



# Requiem Addendum

---

Version - 01-March-2018

Introduction .....	4
Approval Levels .....	4
Character Generation.....	5
Character Basics .....	5
Age.....	5
PC Age .....	5
NPC Age .....	5
Age XP.....	5
Allowed Character Types.....	5
Background Knowledge.....	6
Blood Potency.....	7
Bloodlines .....	7
Clans.....	7
Covenants.....	8
Carthian Movement.....	8
Circle of the Crone .....	8
Cruac.....	8
Invictus .....	8
Lancea Sanctum .....	9
Theban Sorcery.....	9
Ordo Dracul.....	9
Spoiling .....	9
Coils of the Dragon .....	9
Merits .....	9
Disciplines.....	10
Breath Drinking .....	12
Devotions .....	12
Ghouls.....	12
Systems .....	14
Blood Use .....	14
Blood Bonds .....	14
Blood/Vitae Addiction .....	14
Childe .....	14
Diablerie .....	14
Fighting Styles .....	15
Golconda .....	15
Humanity .....	15
Lost Reflection.....	15
Background.....	15
Mechanics.....	16
Predators Taint.....	16
Staking.....	16
Torpor .....	17

Involuntary Torpor .....	17
Voluntary Torpor .....	18
Downtimes .....	18
XP Refund.....	18
Appendix 1: Bloodlines .....	19
Genre Notification.....	19
Genre Approval .....	21
Clarifications .....	22
Appendix 2: Merits .....	24
Not in Play .....	24
Ghoul Only Merits.....	24
Local Approval.....	24
Genre Approval .....	27
Clarifications .....	28
Shadow Cult (Moirai) .....	28
Appendix 3: Devotions .....	29
Local Approval.....	29
Genre Approval .....	33
Clarifications .....	33
Appendix 3: Invictus Oaths .....	35
Local Approval.....	35
Clarifications .....	35
Appendix 4: Coils of the Dragon .....	37
Local Approval.....	37
Genre Notification.....	38
Genre Approval .....	38
Clarifications .....	38
Appendix 5: Cruac Rituals .....	40
Not in Play .....	40
Local Approval.....	40
Clarifications .....	43
Appendix 6: Theban Rituals.....	45
Not in Play .....	45
Local Approval.....	45
Clarifications .....	48

# Introduction

---

This document sits alongside the Universal Addendum and details all alterations, clarifications and interpretations of White Wolf's Vampire: the Requiem setting for implementation within the live-action chronicle of Isles of Darkness. In all cases where applicable, this Addendum overrules the Universal Addendum.

All items not specifically listed here or in the Universal Addendum are considered not to be in use or available to PC's.

Please remember that you are taking part in a large linked story with different domains throughout the country, that creating a fun, involving story is more important than individual player or characters. Both storytellers and players are encouraged to bear this in mind and think about what they can do to make the game more fun and engaging for others.

The Isles of Darkness Vampire: The Requiem chronicle began in March 2015. The current chronicle is estimated to end in May 2020.

## Approval Levels

All approvals are done by email and your first step should always be to go through your characters Local Storyteller.

Local Approval - The first level of approval with your Local Storyteller, this level is needed for all items and is required before items can move to Genre Level.

Genre Approval – Used for more rare items that are under the office of the Requiem Genre Storyteller.

Notification - Items that require Local Approval and the relevant office to be notified that your characters possesses the item/ability/power. This notification is completed by emailing the relevant office and cc-ing your Local Storyteller.

# Character Generation

---

## Character Basics

### Age

In addition to the restrictions on age in the Universal Addendum the following are in force:

#### PC Age

- To reflect the UK setting any characters born before 1800 AD are GST approval.
- Characters embraced since the Kindred Civil War (February 2015) finished are considered Neonates.
- Characters embraced before the establishment of the Monarchy (January 1700) are considered Elders.
- All other characters are considered to be Ancillae.

#### NPC Age

- NPC's that are older can be used by LST's but it is strongly recommended to make these rare and also cautious, to reflect their advanced age.
- NPC's born before 1600 AD are GST approval.

### Age XP

In order to ease the XP burden posed by increasing Blood Potency we have elected to introduce a system known as Age XP.

This is to demonstrate the Kindred virtue of waiting and growing in power just by patience which in table top games is exhibited by the free dot of Blood Potency gained every fifty years. It also provides balance between the other genres which have Arcane XP, Renown XP and Dream Teaching.

Age XP is gained at a rate of 1XP a month which forms its own pool that can only be used for the purchase of Blood Potency. For players that were not aware of Age XP it is backdated from when their character entered play

Characters are unable to increase in Blood Potency more than once a month, if a character has enough XP to purchase multiple levels of Blood Potency then they and their LST are encouraged to space out the increase in Blood Potency.

A PC Ghoul does not start earning this Age XP until they are embraced.

## Allowed Character Types

The following character types are allowed in play, with the appropriate level of Approval or Notification. These can be created as either a Primary or Secondary character using the amount of XP listed in the Universal Addenda.

- Vampire (Basic 5 clans): LST Approval
- Vampire Bloodline: See Bloodline section of the Addenda
- Ghouls (Generic, non-Ghoul family): LST Approval

The following approval levels apply for NPC characters:

- Vampire Bloodline: LST Approval for those at Genre Notification. GST Approval for all others.
- Ghouls (including Ghoul families): LST Approval
- Brood: LST Approval, GST Notification
- VII: Reserved for GST office
- Draugr: LST Approval
- Larvae: LST Approval
- Ghosts: LST Approval
- Zombies: LST Approval
- Revenants: LST Approval
- Gargoyles: LST Approval
- Homunculi: LST Approval
- Strix: Reserved for GST office
- Night Horrors (any not listed are unavailable): GST Notification
  - Aswang
  - Bhūta
  - Cihuateteo
  - Cymothoa Sanguinaria
  - Formosae
  - Ghûl
  - Jiang Shi
  - Mnemovores
  - Penanggal
  - Ragged-men

## Background Knowledge

In Character knowledge of historic events from Requiem for Rome and any supporting supplements is Genre Approval.

In depth character knowledge of or involvement in historic events of UK National settings background is Genre Approval.

Having met or interacted with canon NPCs in background is a Genre Approval.

To have a specialisation in any given subject (I.e. in a rare bloodline) is the same level of approval as the subject or item itself would be.

In depth knowledge of any Clan, Covenant, Bloodline etc. that your character is not currently part of, or associated exact mechanics thereof, requires a Genre Approval and must be paid for as an Occult Specialisation – if in any doubt, seek clarification from the GST's office. Using such knowledge in game requires a successful Intelligence + Occult roll. Successes equate to salient facts remembered as judged by the presiding ST.

Specifically knowledge of any covenant which you aren't a member of needs a specialisation, any clan you aren't a member of needs a specialisation, bloodlines specialisations are subdivided into three types of specialisations "Bloodlines", "Clan Bloodlines" and "Specific Bloodline". Each time the knowledge is more specific and likely to include more hidden lore.

Additionally knowledge of other venues is a specialisation, and knowledge of major NPC groups is a specialisation. All such specialisations are Genre Approval.

The contents of the book Rites of the Dragon is considered to be in depth knowledge of the Ordo Dracul covenant.

The contents of the book The Testament of Longinus is considered to be public knowledge.

## Blood Potency

Blood Potency 7+ is GST approval.

## Bloodlines

Bloodlines are smaller, derivative 'sub-families' of vampires which branch off from the five main clans. A bloodline retains many of the characteristics of its parent clan but the process of joining significantly alters a Kindred's vitae.

Bloodlines are intended to add further depth to a character and create opportunities for better roleplay with other characters. They are not intended to create the best combination of powers or to game the system.

Due to their rarity and the small character base within Requiem all members of a bloodline must be connected in some fashion. This can either be in the form of a direct connection i.e. another character is your Sire, Childe or Sibling. It could also be indirectly in the form of a shared ancestry i.e. your character has the same Grandsire as another which wasn't readily apparent.

We strongly encourage players and storytellers to utilise these links for better or for worse, creating opportunities for all characters involved. To this end all Bloodlines require the GST to be notified by the player so that they can work with them and their LST to establish these links for their character.

A list of bloodlines within the Requiem genre and their corresponding approval levels can be found in the appendices. Bloodlines marked with an asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of the list.

## Clans

There are five clans to choose from when playing a Vampire character. These are the Daeva, Gangrel, Mekhet, Nosferatu and Ventrue.

Each Clan Weakness works as written in Vampire: The Requiem.

A list of Clan specific Bloodlines, Devotions and Merits with their corresponding approval levels can be found in the appendices. Those marked with an asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of the list.

# Covenants

## Carthian Movement

Members of the Carthian Movement are able to purchase Allies, Contacts, Herd, Location: Size and Location: Security for half of the normal XP cost.

A list of Carthian specific Bloodlines, Devotions and Merits with their corresponding approval levels can be found in the appendices. Those marked with an asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of the list.

## Circle of the Crone

The following Discipline is available to members of the Circle of the Crone only.

### **Cruac, Vampire: the Requiem pg 142**

A list of Crone specific Bloodlines, Rituals, Devotions and Merits with their corresponding approval levels can be found in the appendices. Those marked with an asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of the list.

## Invictus

Invictus Oaths are only available to learn for characters who are members of the Invictus.

The majority of the Invictus Oaths have had their requirements lowered so that characters do not require multiple rare disciplines to purchase them.

Anyone may swear an Oath, Invictus or non-Invictus unless otherwise stated.

Explicitly, a notary may perform an Oath on another's behalf. Specifically the Oath of Blood Tell only requires the Notary performing it to know the Oath and not both parties. A Notary in this circumstance is considered to be any Invictus who has this Oath. No Oath can be performed on an unknowing subject unless otherwise stated in the power. Anyone who is subject to an Oath will know automatically that it has been performed on them.

Blood Oaths may not be performed with Vitae altered or empowered supernaturally. Contents of Blood Oaths must be approved by the Local Storyteller of each kindred swearing it and details forwarded to the GST email. Players must make available to the Storyteller the contents of an Invictus Blood Oath, the successes achieved on activation and when the Blood Oath was sworn in order for a Blood Oath to function.

The presiding Storyteller has final authority to determine if an Oath has been broken.

A Blood Oath which requires a character to perform actions in the performance of the Oath whilst not at games must have an accompanying downtime submission. The actions cannot be delegated to another (including Retainers) unless it is specified as possible in the Oath.

A list of Invictus specific Bloodlines, Oaths, Devotions and Merits with their corresponding approval levels can be found in the appendices. Those marked with an asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of the list.



## **Lancea Sanctum**

The following Discipline is available to members of the Lancea Sanctum only.

### **Theban Sorcery, Vampire: the Requiem pg 145**

A list of Lancea Sanctum specific Bloodlines, Rituals, Devotions and Merits with their corresponding approval levels can be found in the appendices. Those marked with an asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of the list.

## **Ordo Dracul**

The following Disciplines are available to members of the Ordo Dracul only.

### **Spoiling, Ordo Dracul pg 205**

This Discipline has an out of clan XP cost.

A character can only be affected by one type of Spoiling at one time, be it positive or negative in effect.

Spoiling Solutions must be prepared before game and each solution created requires one Downtime action. All variables must be defined in said Downtime action and the solution thereafter cannot be altered. A character can possess a number of pre-made Spoiling solutions equal to their level in Spoiling, these solutions must be created by the use of Downtime actions.

