design philosophies in mind (pp. 82, 84–85), anything and everything seems possible. So, where's the line? What stops these magical fiends from tearing the world apart with bloody rituals and finely crafted formulae?

Aside from the Masquerade, this is where Humanity comes into play. Every Discipline is a little inhuman, but sorcery and alchemy are clear dividing lines between the Kindred and the rest. It's tough to integrate yourself into the kine when you can birth hemonculi or spit out fumes of choking gas. There's a need for an ethical floor sorcerous Kindred struggle with. Chronicle Tenets based around blood craft set that floor.

As a reminder, chronicle Tenets aren't hard lines. They're the moral equivalent of a barbed wire fence for characters to run into. When the troupe creates a chronicle Tenet, it's something they'd like to see their characters struggle with.

MOON AND WORLD: CHRONICLES