Completed Spoiling Solutions are not considered to be Vitae for any purpose. They appear as 'magical items' to appropriate abilities.

### **Coils of the Dragon, Vampire: the Requiem pg 209 & Ordo Dracul pg 175**

For the purposes of XP, each Coil is considered a separate discipline, for example Coil of Beasts and Coil of Blood are separate disciplines.

## **Merits**

All three Requiem specific status merits (City, Clan and Covenant) have no XP cost attached.

The roll for investigating the status levels of those within the same grouping as your character (City, Clan and Covenant) is changed to Intelligence + Politics. Merits which affect mundane politics draws can be used on this roll.

No Player Character can enter play with status in any of the three Requiem specific types above 2.

A list of Merits within the Requiem genre and their corresponding approval levels can be found in the appendices. Merits marked with an asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of the list.

# Disciplines

Unless otherwise stated in the power, the effect of any discipline may be ended at will as a Reflexive action on the part of the user of the power. Unless detailed in the individual ritual, the effect of Cruac or Theban rituals cannot be ended early and must continue until duration is over.

There are 5 common Disciplines: Animalism, Celerity, Resilience, Obfuscate and Vigour.

**Please note that Celerity, Resilience and Vigour are also sometimes referred to as physical disciplines.**

There are 5 rare Disciplines: Auspex, Dominate, Majesty, Nightmare and Protean.

During Character Creation only your original 3 Clan Disciplines can be treated in Clan for starting dots.

Rare out of clan Disciplines can be bought with XP during creation, but only to a maximum of 2 dots. In order to learn a level of an out of clan Rare Discipline you must drink 1 Vitae directly from the Kindred teaching you (unless you have an ability that circumvents this), with all the risk that entails.

Covenant and Bloodline Disciplines can be bought with XP during creation, but only characters which start play in the relevant group purchase these.

When joining a Bloodline during play, recalculate the XP cost of all disciplines based on their current in clan/out of clan status. This may result in a rebate of XP due to new Bloodline Discipline(s) that have been previously bought at a higher price, or a debt if one or more Disciplines become out of clan.

Learning a new Discipline level will typically take 1 Downtime Action for the lower level Common Disciplines. For other Rare Disciplines or Covenant specific ones this may require multiple Downtime Actions of the span of months. If unsure as to how long this may take please consult with your LST

The following clarifications are made to Disciplines:

**Animalism 5 – Leashing the Beast:** This power may be used on your own character as a reflexive action to cancel the effects of frenzy. Any other use still requires a standard action when used.

**Auspex 2 – Aura Perception:** The optional rule Deceitful Creatures on page 162 of Mind's Eye Theatre: the Requiem is in use. This effectively means that this power cannot be used as a lie detector on other Kindred.

**Auspex 4 – Telepathy:** Spending willpower to eject someone from your mind also stops that person from entering again for the rest of the scene.

**Auspex 5 – Twilight Projection:** When using this power the characters speed is equal to their current (Willpower + Auspex + Blood Potency) x 2.

The 'ghost body' can travel anywhere up until the Karman line (edge of Earth's atmosphere) and returns immediately to their body when this power is deactivated, no matter the distance. If the character is exposed to natural sunlight while in twilight form they must test to resist fear frenzy or return immediately to their body.

**Dominate 1 to 5:** This discipline requires the target to be able to see the user's eyes – not the other way around.

**Dominate 5 – Possession:** No powers or disciplines may be utilised by the user of this power while Possession is active.

**Majesty 1 to 3:** Any bonus from the Striking Looks merits only applies to these discipline levels.

**Majesty 5 – Sovereignty:** In terms of resisting this power, the user is considered the aggressor and anyone trying to overcome it are considered the defender. Please note this power does not compel others to follow the user's commands but neither can they ignore its effects (unless they successfully pass the contested draw).

**Obfuscate 1 to 5:** It's important to note that this discipline does not make the user or their targets invisible. It alters others perceptions so that they ignore or reinterpret what they see.

**Obfuscate 3 – Cloak of Night:** Mortal witnesses reconstruct the scene in their memory to justify the characters disappearance if successes drawn on the activation draw exceed half the witnesses Willpower (rounding up). In addition successes on this power penalise any surprise draws made if used to enter combat.

**Obfuscate 5 – Cloak the Gathering:** Mortal witnesses reconstruct the scene in their memory to justify the characters disappearance if successes drawn on the activation draw exceed half the witnesses Willpower (rounding up).

Please note that anyone who is not the user of this power but a target of it, will have to be successful on a Clash of Wills test in order to see anyone other than themselves under the effect of the power. The user of this power can see all targets under its effect. This makes communication and movement using this power difficult without dropping out of Obfuscate.

In addition successes on this power penalise any surprise draws made if used to enter combat. Surprise draws must also be made for friends under the effect of the power unless they were able to see those characters under its effect beforehand.

**Protean 4 – Shape of the Beast:** Any additional animal form must be a predator chosen from the list of natural animals in the Universal Addendum. To gain this form, the Kindred must taste blood directly from a live specimen.

**Resilience 1 to 5:** This discipline can only be activated once per scene. Unless powers explicitly state so, Resilience does not add to resistance pools based off of Stamina.

**Vigor 1 to 5:** The bonus to the dice pool is added before the roll.

**Cruac & Theban Sorcery:** All costs and expenditures for a ritual are paid on the first turn of casting (unless the ritual description states otherwise). The ritual is completed on the turn when as many successes as the rituals level are accrued. Only the final draw is used when calculating the successes for contesting the power or determining the effectiveness of the ritual based on its description.

All rituals are very obvious when initially casting as they require verbal chanting, physical gestures and some form of material component (an item or blood). No ritual can be cast in a manner that isn't obvious like whispering under ones breath.

A list of all rituals and their corresponding approval levels can be found in the appendices.

**Clash of Wills:** All uses of Obfuscate and Auspex that could cause a Clash of Wills test are rolled at the time of activation. When a Clash of Wills test is called, the players compare the successes gained upon activation of the original power (E.g. Obfuscate or Auspex 5) with the successes gained on the Wits + Investigation + Auspex roll of the player trying to breach the power. Once a player has made a Clash of Wills test, they use those successes for any further Clash of Wills test for the remainder of the scene. **A player cannot wilfully attempt to deactivate a power and reactivate it to prompt a new Clash of Wills test.** A significant change of location counts as a new scene.

*For example, Jack activates Obfuscate 3 rolling Intelligence + Stealth + Obfuscate and draws 2 successes. Jack does not need to make any further rolls once the power is activated for the purposes of Clash of Wills.*

*Later, when Jill uses Auspex they enter into a Clash of Wills with Jack, comparing their successes on a Wits + Investigation + Auspex roll with the 2 successes that Jack drew to activate the power.*

*Jill only draws 2 successes and therefore cannot see through Jacks Obfuscate. Should Jill use Auspex again within the same scene, the successes for the Clash of Wills will remain at 2 and Jill will not be able to redraw. This will apply for the rest of the scene unless they make a significant change to their location or the scene ends.*

## Breath Drinking, Mythologies pg 63

This Discipline cannot be purchased at character creation and can only be purchased in play by completing a relevant plot kit run by the GST. Each level of this Discipline requires separate GST approval.

This Discipline has been modified to make it simple and easy to use. It counts as out of clan for XP cost.

The character can add their level of this Discipline to any feeding pool. The level of this Discipline also adds to your starting Vitae after all calculations have been made.

This Discipline can only be used on breathing, living targets (obviously!). This Discipline can only be used in conjunction with actual feeding until the user reaches level 5 in the Discipline. Any breath stolen does not reduce the victim's health like normal feeding but if used at later levels the victim may fall unconscious due to lack of breath.

At level 1 the user is able to gain some sustenance from the breath of their prey but will still need to also bite their victim to gain Vitae. As they progress through the levels the user does not need to drain as much Vitae from the target until they reach level 5 where they can subsist on the targets breath alone.

## Devotions

It's highly recommended that players bring a copy of any devotion rules that they use on a regular basis or plan on using at a game. This is because there are a variety of powers with wide ranging effects and a Storyteller is not expected to know the full mechanics for all powers available to Player Characters.

A list of Devotions available within the Requiem genre and their corresponding approval levels can be found in the appendices. Devotions marked with asterisk (\*) have been modified by this addenda and clarifications will be found at the bottom of that list.

## Ghouls

All Ghoul PC's must have a PC Regnant.

Should a Vampire PC be Regnant for a Ghoul(s) they must deduct 1 Willpower and 1 Vitae (see Feeding Document) at the start of every game for each Ghoul they maintain. This includes PC Ghouls and Ghoul Retainers.

A list of Merits available to Ghouls characters within the Requiem genre and their corresponding approval levels can be found in the appendices.

Ghouls may achieve one point of status within a Covenant with appropriate behaviour, but may never gain any mechanical benefits of membership.

To calculate a Ghouls starting Vitae please refer to the Feeding Document.

For NPC Ghouls the following families are available from creation. The Ghoul's Regnant can be from any Clan or Covenant whether or not the Ghouls is from a family or none.

- Angustri, Ghouls pg95
- Bellsmeade, Circle of the Crone pg162
- Bull, Invictus pg156
- Crassus, Ghouls pg 98
- Gravenor, Ghouls pg101

- Hostewick, Invictus pg 154

If a Ghoul is embraced, carry out the procedure on page 87 of the Ghoul's book. Then, recalculate the new XP costs either placing the character into XP debt or giving them extra XP to spend.

Any Ghoul only merits or family Strengths/Weaknesses are lost when embraced and any XP spent on them is refunded.

# Systems

---

## Blood Use

When Vitae is spent to add to physical dice pools they will only add a maximum bonus equal to the base level attribute being used in the test or +5 whichever is greater. Augmentation in this fashion is in addition to any other bonuses and is not subject to any capping limitations that other bonuses might have

## Blood Bonds

A blood bond may only increase one stage per night regardless of the number of separate drinks taken.

If your regnant dies the bond will fade in (12 minus your Blood Potency) months.

Your character can only have one level three blood bond to another character but they can have any number of one or two point blood bonds to other characters even after the initial three point blood bond has been formed.

Should a PC's regnant leave play through retirement or long term inactivity, it is considered a GST Approval to maintain the blood bond and this will only be considered if it is an active NPC. If the retired PC has simply vanished or moved into the background to the point of not impacting on the chronicle, the blood bond will be treated in the same way as a blood bond to a deceased PC – i.e. will degrade over (12 minus your Blood Potency) months.

## Blood/Vitae Addiction

The mechanics and penalties for Blood Addiction remain the same with one key difference.

If your character enters Torpor, instead of spending 25 years in this state to remove the addiction they can remain in Torpor for the standard duration (calculated using the characters current Humanity and Blood Potency, see Torpor section) and choose to drop one level in Blood Potency (in addition to any drop in Blood Potency that normally happens).

If the player chooses to do this the Blood addiction is cured and the XP refunded for this level of BP is halved and placed into the Age XP. It's a high cost but Blood Addiction can lead to far worse things like Diablerie.

## Childe

For each 50 years, or part thereof, since a kindred was embraced, they may have embraced a Kindred in their background. A kindred that has not embraced in background and is at least 50 years old may embrace one Kindred in play with no cost. Additional embraces would still require the cost of 1 Willpower dot.

## Diablerie

Diablerie veins last in the aura for 3 months per level of Blood Potency of the Kindred who was diablerised. Diablerie requires a Genre Notification if enacted in play which should include the Names (IC & OOC) of everyone involved, benefits gained, etc.

Only name National level NPC's can be diablerised for a benefit. All other NPC's can be diablerised but no mechanical benefits are gained – the disadvantages however still apply.

## Fighting Styles

The physical disciplines Celerity, Resilience, Vigour and Devotions can only be used with a Fighting Style when they are specifically listed in that Fighting Styles requirements.

This restriction does not include those Fighting Styles which boost defence or resistance stats.

## Golconda

The path to Golconda is a National plot kit and will require a long term commitment from both the player and the character. This means that you must consider your characters dedication to achieving it as the rewards may not be immediate or tangible in the short term.

## Humanity

Vampire PC's make use of the Morality stat rules found in the Universal Addendum.

## Lost Reflection

Before Kindred would instinctively avoid anything that would cast a reflection or record their image. As of the evening of September 3<sup>rd</sup> 2017 they would no longer cast a reflection or be visible in pictures or recordings unless they willed it so.

## Background

If your character was a Kindred between August 2017 and 3<sup>rd</sup> September 2017 they would have been affected by a number of changes. In the first week you were waking up early and staying awake for longer with no effort. This disappeared in the second week when you no longer felt the need to flee in the presence of fire or sunlight. This faded as well and in the third week you were able to use more of your vitae than usual and animal blood tasted nice but was also able to sustain you.

On Saturday 2<sup>nd</sup> September your character would have woken from their sleep and no longer be able to spend more Vitae than usual and animal blood would of no longer be appealing to your tastes. If you were of significant age you would no longer be able to drink animal blood as well.

From this evening whenever your character touched any religious symbol (Christian Cross, Star of David, symbol of Hecate etc), whether or not it's one they believe in it would of caused severe burning pain (lethal damage). This would of continued for as long as you remained touching the symbol (why would you?!?).

Whenever you were in the presence of any of these symbols it caused you great discomfort and removing them from sight is the only way this could be lessened. Covering it with a cloth or hiding it away in a bag would have been sufficient.

Near the end of that evening should you have touched a religious symbol again it would of no longer caused any severe damage but only mild bruising (bashing damage). This would have remained for the rest of the night.

On Sunday 3<sup>rd</sup> September this effect would have still been in place but as the night progressed it would have gradually lessened, the discomfort of being in the presence of these symbols would have started to recede. If you had touched them during the evening it would have taken prolonged exposure for it cause lasting harm.

At the end of that evening you would have heard in your mind the sound of viscous fluid dripping and splashing into a pool. This would have lasted for about a minute before disappearing entirely. It sounded as if it was all around you when it was present.

After this you no longer experience discomfort in the presence of Religious symbols or took damage from them.

In addition whenever you stood in front of a mirror, took a photo or look at yourself in a recording you would of no longer had a presence, a reflection. No longer would your Beast provoke you to move out of sight but you could stand directly in front of a mirror and there would be no reflection entirely.

This phenomena is still present and has not changed since. If you speak to other Kindred within Great Britain and abroad they would describe experiencing the very same things as yourself (depending on how forthcoming they are).

## **Mechanics**

The OOC mechanical terms the rules for 'The Lost Visage' from the previous addenda and 'Blurred Image' in the Vampire: The Requiem sourcebook are no longer in play.

If your character stands in front of a mirror they will have no reflection. If someone takes a photo of your character an empty space will show where they character stands, like it has been photoshopped out. On recorded video you will not appear at all (though objects that are not yours or another vampires will still do so and sound will still be heard).

You can will your image to appear for a scene by spending a Willpower point. This will allow your reflection to show, to appear in a photo or video for a scene. Following that scene, the reflection, image, recording of you will disappear.

With a great degree of will you can make your image in a photo or recording permanent. This requires the expenditure of a Willpower Dot (which can be purchased back at a later date for 8xp).

Please bear in mind this is a game with supernatural effects and abilities so physically speaking your character still has a physical form which can block objects (but no obscure them). Also should your character be holding an object that is not a possession of theirs and of Size 1 or smaller then this will still appear in the reflection, image or recording so caution is always advised.

Any powers and/or rules that allow a Kindred to affect their reflection or image has been altered to take into account this change. Please see relevant abilities in this Addendum for more information.

## **Predators Taint**

The optional rule limiting Predators Taint at organised Vampiric gatherings found on page 237 of Mind's Eye Theatre: The Requiem is in play.

The brief overview of this rule is that at any organised gathering your Beast is expecting to meet unknown Kindred. Unless otherwise stated while at the gathering your character will not need to make a test for meeting a unfamiliar Kindred. Please note this is only in use while at the Gathering. It does not apply to characters who decide to go elsewhere while at the game.

## **Staking**

The rules for staking remain as per the core books meaning it is a targeted attack with an automatic -3 penalty to the Dice Pool.

There are also the following modifications:

- Any weapon being used for the purpose of staking uses either the traits of a stake (+1) or those of the base weapon, whichever is worse. For example, if staking with a spear it loses its normal bonus to attack and only grants a +1 like a stake.



- Any power that could permanently or temporarily increase the traits of a weapon, or give a bonus to it cannot add to a staking challenge (with the exception of Vigour). E.g. If Legionnaires Blessing was used upon a stake then it wouldn't grant this bonus to the attack pool if being used to stake an opposing Kindred.
- Under no circumstances can Fighting Styles be used by the aggressor as part of challenge to stake a Kindred.
- The defender against a staking challenge Kindred will always receive their basic defence (excluding powers like Celerity) even if restrained. The only instance this would not occur is if they were in torpor. For example, if being restrained a Kindred would still get its defence of 2 if being staked but could not use their Celerity.

## Torpor

### Involuntary Torpor

Torpor durations are based on Blood Potency and Humanity from the point the Kindred fell into involuntary torpor. This could have happened due to sustaining damage, staking or starvation. This is detailed on page 175 of Vampire: The Requiem, but with the reduction of the Base time as shown in the table below.

During torpor Kindred drop Blood Potency at 1 point per 56 days of torpor (to a minimum of BP 1) and gain a point of Humanity at the same rate (to a maximum of Humanity 7 or as appropriate for Cruac practitioners etc). After the full time of torpor has passed, the Kindred may rouse, or elect to continue in torpor, for whatever reason. If the character elects to continue in torpor then it is considered a voluntary torpor from that point onward.

Please note that if staked the Kindred remains in torpor until un-staked. During this time they will still suffer the consequences of torpor, so their Blood Potency may reduce and Humanity may increase depending on how long they are kept in this state.

	Humanity 10	Humanity 9	Humanity 8	Humanity 7	Humanity 6	Humanity 5	Humanity 4	Humanity 3	Humanity 2	Humanity 1
BP 1	1 Day	2 Days	3 Days	5 Days	7 Days	14 Days	21 Days	35 Days	56 Days	91 Days
BP 2	2 Days	4 Days	6 Days	10 Days	14 Days	28 Days	42 Days	70 Days	112 Days	182 Days
BP 3	3 Days	6 Days	9 Days	15 Days	21 Days	42 Days	63 Days	105 Days	168 Days	273 Days
BP 4	4 Days	8 Days	12 Days	20 Days	28 Days	56 Days	84 Days	140 Days	224 Days	364 Days
BP 5	5 Days	10 Days	15 Days	25 Days	35 Days	70 Days	105 Days	175 Days	280 Days	455 Days
BP 6	6 Days	12 Days	18 Days	30 Days	42 Days	84 Days	126 Days	210 Days	336 Days	546 Days
BP 7	7 Days	14 Days	21 Days	35 Days	49 Days	98 Days	147 Days	245 Days	392 Days	637 Days
BP 8	8 Days	16 Days	24 Days	40 Days	56 Days	112 Days	168 Days	280 Days	448 Days	728 Days
BP 9	9 Days	18 Days	27 Days	45 Days	63 Days	126 Days	189 Days	315 Days	504 Days	819 Days
BP 10	10 Days	20 Days	30 Days	50 Days	70 Days	140 Days	210 Days	350 Days	560 Days	910 Days

## Voluntary Torpor

A Kindred may choose to enter torpor voluntarily for a variety of reasons be that an intention to lay low or perhaps remove their addiction to Kindred Vitae. Whatever the reason the length of time spent in torpor and the consequences (as well as the dreams) are not as severe.

If the character is in torpor voluntarily then for calculating torpor duration the characters Blood Potency counts as 1 (regardless of their actual BP unless another rule or power states otherwise). Your characters humanity however remains unchanged and the rest of the rules affecting voluntary torpor found on page 176 of Vampire: The Requiem still apply.

For example:

*Jack decides he wants to escape from Jill by going into torpor. Their BP is 10 and Humanity 5. Because they've decided to enter torpor voluntarily the duration is calculated using their Humanity 5 and BP 1. This means they spend 14 days in torpor before they can make a test to wake up as per the rules in Vampire: The Requiem.*

## Downtimes

A Kindred who is in Torpor for an entire downtime cycle (as defined in the Universal Addendum) is unable to take Downtime actions.

A Kindred who is in Torpor for part of a cycle may receive a reduced number of actions as follows:

- Less than 14 days = 3 Actions
- 14 to 21 days = 2 Actions
- More than 21 days = 1 Action

Merit based bonus actions are only affected if they require the Kindred's direct input, otherwise they are unaffected.

## XP Refund

Characters that have Blood Potency reduced when in torpor regain half the XP used to purchase the Blood Potency, this XP is placed into the Age XP pool and it's recommended that the player wait at least three months before looking at increasing their Blood Potency again. The corresponding increase in Humanity however is at no cost.

For example:

*Jack is BP10 and Humanity 5. They enter torpor, their normal duration is 140 days. After that time they have become BP 8 and Humanity 7 (This is because they drop 1 BP and increase 1 Humanity every 56 days). If they choose to awaken then they are entitled to a refund of half the XP lost.*

*Their XP is calculated as follows:*

*BP 10 to BP 9 = 80XP, BP 9 to BP 8 = 72XP*

*80XP + 72XP = 152XP*

*152XP / 2 = 76XP*

*Therefore the refunded XP is 76XP*

The Torpor memory rules from The Blood Sourcebook are in play.

# Appendix 1: Bloodlines

The following is a list of bloodlines within the Requiem genre and their corresponding approval level. Bloodlines marked with an asterisk (\*) have been modified by this addenda – see clarifications below.

## Genre Notification

The following are approved by the LST with GST notification.

Bloodline	Brief Description	Prerequisites	Page Ref
Agonistes	Scholars and historians, all experts on the lore of torpor and how to resist it's muddling of memory and dreams.	<i>Mekhet only</i>	Chosen pg16
Annunaku*	This bloodline espouses supreme authority over their territory, often as benevolent dictators.	<i>Gangrel only</i>	Invictus pg159
Anvari*	Drug addicts who view such substances as a path to spiritual awakening, who can experience them only through consuming the blood of high mortals.	<i>Daeva only</i>	Hidden pg20
Baddacelli*	Blind predators who chiefly live underground, this bloodline has incredible control over their other senses, and their ability to manipulate sound.	<i>Nosferatu only</i>	Chosen pg26
Bron*	A fallen bloodline, who feels destined to rule but are cursed to be unable to do so, they continually seek out new territories in the hope of one day finding that will accept them.	<i>Ventrue only</i>	Legendary pg10
Caporetti	Predators who stalked icy trenches during the great wars, vanishing prey as they pleased.	<i>Nosferatu only</i>	AB pg18
Carnival*	A band of twisted and mutated Kindred, they spurn life amongst their fellows, instead choosing to parade before and horrify the public with their shows.	<i>Daeva only</i>	Legendary pg23
Carnon	A modern bloodline, heralding from a deviant punk artist, was created as a mistake when he confused Wicca teachings with real occult knowledge. They are ill reputed, for as their humanity grows distant they take more and more the form of a beast.	<i>Gangrel only</i>	Crone pg168
Childer of the Morrigan	Fierce warriors who historically have served as the military arm of the Circle of the Crone, but have in modern times fallen out of favour and respect.	<i>Gangrel only</i>	Crone pg172
Deucalion	Arrogant to the extreme, the Deucalion believe they are perfect beings who can do no wrong, and they look down	<i>Ventrue only</i>	Carthians pg160

	with contempt at Kindred and mortals alike for their failings -- an area they possess great power over.		
Duchagne*	Descendants of fickle and hedonistic nobility, who possess the ability to manipulate the emotions of others.	<i>Daeva only</i>	Chosen pg36
Erzsébet*	A bloodline which believes age to be a poison and corruptor of the Kindred. They seek to do and see everything under the sun, and to one day, all else in their lives completed, walk under it one final time.	<i>Daeva only</i>	Daeva pg114
Hounds of Actaeon	A bloodline which ritually hunts human prey, using all the modern tools of the trade.	<i>Gangrel only</i>	Gangrel pg111
Icarians*	Followers of a legendary murdered archbishop, the Icarians see themselves as pious and noble lords who believe they are natural rulers over all.	<i>Ventrue only</i>	Lancea pg167
Libitinaris	Born out of a mortal death cult experimenting with dark magic, this bloodline possess significant power over their torpid fellows.	<i>Mekhet only</i>	Ordo pg155
Malkovians	A Russian-descended bloodline that inflicts insightful madness on its bearers, feared and reviled by other Ventrue.	<i>Ventrue only</i>	VTR pg241
Morbus*	An ancient and infamous bloodline which can only feed on the sick and dying, a condition which they themselves may inflict with impunity.	<i>Mekhet only</i>	VTR pg244
Morotrophians*	Haunters of closed facilities such as asylums or prisons, this cruel bloodline preys on the trapped, weak, and helpless.	<i>Nosferatu only</i>	Hidden pg68
Mortifiers of the Flesh*	Tormented by the belief that the Curse is a divine punishment, each member of this unique bloodline (anyone of BP 4+ may join regardless of clan) inflicts horrific wounds upon themselves in atonement.	Any Clan	Lancea pg170
Nelapsi*	Legendary for their heinous appetite that is none the less equally renowned for their cautious and manipulative feeding methods.	<i>Daeva only</i>	Hidden pg88
Noctuku*	Cannibals and devourers of Kindred flesh, feared as urban legends throughout Kindred society.	<i>Nosferatu only</i>	Chosen pg46
Norvegi*	A scorned bloodline that lacks fangs, they none the less have the power to manipulate flesh, bone, and Vitae, warping it to their command.	<i>Mekhet only</i>	Mekhet pg84
Order of Sir Martin*	A diseased order of chivalrous and law-abiding Kindred, who have sworn fealty to the Invictus and serve as their secret police.	<i>Nosferatu only</i>	AB pg137

Osites*	A small and nearly extinct bloodline, they are fascinated by death, thinking it holds the key to enlightenment.	<i>Mekhet only</i>	Lancea pg173
Players	They seek to be beautiful and untroubled like those in popular media, they are amongst the most reviled beings in the World of Darkness.	<i>Mekhet only</i>	Legendary pg116
Rakshasa	An ancient Indian bloodline of warrior merchants, they are well reputed for their furious temper and vast connections.	<i>Gangrel only</i>	Hidden pg116
Richmond (Oberloch)*	Masters of rural areas in Yorkshire, descendants of a mortal family cruelly embraced by a Gangrel long ago.	<i>Gangrel only</i>	Hidden pg96
Rötgrafen	Descendants of Nordic pirate raiders, who have not completely forgotten their roots.	<i>Ventrue only</i>	Chosen pg56
Sotoha	A bloodline dedicated to the principles of the Samurai, chiefly loyalty. They swear allegiance to a master whom they serve faithfully and dutifully.	<i>Ventrue only</i>	Invictus pg170
Spina	Sharing membership with a sacred order, this bloodline is famous for its courtesy, politeness, and courage. They frequently take part in inquisitions to destroy any who seriously harm their members.	<i>Daeva only</i>	Invictus pg173
Taifa*	Refined and sophisticated Gangrel from Islamic North Africa, who prize art, scholarship, and culture.	<i>Gangrel only</i>	Chosen pg75
The Cockscomb Society*	Nosferatu who refuse to allow their vampirism to kill their humanity, humanity being things they equate with high society rather than spiritual qualities.	<i>Nosferatu only</i>	Nosferatu pg106
The Mara*	Dwellers in water and wet places, this bloodline is deeply pious and worships a spirit of water.	<i>Gangrel only</i>	Crone pg180
Tismanu*	Pious and contemplative, this bloodline is older than Dracula but faithful to the Ordo, offering its Eastern Orthodox beliefs and courtesy to their fellows.	<i>Mekhet only</i>	Ordo pg164
Toreador	Lovers and creators of art, descended from a legendary and proud Spanish nobleman.	<i>Daeva only</i>	VTR pg246

## Genre Approval

The following require approval by the GST.

Bloodline	Brief Description	Prerequisites	Page Ref
Mnemosyne	A bloodline with power over memory, they possess knowledge that is the envy of all Kindred -- knowledge which drives many Mnemosyne elders mad.	<i>Mekhet only</i>	Mekhet pg82

# Clarifications

**Annunaku:** The bloodline Weakness is replaced with the following:

The first time an Annunaku leaves its territory in an evening they must spend 1 Vitae. If they repeatedly leave their territory that same evening they do not have to spend any more Vitae. Should an Annunaku wake in the evening outside of their territory for any reason they automatically spend this additional 1 Vitae.

**Anvari:** The bloodline Weakness is replaced with the following:

Members of the Anvari have difficulty in gaining sustenance from any victim that isn't intoxicated. As a result Anvari suffer from the Difficult Feeding penalty on any of their Feeding Pools and Starting Vitae (see Feeding document).

The discipline Nepenthe may be used in place of Majesty in a Feeding Pool (see Feeding document). The penalty for Difficult Feeding is reduced to -1 if used in this fashion.

**Bron:** The bloodline Weakness is replaced with the following:

Should the Bron remain within an area for too long the land itself begins to reject them. When the Bron first returns to a location after leaving it earlier that evening they must spend 1 Vitae. This will only happen once, if they repeatedly return to the same location in one evening they do not have to spend any more Vitae. A location could be anything from the size of a shed to a particular street. This should encourage the Bron to never remain in the same territory for too long or suffer the consequences.

In addition the Bron cannot purchase any of the Location merits above the first dot.

**The Carnival:** Instead of a choice of Weakness members of the Carnival possess the Nosferatu Weakness (in addition to their clan one) and reduce their total speed by 4.

**Childer of the Morrigan:** Members of the Childer of the Morrigan *must* always be a member of a Covenant. This choice is not restricted to the Circle of the Crone, they can choose any.

As a result the bloodlines Weakness may be triggered by disfavour within the Covenant they are a member of.

**Duchagne:** The discipline Licencieux may be used in place of Majesty in a Feeding Pool (see Feeding document).

**Erzsébet:** The Erzsébet Weakness comes into effect after every 6 months in play rather than 50 years.

**Icarians:** In addition to the Weakness given in the rules, Icarians will always start their home game with half their starting Willpower (rounding down) as opposed to being on full.

*For example, Jack is an Icarian and has a maximum total Willpower of 11. At the beginning of their local game he will start with only 5 Willpower (11 divided by 2, rounded down). During the month Jack can increase their total from indulging his Vices or Virtues but at the start of their local game their current Willpower will drop to half their starting Willpower.*

**Libitarius:** The discipline Mortualia **may not** be bought by non-members of the bloodline.

**Morbus:** Members of the Morbus suffer from the Difficult Feeding penalty on any Feeding Pool and their Starting Vitae pool (see Feeding document).

In addition as they are universally reviled and hunted when revealed (see Settings document) no Morbus can have Clan, Covenant or City status higher than 2.

**Morotrophians:** The bloodline Weakness is replaced with the following:

The first time a Morotrophian leaves an Institution (as defined by the Bloodline) in an evening they must spend 1 Vitae. If they repeatedly leave an Institution that same evening they do not have to spend any more Vitae. Should a Morotrophian wake in the evening outside of an Institution for any reason they automatically spend this additional 1 Vitae.

**Mortifiers of the Flesh:** The bloodline disciplines are the three core ones from the original clan plus Scourge.

**Nelapsi:** The Nelapsi receive a penalty on any Feeding Pool equal to their Blood Potency and their Starting Vitae is reduced by the same amount (see Feeding document).

**Noctuku:** Members of the Noctuku suffer from the Difficult Feeding penalty on any Feeding Pool and their Starting Vitae pool (see Feeding document).

The discipline Phagia may be used in place of Nightmare in a Feeding Pool (see Feeding document).

**Norvegi:** The bloodline Weakness is replaced with the following:

Due to the lack of fangs the Norvegi find it difficult to feed carefully. As a result the Norvegi suffer from the Difficult Feeding penalty on any Feeding Pool and Starting Vitae (see Feeding document). This cannot be negated in any way by use of Bloodworking.

In addition because of their commonly known reputation as Assassins they count both their City, Clan and Covenant Status as 1 less (to a minimum of 1) in any of their interactions.

**Order of Sir Martin:** Members of this bloodline who are also members of the Invictus do not receive a discount on Fighting Styles merits but still receive it on the Herd merit.

**Osites:** Members of the Osites suffer from the Difficult Feeding penalty on any Feeding Pool and Starting Vitae (see Feeding document).

**Richmond (Oberloch):** This bloodline originates from Yorkshire and uses all the rules for the Oberloch bloodline except for the Weakness.

The Richmonds Weakness is as follows:

Richmonds may not have superhuman Physical Attributes for Blood Potency over 5. For each level of Blood Potency over 1, reduce the maximum level of one Physical attribute by 1.

*For Example, Jill is a BP 5 Richmond, so they must make 4 reductions on the maximum of their Physical attributes. Jill chooses to reduce Strength twice and Dexterity twice. Jill's new Physical attribute maximums are Strength 3, Dexterity 3 and Stamina 5.*

**Taifa:** The bloodline Weakness is replaced with the following:

The Taifa bloodline works better when cooperating with others of its kind. As a result if the Taifa has not spent a Downtime action Pack Hunting with another character their Starting Vitae is reduced by 1 (see Feeding document).

In addition unless they are working with another Vampire while feeding in game any Feeding Pool they utilise is reduced by 1 (see Feeding document).

**The Cockscomb Society:** In addition to the Weakness given in the rules, Members of the Cockscomb Society will always start their home game with half their starting Willpower (rounding down) as opposed to being on full.

*For example, Jack is a Cockscomb and has a maximum total Willpower of 11. At the beginning of their local game he will start with only 5 Willpower (11 divided by 2, rounded down). During the month Jack can increase their total from indulging his Vices or Virtues but at the start of their local game their current Willpower will drop to half their starting Willpower.*

**The Mara:** Members of the Mara suffer from the Difficult Feeding penalty on any Feeding Pool and Starting Vitae (see Feeding document).

**Tismanu:** Each Tismanu must identify a specific Location merit to act as their haven for their bloodline Weakness. Only dots on the Tismanu's character sheet count towards this if it is a Shared Location.

## Appendix 2: Merits

The following is a list of all the Merits within the Requiem genre and their corresponding approval level. Merits marked with an asterisk (\*) have been modified by this addenda – see clarifications below.

### Not in Play

The following merits are not in play and any XP or creation points that have been spent on them are automatically refunded.

Merit	Brief Description	Prerequisites	Page Ref
House Membership	Removed from play and this merit is no longer needed as a prerequisite for other merits.	N/A	<i>Invictus pg187</i>
Hypnosis	Removed from play.	N/A	<i>VII pg149</i>
Noble Heritage	Removed from play.	N/A	<i>Rome pg111</i>
Zeal	Removed from play.	N/A	<i>AM pg68</i>
Bad Breeding	Removed from play.	N/A	<i>Ventrue pg105</i>
Good Breeding	Removed from play.	N/A	<i>Ventrue pg105</i>

### Ghoul Only Merits

The following merits can only be taken by PC or NPC Ghouls. Should a character that owns one of these merits stop being a Ghoul for any reason (Being Embraced or no longer possessing a Regnant) then the merit is lost and any XP spent on them is refunded.

Merit	Brief Description	Prerequisites	Page Ref
Source Sympathy		Ghoul Only	<i>Ghouls pg73</i>
Sexualised	You have a carnal aura that benefits Presence or Manipulation	Ghoul Only	<i>Ghouls pg73</i>
Unobtrusive		Ghoul Only	<i>Ghouls pg74</i>

### Local Approval

The following require approval from the LST.

Merit	Brief Description	Prerequisites	Page Ref
Cacophony Listener	You have a familiarity and comprehension of many subtle methods of communicate used by Kindred.	Daeva	<i>Daeva pg116</i>
Carthian Lawyer	You are adept at twisting Carthian Law for your own purposes.	Carthian, Academics 1	<i>Carthian pg184</i>



Carthian Pull	You may substitute dots in this merit for dots temporary Contacts, Location, Herd or Resources.	Carthian	<i>Carthian pg181</i>
Close Family	You have a close vampiric lineage granting you a one off bonus to Persuasion or Empathy concerning a vampire of your lineage.	Daeva	<i>Daeva pg117</i>
Coder Clique	You gain 9-Again on Computer rolls.	Carthian, Computer 2	<i>Carthian pg181</i>
Current Events Circle	You gain 9-Again on Politics rolls.	Carthian, Politics 2	<i>Carthian pg182</i>
Debate Club	You gain 9-Again on Persuasion rolls.	Carthian, Persuasion 2	<i>Carthian pg182</i>
Distant Sympathy	You can sense another through Blood Sympathy, no matter the distance.	Blood Potency 6	<i>AM pg 67</i>
Doll Face	You awaken from sleep every night automatically groomed.	Mekhet	<i>Mekhet pg118</i>
Dream Visions *	Fragments of Dreams during your sleep provide assistance during your waking hours.	Mekhet	<i>Mekhet pg119</i>
Encounter Group	You gain 9-Again on Empathy rolls	Carthian, Empathy 2	<i>Carthian pg182</i>
Haunted Channel	Ghost gains a +1 bonus per dot while in your presence.	Nosferatu	<i>Nos pg109</i>
Haunted Hand	You gain a +1 bonus per dot in all interactions with a ghost, such as exorcism or communication.	Nosferatu	<i>Nos pg109</i>
Herd*	You have a faithful group of kine upon which one can easily feed. This grants you Vitae equal to dots for your Starting Vitae Pool.		<i>VtR pg101</i>
Inherited Resistance (Ventrue)	You gain a bonus to resist Animalism and Dominate from other Ventrue; four dot variant provides resistance from all clans.	Ventrue, Animalism 1 or Dominate 1	<i>Ventrue pg106</i>
Inhuman Resistance (Gangrel)	You gain a bonus to resist Majesty and Dominate but a weakness to Animalism.	Gangrel	<i>Gangrel pg113</i>
Lab Section	You gain 9-Again on Medicine rolls.	Carthian, Medicine 2	<i>Carthian pg181</i>
Location (Altar)*	You gain a bonus for Cruac rituals cast at the altar.	Crone	<i>CotC pg40</i>
Location (Dark Temple)*	You gain a bonus for Theban rituals cast within the Temple.	Lancea Sanctum	<i>Nos pg115</i>
Location (Geomantic Nexus)	You have a specially prepared area which provides bonuses to specific actions within.	Ordo Dracul	<i>Ordo pg 202</i>
Location (Necropolis)*	You increase your Location (Security), Location (Size) and Location (Occultation) by 1 dot.	Nosferatu	<i>Nos pg115</i>
Location (Tomb)*	You add dots in Tomb to your Location (Security) for the purposes of repelling intrusion.	Any Location merit	<i>AM pg67</i>

Lordly Palette	You may discern information about a subject through the consumption of their blood.	Ventruue	<i>Ventruue pg106</i>
Mind of the Devouring Worm	Functions as Eidetic Memory but can be purchased after character creation.	Ordo Dracul, Intelligence 3	<i>Ordo pg 203</i>
Mind of the Inscrutable Hydra	You can switch your mind to a state that penalises intelligence tests but grants resistance to mind reading attempts.	Ordo Dracul, Mind of the Unblinking Serpent.	<i>Ordo pg 203</i>
Mind of the Unblinking Serpent	Once activated you can determine if Dominate or Obfuscate has been used on your character.	Ordo Dracul, Mind of the Devouring Worm.	<i>Ordo pg 203</i>
Mysteries of Vitae*	You are able to identify characteristics of the vitae as others can by tasting it, and understand it well enough to learn a rare Discipline or be Avused into a bloodline.	Ordo Dracul	<i>Vampire Addenda</i>
Night Doctor Surgery	You can perform surgery to convert lethal into bashing damage or aggravated into lethal damage.	Carthian, Medicine 3	<i>Carthian pg183</i>
Of Rose and Thorn	You can use Animalism on plants.	Blood Potency 2, Animalism 2	<i>Gangrel pg113</i>
Pack Blooded	You gain significant combat bonuses when nearby other coterie mates who share this merit, but experience a penalty to degeneration in their presence as well.	Gangrel	<i>Gangrel pg114</i>
Remnant of Clarity	You can keep a year of memory completely clearly through the Fog of Ages, each dot adds dice to rolls to remember it.	Blood Potency 4	<i>AM pg66</i>
Retainer*	Loyal agent, employee or cohort with influence and capability proportional to dots in this Merit		<i>WoD pg116</i>
Savage Kenning	You gain a bonus to interactions with a specific type of animals.	Gangrel, Animalism 1	<i>Gangrel pg114</i>
Social Chameleon	You gain a bonus to all social rolls within a specified subculture.	Daeva, Equal to or less than Fame dots	<i>Daeva pg115</i>
Speaker for the Eclipsed	You can telepathically commune with a torpid fellow, at a distance of up to five miles per dot in this merit.	Invictus, Torpor Connection 3	<i>Invictus pg188</i>
Study Group	You gain 9-Again on Academic rolls.	Carthian, Academics 2	<i>Carthian pg181</i>
Swarm Mind	You can transform into a swarm of small animals, but suffer mental derangement for a time after reforming.	Gangrel, Protean 4	<i>Gangrel pg 114</i>
Tenacious Consciousness	You gain a +2 bonus to awaken from torpor or daytime slumber due to external threats.	Resolve 3	<i>AM pg67</i>
The Right Bar	You gain 9-Again on Streetwise rolls.	Carthian, Streetwise 2	<i>Carthian pg181</i>

Theater Society	You gain 9-Again on Expression rolls.	Carthian, Expression 2	<i>Carthian pg181</i>
Torpor Connection	You can telepathically commune with a torpid member of your House, at a distance of up to five miles per dot in this merit.	Invictus, Presence 2	<i>Invictus pg187</i>
True Worm	You can stay awake through the day, functioning at 1/2 max speed (rounding down). Must be 30 feet or more underground, in tunnels never touched by the sun. Increases damage given by sunlight by +1.	Nosferatu	<i>Nos pg109</i>
Unyielding Mask	You permanently affix a mask to your face, granting +2 to resist mental and social Disciplines. With four dots, it also grants +1 to any appropriate Social skill.	Nosferatu	<i>Nos pg110</i>
Vice over Virtue	You reverse how one regains Willpower through Vice and Virtue.	Blood Potency 3, Humanity less than 4	<i>AM pg68</i>
Virtue's Twin	Your torpor duration uses the Humanity of the highest of those in your House who possess this merit.	Invictus	<i>Invictus pg188</i>
Vitae Connoisseur	You have a specific type of Kine (blondes, terrified victims, etc.) and regain a point of Willpower when feeding from them. This only works once a night.	Blood Potency 3	<i>AM pg68</i>
Voyeur	Once per session, regain Willpower as someone else indulges their vice. Three dots requires you to act as a tempter, with five dots simply observation will suffice.	Daeva	<i>Daeva pg117</i>
Will of Dynasty	Any attempts to compel your character to act against their House is resisted as if you had spent a willpower point.	Invictus	<i>Invictus pg188</i>

## Genre Approval

The following require the approval of the GST Requiem (note: some may have other restrictions on which character types may purchase them).

Merit	Brief Description	Prerequisites	Page Ref
Ghost Eater	You can feed on ghostly Essence through their anchors; overuse can result in the loss of the ability to feed on blood.	Learnt to feed on Ghosts while in the Underworld.	<i>Book of the Dead pg54</i>
Tap of the Torpid Mind	You can briefly use the skill or discipline of the target of Speaker for the Eclipsed.	Invictus, Speaker for the Eclipsed	<i>Invictus pg188</i>
Shadow Cult (Moirai)	This represents you being a member of this Shadow Cult and where you are in its hierarchy.	Mekhet or Daeva	<i>Invictus pg188</i>

# Clarifications

**Dream Visions:** The mechanics for this merit are replaced with the following:

Upon meeting a new person you gain +1 to your first Empathy roll. When investigating a place you haven't been before you gain +1 to your first investigation roll. These bonuses can be applied to a power used (Auspex for example) as long as they use empathy or investigation in their dice pool.

**Herd:** See Blood Document.

**Retainer:** Any retainer can be transformed into a Ghoul. For each Ghoul retainer your character must subtract 1 Willpower and 1 Vitae from their total at the start of the game. This happens after all calculations and refreshes of Willpower have been made.

A Ghoul retainer may only spend Vitae for healing, discipline activation and other related actions with Vitae it has gained from drinking from a Vampire character.

**Location (Altar):** This merit must be attached to an existing location merit.

**Location (Dark Temple):** This merit must be attached to an existing location merit.

**Location (Geomantic Nexus):** This merit must be attached to an existing location merit.

**Location (Necropolis):** This merit must be attached to an existing location merit. The location's Size, Security and Occultation are considered to be one dot higher. If this is a shared location than all characters must possess this merit in order for the location to receive this bonus.

**Location (Tomb):** This merit must be attached to an existing location merit. The location's Security is increased by the number of dots in this merit for purposes of repelling intruders. If this is a shared location than all characters must possess this merit in order for the location to receive this bonus.

**Mysteries of the Vitae:** Some members of the Ordo Dracul learn of secret and esoteric ways to analyse the blood of Kindred. This allows them to accomplish things that most kindred can only do by tasting vitae. The exact method varies between kindred: some using alchemical lembics, others trained hellhounds and still others enchanted mass spectrometers. Exploring the mysteries of a kindred's vitae requires obtaining a sample (equal to 1 point):

**Shadow Cult (Moirai):** Details of this are kept with the GST. If you would like your PC to be involved with this Shadow Cult ask your LST to contact the GST.

## Appendix 3: Devotions

The following is a list of all the Devotions within the Requiem genre and their corresponding approval level. Devotions marked with an asterisk (\*) have been modified by this addenda – see clarifications below.

### Local Approval

The following require approval from the LST.

Devotion	Prerequisites	Page Ref
22 Solid	<i>Protean 2, Resilience 2, Carthian Movement</i>	Carthian pg195
Abdo Cordis	<i>Auspex 3, Mortualia 3, Libitarius Bloodline</i>	Ordo Dracul pg 199
Appaling Lure	<i>Majesty 4, Phagia 3, Noctuku Bloodline</i>	Bloodlines: The Chosen pg 54
Arcane Sight (Crúac)	<i>Auspex 2, Crúac 1, Circle of the Crone</i>	Vampire: The Requiem pg150
Arcane Sight (Theban)*	<i>Auspex 2, Theban 1, Lancea Sanctum</i>	Vampire Addendum
Army of One	<i>Auspex 3, Obfuscate 4, Carthian Movement</i>	Carthian pg199
Aversion Curse	<i>Dominate 2, Nightmare 2, Carthian Movement</i>	Carthian pg196
Behind the Throne	<i>Majesty 2, Obfuscate 2, Carthian Movement</i>	Carthian pg196
Beloved Pet	<i>Animalism 4, Protean 4, Richmond (Oberloch) Bloodline</i>	Bloodlines: The Hidden pg104
Blink*	<i>Dominate 1, Vigor 1, Carthian Movement</i>	Carthian pg200
Bobcat Climbing	<i>Protean 1, Vigor 1</i>	Nomad pg95
Body of Will	<i>Resilience 3, Vigor 1</i>	Vampire: The Requiem pg151
The Bottled Command	<i>Dominate 1, Spoiling 1, Ordo Dracul</i>	Ordo Dracul pg206
Brute Cannot Betray	<i>Animalism 4, Obfuscate 2, Carthian Movement</i>	Carthian pg195
Burrow	<i>Celerity 2, Vigor 2, Capporetti Bloodline</i>	Ancient Bloodlines pg19
Butcher's Hook	<i>Auspex 3, Mekhet</i>	See Below
Call of Courage	<i>Crúac 2, Nightmare 2, Crone</i>	Circle of the Crone pg192
Camouflage*	<i>Protean 2, Obfuscate 2, Hounds of Acteon Bloodline</i>	Gangrel pg112
Churchtower Gaze	<i>Nightmare 2, Majesty 2, Nelapsi Bloodline</i>	Bloodlines: The Hidden pg93
Cleansing Impression	<i>Auspex 3, Obfuscate 3, Carthian Movement</i>	Carthian pg192
Dauntless Spirit	<i>Nightmare 1, Resilience 1, Carthian Movement</i>	Carthian pg193
Dodona*	<i>Auspex 4, Dominate 4, Agoniste Bloodline</i>	Bloodlines: The Chosen pg25
Draught of Revelation	<i>Majesty 2, Spoiling 2, Ordo Dracul</i>	Ordo Dracul pg 207

Dress to Impress	<i>Dominate 2, Majesty 1</i>	New Wave pg32
Exegesis*	<i>Auspex 4, Dominate 2, Agoniste Bloodline</i>	Bloodlines: The Chosen pg24
Eyes of Blood	<i>Auspex 1, Spoiling 1, Ordo Dracul</i>	Ordo Dracul pg207
Eyes of the Beast	<i>Auspex 1, Celerity 1</i>	NH: The Wicked Dead pg95
Eyes of the Dragon	<i>Auspex 2, Coils 1, Ordo Dracul</i>	Ordo Dracul pg199
Faking It	<i>Obfuscate 3, Majesty 1, Players Bloodline</i>	Bloodlines: The Legendary pg127
Flesh of Iron	<i>Protean 4, Resilience 1</i>	Nomad pg95
Forced March	<i>Celerity 2, Resilience 2, Carthian Movement</i>	Carthian pg197
Free Your Blood	<i>Vigor 3, Blood of Beast Coil</i>	Ordo Dracul pg200
Freeze Bones*	<i>Celerity 2, Nightmare 4, Capporetti Bloodline</i>	Ancient Bloodlines pg20
Gimme 50	<i>Dominate 4, Obfuscate 3, Carthian Movement</i>	Carthian pg198
Guardian Vigil	<i>Auspex 1, Celerity 1, Resilience 1, Carthian Movement</i>	Carthian pg197
The Hidden Master	<i>Dominate 5, Protean 2, Rotgrafen Bloodline</i>	Bloodlines: The Chosen pg64
Hive Nexus Gestalt	<i>Auspex 5, Dominate 4, Carthian Movement</i>	Carthian pg194
Hounds of Blood	<i>Animalism 3, Resilience 1, Ventrue Clan</i>	Ventrue pg110
Husk	<i>Celerity 1, Vigor 1, Carthian Movement</i>	Carthian pg191
Ignore*	<i>Dominate 1, Resilience 1, Carthian Movement</i>	Carthian pg200
Immutable Mind	<i>Dominate 1, Resilience 1, Carthian Movement</i>	Carthian pg192
Indomitable Aura	<i>Dominate 3, Resilience 2, Richmond (Overloch) Bloodline</i>	Bloodlines: The Hidden pg105
Instant Adoration	<i>Majesty 3, Celerity 1, Carthian Movement</i>	Carthian pg201
Instantaneous Transformation	<i>Protean 4, Celerity 2</i>	Vampire: The Requiem pg151
Iron Facade	<i>Obfuscate 2, Resilience 2</i>	Vampire: The Requiem pg151
Iron Muscles	<i>Resilience 1, Vigor 1, Carthian Movement</i>	Carthian pg201
Knowing the Stranger	<i>Auspex 4, Obfuscate 4</i>	Vampire: The Requiem pg150
Lessons in the Steel	<i>Resilience 3, Auspex 1</i>	Vampire: The Requiem pg151
Liquid Memory	<i>Dominate 3, Spoiling 3, Ordo Dracul</i>	Ordo Dracul pg207
Loathsome Foe	<i>Nightmare 3, Obfuscate 4</i>	Nosferatu pg111
Love Like Blood	<i>Dominate 2, Resilience 2</i>	Nomad pg96
Makeover	<i>Obfuscate 2, Majesty 1</i>	Bloodlines: The Legendary pg129
Man to Beast	<i>Protean 4, Animalism 1, Dominate 1, Richmond (Oberloch) Bloodline</i>	Bloodlines: The Hidden pg105

Mask of the Beast	<i>Obfuscate 4, Animalism 1</i>	Nomads pg96
Masked Blood	<i>Obfuscate 2, Blood Seeps Slowly, Ordo Dracul</i>	Ordo Dracul pg200
Message in a Bottle	<i>Auspex 3, Dominate 2, Carthian Movement</i>	Carthian pg191
The Message	<i>Dominate 2, Auspex 2</i>	Ventrue pg109
Messenger's Blessing*	<i>Dominate 3, Resilience 1, Ventrue Clan</i>	Ventrue pg109
Monster's Call	<i>Majesty 4, Protean 1</i>	NH: The Wicked Dead pg95
Night Life	<i>Majesty 1, Vigor 1, Daeva Clan</i>	Daeva pg118
Occulted Spirit	<i>Auspex 5, Obfuscate 2, Carthian Movement</i>	Carthian pg194
Palinode*	<i>Auspex 4, Dominate 3, Agoniste Bloodline</i>	Bloodlines: The Chosen pg24
Partial Transformation	<i>Protean 4, Resilience 1</i>	Vampire: The Requiem pg152
Picture Perfect	<i>Obfuscate 4, Majesty 1, Daeva Clan</i>	Daeva pg118
Playing the Part	<i>Nightmare 2, Obfuscate 2, Majesty 1, Cockscomb Bloodline</i>	Nosferatu pg107
Poisoned Chalice	<i>Dominate 4, Majesty 2</i>	Nomads pg96
Predatory Growl	<i>Dominate 2, Animalism 1</i>	Nomads pg96
Quicken Sight	<i>Auspex 1, Celerity 1, Mekhet Clan</i>	Vampire: The Requiem pg152
Quicken the Slumbering Vitae*	<i>Celerity 2, Vigor 2, Nelapsi Bloodline</i>	Bloodlines: The Hidden pg94
Rallying Blood	<i>Resilience 2, Majesty 1, Invictus</i>	Invictus pg213
Regeneration	<i>Protean 4, Resilience 4, Carthian Movement</i>	Carthian pg198
The Rejected Malady	<i>Vigor 2, Resilience 1, Order of St Martin Bloodline</i>	Anicent Bloodlines pg140
Repulsive Mien	<i>Obfuscate 4, Nightmare 2, Order of St Martin Bloodline</i>	Anicent Bloodlines pg140
Repulsive Vapour	<i>Protean 5, Nightmare 1</i>	Requiem for Rome pg119
Rhino's Hide	<i>Protean 4, Resilience 2, Carthian Movement</i>	Carthian pg197
Rime of Salt	<i>Protean 3, Resilience 1, Rotgrafen Bloodline</i>	Bloodlines: The Chosen pg63
Rumour of Dread	<i>Dominate 3, Nightmare 2, Invictus</i>	Invictus pg213
Sample the Earth	<i>Auspex 2, Protean 2, Ordo Dracul</i>	Ordo Dracul pg200
Sanctum of Fear	<i>Nightmare 2, Protean 2</i>	Nomads pg98
Sanguine Strength	<i>Spoiling 1 to 3, Vigor 1 to 3, Ordo Dracul</i>	Ordo Dracul 208
Scent of the Beast	<i>Animalism 3, Auspex 3</i>	Nomads pg98
Searing Wind	<i>Celerity 3, Nightmare 3</i>	Requiem for Rome pg118
See the Reflected Form	<i>Protean 4, Auspex 2, Carthian Movement</i>	Carthian pg200

Shadow Heart	<i>Vigor 3, Nightmare 2, Nelapsi Bloodline</i>	Bloodline: The Hidden pg94
Shivers	<i>Nightmare 2, Celerity 1, Capporetti Bloodline</i>	Ancient Bloodlines pg20
Shout	<i>Dominate 2, Celerity 1, Carthian Movement</i>	Carthian pg200
Soma*	<i>Dominate 4, Auspex 3, Celerity 1, Agoniste Bloodline</i>	Bloodlines: The Chosen pg25
Song of Serenity	<i>Majesty 3, Mimetismo 2, Baddacelli Bloodline</i>	Bloodlines: The Chosen pg35
Stalwart Heart	<i>Majesty 1, Resilience 1, Carthian Movement</i>	Carthian pg192
Stalwart Servant	<i>Dominate 4, Resilience 1</i>	Nomads pg99
Stone Cling	<i>Celerity 1, Vigor 1</i>	Ancient Bloodlines pg21
Strength from Pain	<i>Resilience 3, Vigor 3, Ordo Dracul</i>	Ordo Dracul pg201
Sudden Strength	<i>Celerity 1, Vigor 1, Carthian Movement</i>	Carthian pg201
Syncope	<i>Auspex 4, Dominate 2, Agoniste Bloodline</i>	Bloodlines: The Chosen pg24
The Knights Example	<i>Dominate/Majesty 2, Resilience/Vigor 2, Invictus</i>	Invictus pg213
This Awful Grip	<i>Nightmare 1, Vigor 2, Nosferatu</i>	Nosferatu pg111
Torpid Awareness	<i>Protean 2, Auspex 1, Carthian Movement</i>	Carthian pg199
Torpid Awareness (Advanced)	<i>Auspex 5, Protean 2, Carthian Movement</i>	Carthian pg199
Touch of Deprivation	<i>Auspex 4, Dominate 2</i>	Vampire: The Requiem pg153
Trackless Step	<i>Protean 2, Celerity 2</i>	Requiem for Rome pg119
Undiminished Rage	<i>Animalism 5, Protean 1, Rotgrafen Bloodline</i>	Bloodlines: The Chosen pg64
Undying Familiar	<i>Animalism 4, Protean 2</i>	Gangrel pg115
Unflinching Eye	<i>Auspex 1, Resilience 1, Carthian Movement</i>	Carthian pg193
Unnatural Contortion	<i>Protean 4, Resilience 1</i>	Gangrel pg116
Unseen Master	<i>Dominate 5, Obfuscate 2, Carthian Movement</i>	Carthian pg195
Unspoken Missive	<i>Animalism 3, Protean 1</i>	New Wave pg27
Verdical Tongue	<i>Dominate 2, Majesty 2</i>	Vampire: The Requiem pg153
Vitae Bloat*	<i>Protean 2, Resilience 1, Carthian Movement</i>	Carthian pg193
The Warding Flesh	<i>Phagia 4, Nightmare 2, Noctuku Bloodline</i>	Bloodlines: The Chosen pg55
Wicked Grasp	<i>Nightmare 2, Vigor 1, Nosferatu</i>	Nosferatu pg111
Will to Endure	<i>Resilience 2, Vigor 2, Ordo Dracul</i>	Ordo Dracul pg201
Witch Lights	<i>Nightmare 2, Majesty 1, Nelapsi Bloodline</i>	Bloodlines: The Hidden pg95



# Genre Approval

The following require approval from the GST for player characters. For Non-player characters under the control of the LST they are Local Approval.

Devotion	Prerequisites	Page Ref
Blood from the Boards	<i>Protean 3, Resilience 2</i>	Gangrel pg110
Child of Night	<i>Animalism 1, Beast Sense, Belials Brood</i>	Belials Brood pg142
Cutting of the Strings	<i>Auspex 3, Obfuscate 2, Moirai 1</i>	Mekhet pg109
Discerning Palate	<i>Animalism 2, Belials Feast, Belials Brood</i>	Belials Brood pg142
Disquieting Mien	<i>Majesty 1, Masters Will, Belials Brood</i>	Belials Brood pg143
Encode Vitae	<i>Auspex 3, Meminisse 1, Mnemosyne Bloodline</i>	Mekhet pg109
Manteia	<i>Auspex 3, Celerity 1, Obfuscate 1</i>	Mekhet pg110
Mesmeric Taint	<i>Majesty 3, Predators Allure, Belials Brood</i>	Belials Brood pg143
Song of Bonded Blood	<i>Auspex 4, Scent of Socius, Belials Brood</i>	Belials Brood pg143
Swarm Control	<i>Animalism 4, Majesty 1</i>	Night Horrors: The Wicked Dead pg107
The Methusaleh Effect	<i>Auspex 5, Majesty 5, Obfuscate 3</i>	Mekhet pg110
The Restoration of Things Lost	<i>Meminisse 4, Auspex 3, Mnemosyne Bloodline</i>	Mekhet pg110
The Ritual of Nourishment	<i>Auspex 3, Obfuscate 1</i>	Mekhet pg111
Timed Message	<i>Auspex 4, Celerity 1, Majesty 1, Moirai 3</i>	Mekhet pg111

## Clarifications

**Arcane Sight (Theban):** This power functions exactly the same as Arcane Sight (Cruac) but the requirement for Cruac 1 is replaced with Theban 1.

**Blink:** You must have line of sight to the body part to be affected in order to activate this devotion.

**Butcher's Hook:** Replace the powers effect with the following:

Following the changes to the Kindred condition and images no longer showing in recordings users of this devotion have had to improvise. As before they are not able to make a Kindred in a recording visible but they can identify where one (or multiple) was present and establish whether they have met them before.

The use of this power is an extended action that requires no draw. It also requires the expenditure of multiple Vitae over several turns, the total cost depends on the nature of the recording and the number of Kindred they wish to identify.

First, if the recording is over an hour in length the user must spend 1 Vitae which will allow them to identify at which points within the recording Kindred were present. Once these points have been identified the character will have to bring up those portions of the recording before using the rest of this power. If the recording is short, an image or is already aware of which portions a Kindred is present they do not have to spend this.

Spending 2 Vitae and using a combination of Spirits Touch and Aura Perception the character is able to get a sense or impression of the Beast that is present within the recording. This takes two turns as each power is activated. If it is someone that the character has previously met or interacted with then it should be easy to identify. Should it be someone they have not met or interacted with before, if they later meet them they should be able to recognise the presence of their Beast.

If there are multiple Kindred present in a recording or image, the user of this power can spend an additional point of Vitae for each extra Kindred to get an impression of their Beast. If they choose not to they cannot later spend this additional Vitae to retroactively recognise it. They must reactivate the power as described above and pay the initial cost.

Please note that as this power includes the use of Spirits Touch the user of this power must be touching the picture or projected image throughout its use. It's also important to clarify that at no point is the image made visible to the user or anyone else present. This means they will not be able to describe the Kindred present (unless they recognise their Beast) and it is only the user of this power that gets the impression of the Kindreds Beast.

**Camouflage:** This power does not stack with Obfuscate. Should the user of this power also be under the effects of Obfuscate (or a similar effect) a separate test must be made to locate them should the initial Clash of Wills test be successful.

**Dodona:** Replace the powers effect with the following:

This power only affects vampires. The Dodona is one of the most potent of the Agonistes' rituals. With this power, a Polemicist implants a particular problem, puzzle or piece of knowledge into the vampire's subconscious, such that it continues to consider or work on it while in torpor. This gives the elder unusual insight when they awaken.

Success allows the vampire to gain experience even while asleep. One experience point is earned per month. On an exceptional success, two experience points are earned instead. The roll should be made at the end of the appropriate torpor, rather than the beginning. Experience points earned in this fashion count towards maximum XP that can be earned in a month.

**Exegesis:** Each success on the activation of this power means that the vampire's Humanity is considered 1 higher when calculating the minimum torpor length.

**Freeze Bones:** The dice pool for this power when used on a vampire subtracts (Stamina + Resilience) and lasts for a number of turns equal to successes. A character cannot be targeted by this power more than once per scene. Characters affected by this power cannot attack or full dodge and speed is limited to 2 but otherwise they act normally.

**Ignore:** This power boosts the users Resistance attributes in any situation where the Resistance stat is subtracted from the aggressors dice pool.

**Messenger's Blessing:** This power may not be used on your own character as a shielding power.

**Palinode:** Each success on this power increases the speed of Humanity gain in torpor by 14 days to a minimum of 14 days.

**Quicken the Slumbering Vitae:** You may use this power as a downtime action, the number of successes gained during this action will then be added to your starting vitae for the following month.

**Soma:** Each success increases or reduces the speed of Blood Potency loss by 14 days to a minimum of 14 days and a maximum of 910 days.

**Vitae Bloat:** This power can be activated at the beginning of a game if your characters final Vitae Pool is greater than what they can normally hold.

# Appendix 3: Invictus Oaths

The following is a list of all the Invictus Oaths within the Requiem genre and their corresponding approval level. Invictus Oaths marked with an asterisk (\*) have been modified by this addenda – see clarifications below.

## Local Approval

The following require approval from the LST.

**PLEASE NOTE: A lot of the pre-requisites for Invictus Oaths have been reduced.**

Invictus Oath	Prerequisites	Page Ref
Blood-Tell Oath	<i>Invictus</i>	Invictus pg179
Oath of Blood Alliance	<i>Invictus</i>	Invictus pg184
Oath of Blood Focus*	<i>Invictus, Blood Potency 2</i>	Invictus pg183
Oath of Blood Knives*	<i>Invictus, Auspex 2, Dominate 1</i>	Invictus pg180
Oath of Blood Loyalty*	<i>Invictus, Auspex 2, Majesty 2</i>	Invictus pg186
Oath of Blood Service*	<i>Invictus, Auspex 2, Majesty 1</i>	Invictus pg185
Oath of Burning Blood*	<i>Invictus, Auspex 2, Dominate 1</i>	Invictus pg180
Oath of Running Blood	<i>Invictus</i>	Invictus pg182
Oath of the Awilyah*	<i>Invictus, Blood Potency 2</i>	Bloodlines: The Chosen pg79
Oath of the Bloody Hand	<i>Invictus, Blood Potency 2</i>	Invictus pg182
Oath Unsworn	<i>Invictus, Auspex 3, Dominate 2</i>	Invictus pg180
The Path of Infaq	<i>Invictus, Majesty 1</i>	Bloodlines: The Chosen pg79

## Clarifications

**Oath of Awilyah:** Knowledge of this oath for members not of the Taifa Bloodline is Genre Approval. For members of the Taifa Bloodline it is Local Approval. The participants do not need to be members of a particular covenant. The host must remain within the domain for the duration of the oath.

**Oath of Blood Focus:** The requirements for this oath have been reduced. Participants must be members of the Invictus. Characters must spend one Willpower point for every one of their Downtime actions taken that do not fulfil the contents of the Blood Oath, this Willpower use does not refresh at their Local game and they must start with this Willpower spent.

**Oath of Blood Knives:** The requirements for this oath have been reduced.

**Oath of Blood Loyalty:** The requirements for this oath have been reduced. The liege lord must be a member of the Invictus. A character may not maintain more than one Oath of Blood Loyalty at a time.

**Oath of Blood Service:** The requirements for this oath have been reduced. The liege lord must be a member of the Invictus. 'Suspended' willpower dots may not be bought back with experience. Benefits gained from this Blood Oath cannot exceed the

character's Blood Potency limits. A character swearing this oath must perform at least two downtime actions per month to fulfil it otherwise the oath is broken.

**Oath of Burning Blood:** The requirements for this oath have been reduced.

**Oath of Running Blood:** At least one downtime action per month must be performed to fulfil this oath. Failure to perform this action will cause the blood glass to solidify.

**Oath of the Bloody Hand:** The requirements for this oath have been reduced. The blood within the hand is considered neutral for the purposes of any supernatural effects carried within Vitae. Benefits gained from blood expenditure from the hand with regards to test pools and stat boosting count towards the normal caps. The oath requires at least one downtime action per month towards its fulfilment, failure to do so causes the character to break the oath.

**Oath Unsworn:** The requirements for this oath have been reduced.

**The Path of Infaq:** Knowledge of this oath for members not of the Taifa Bloodline is Genre Approval. For members of the Taifa Bloodline it is Local Approval. The participant does not need to be a member of the Invictus.

# Appendix 4: Coils of the Dragon

---

The following is a list of all the Ordo Dracul Coils of the Dragon within the Requiem genre and their corresponding approval level. Coils marked with an asterisk (\*) have been modified by this addenda – see clarifications below.

## Local Approval

The following require approval from the LST.

Coil of Banes	Description	Page Ref
Conquer the Red Fear	Increased resistance to Frenzy from Fire and Sunlight.	VtR pg210
Surmounting the Daysleep	Spend one willpower to remain awake during the day.	VtR pg210
Sun's Forgotten Kiss	Sunlight at Twilight/Dawn only cause Bashing.	VtR pg210

Coil of Blood	Description	Page Ref
Blood Seeps Slowly*	Add your characters Resolve to Sustained Hunting pool.	VtR pg209
Blood of Beasts	Always able to drink from Animals and Humans.	VtR pg209
Perspicacious Blood*	Divide your Feeding Pool by 2 rather than the standard 3.	VtR pg209

Coil of Beast	Description	Page Ref
Chastise the Beast*	Spend 1 Willpower to resist non-supernatural Frenzy.	VtR pg210
Lure the Beast	'Riding the Wave' costs no willpower and needs only 3 successes.	VtR pg210
Exhaust the Beast	Controlled Frenzy at start of night prevents it for the rest of night.	VtR pg210

Coil of Flesh	Description	Page Ref
The Man Wakes*	Blood Potency is counted as 2 lower for Torpor.	Ordo Dracul pg175
A Taste of Life	1 Vitae to blush of health and eat for a scene.	Ordo Dracul pg175
The Face of Man*	Allow hair/nails to grow. Grants greater control over reflection.	Ordo Dracul pg175

Coil of Soul	Description	Page Ref
Enliven the Face	Humanity does not cap social pools with Mortals.	Ordo Dracul pg175
Salve the Mind	Reroll failed rolls for Derangements.	Ordo Dracul pg175
Quiet the Soul	Spend 1 Willpower to ignore Derangements for a scene.	Ordo Dracul pg175

## Genre Notification

The following require the approval of the LST and notification to the GST.

Coil of Banes	Description	Page Ref
Mortal Burns	Fire damage downgraded to Lethal.	Ordo Dracul pg175

Coil of Blood	Description	Page Ref
Orphaned Blood	Immune to all Blood Ties	Ordo Dracul pg175

Coil of Beasts	Description	Page Ref
Saddle the Beast	May 'Ride the Wave' at will for turns equal to Resolve.	Ordo Dracul pg175

Coil of Flesh	Description	Page Ref
The Bruise of Life	Heal Bashing Damage as if they were Mortal	Ordo Dracul pg175

Coil of Soul	Description	Page Ref
Free the Beast	Commit acts under Frenzy with no memory, 0 Degeneration.	Ordo Dracul pg175

## Genre Approval

The following require the approval of the GST.

Coil of Slumber	Description	Page Ref
The Sleep of Early Years	Humanity counts as 2 higher for Torpor.	Horrors pg87
Denial of Morpheus	All Torpor counts as voluntary.	Horrors pg87
Stir the Blood	Blood Potency is halved (rounding down) for Torpor duration.	Horrors pg87

## Clarifications

**Beast 1 – Chastise the Beast:** This power may not be used to cancel the effects of frenzy caused by supernatural means. For example if your character failed their resistance draw against the power Animalism 5 they would not be able to use this Coil to cancel the effects.

**Blood 1 – Blood Seeps Slowly:** Your Resolve is added to your Sustained Hunting pool before division when calculating your characters Feeding Pool (see Feeding Document).

**Blood 3 - Perspicacious Blood:** Your Sustained Hunting pool is divided by 2 rather than the normal 3.

**Flesh 1 – The Man Wakes:** This does not allow a Kindred to wake themselves from torpor unless the Vitae has been somehow mystically preserved prior to entering torpor.

**Flesh 3 – The Face of Man:** Due to Kindred's reflections disappearing entirely the ability to make your characters reflection appear at will has changed. This Coil now allows you to show as a blurred image on a reflective surface or recording at will. In addition you can spend a Willpower point to become completely visible for the rest of the evening. Your character can turn this off at any point but if they wish to become visible again they must spend another Willpower point which lasts the entire night or until it is turned off.

## Appendix 5: Cruac Rituals

The following is a list of all the Rituals for Cruac within the Requiem genre with their corresponding approval level. Rituals marked with an asterisk (\*) have been modified by this addenda – see clarifications below.

### Not in Play

The following rituals are not in play and any XP or creation points that have been spent on them are automatically refunded.

Merit	Brief Description	Prerequisites	Page Ref
Amemet's Pursuit	Not in Play	<i>Not in Play</i>	Mekhet pg107
Blade of Tu'At	Not in Play	<i>Not in Play</i>	Mekhet pg107
Boyar's Caul	Not in Play	<i>Not in Play</i>	Chosen pg113
Eternal Guardian of the Dark Moon	Not in Play	<i>Not in Play</i>	Crone pg202
Genius Loci	Not in Play	<i>Not in Play</i>	Mekhet pg107
Hawthorn Barrier	Not in Play	<i>Not in Play</i>	Chosen pg114
Imperious Call	Not in Play	<i>Not in Play</i>	Crone pg201
Servant from the Hidden Realms	Not in Play	<i>Not in Play</i>	Crone pg201
The Hand of Seth	Not in Play	<i>Not in Play</i>	Mekhet pg107
The Mothers Blessing	Not in Play	<i>Not in Play</i>	Chosen pg112
The Rite of Going Forth By Day	Not in Play	<i>Not in Play</i>	Mekhet pg107
The Thrashing of Apep's Coils	Not in Play	<i>Not in Play</i>	Mekhet pg107
Veiled Curse	Not in Play	<i>Not in Play</i>	Crone pg202

### Local Approval

The following require approval from the LST.

Merit	Brief Description	Prerequisites	Page Ref
A Child from the Stones*	Create a Gargoyle or destroy another's Gargoyle.	<i>Cruac 5</i>	Crone pg209
As One: Cowans Mark*	Once per night Caster can curse one person with Nosferatu weakness.	<i>Cruac 5</i>	Crone pg210
As One: Eyes of the Wise*	Caster learns one thing about a living person they meet in their territory.	<i>Cruac 5</i>	Crone pg210
As One: Immortal Viands*	Caster can drain territory for blood to wake at night.	<i>Cruac 5</i>	Crone pg210



As One: Make Straight the Royal Highway*	Caster takes no physical or environmental penalties when travelling within territory.	<i>Cruac 5</i>	Crone pg210
As One: Sanctuary*	Once per night can declare an area as Sanctuary. Anyone must contest to enter.	<i>Cruac 5</i>	Crone pg211
As One: Taste the Blood of the Spirit*	If any Disciplines or Magic is used Caster knows and can tell what it is if they have it.	<i>Cruac 5</i>	Crone pg211
As One: The Trees Give Voice*	Once per night Caster can gain information from his territory.	<i>Cruac 5</i>	Crone pg210
As One: The Very Stones Defend Me*	Once per night the territory can attack anyone the Caster wants.	<i>Cruac 5</i>	Crone pg210
Balancing the Four Humours	Caster is immune to environmental penalties for one night.	<i>Cruac 1</i>	Nomads pg93
Barrier of Blood	Applied to portals and doors for 24 hours. Kindred with less BP take damage.	<i>Cruac 2</i>	Coteries pg84
Beloved Deodand	Bonds the caster to a murder weapon, whenever its used gain a Vitae.	<i>Cruac 3</i>	Crone pg206
Bleeding the Tarantula	Creates a shadowy spider which protects Caster in Torpor.	<i>Cruac 4</i>	Nomads pg93
Blood Blight	If successful at the activation roll (which is contested), the victim takes the activation successes in lethal damage (if mortal) or in lost vitae (if vampire)	<i>Cruac 5</i>	VtR pg145
Blood Price	Target has a third (rounding down) of all Vitae stolen from feeding by Caster.	<i>Cruac 4</i>	VtR pg144
Blood Witness	Spend extra Vitae, smear it about an area, may remotely observe said area.	<i>Cruac 1</i>	Coteries pg84
Cheval*	Share targets senses at will for one night per success.	<i>Cruac 2</i>	VtR pg143
Confidence in Adversity	Caster loses 10 again on rolls but gets 1 Willpower at end of scene.	<i>Cruac 1</i>	Crone pg204
Crones Renewal*	Embrace a Childe at BP 2 and lose a BP yourself.	<i>Cruac 5</i>	Crone pg211
Curse of the Ahasversus	Target must test for Predators Taint with every Kindred they meet.	<i>Cruac 5</i>	Nomads pg93
Deflection of Wooden Doom	Caster becomes immune to staking for one night.	<i>Cruac 3</i>	VtR pg144
Drops of Destiny*	Generates a cryptic prophecy granting the user a one off bonus of +1 to any test that evening. Can only be used once per evening.	<i>Cruac 1</i>	Crone pg204

Eye of the Norn*	Reveals who the Caster needs to confront. The Caster gains 8 again on the first contested roll against their chosen target.	<i>Cruac 4</i>	Crone pg208
Feeding the Crone	Mouth inflicts Aggravated damage, successes are bonus to attack, no feeding.	<i>Cruac 5</i>	VtR pg145
Final Service of the Slave*	Sacrifice a Retainer, losing the merit; gain a temporary increase of +2 to an attribute or +3 to a skill they possessed. This lasts for a number of nights equal to the level of Retainer.	<i>Cruac 3</i>	Crone pg206
Fires of Inspiration	For one night, add Cruac to all Craft or Expression rolls to make art.	<i>Cruac 1</i>	Crone pg204
Flower of Demeter	Grow a flower from the corpse of a human. Inspires Kindred or 24 hour blush of life	<i>Cruac 3</i>	Coteries pg85
Fount of Wisdom	Gain skills from the victim they had fed from. Fades in several nights.	<i>Cruac 4</i>	Crone pg208
Harai (Amanot Sukai)	Heals a Mortal or reverses morality loss from a Mortal you have fed from.	<i>Cruac 2</i>	Crone pg153
Maiden Skin	Grants armour equal to successes against attacks that would break skin.	<i>Cruac 2</i>	Crone pg205
Mask of Blood*	May steal the physical form of someone they feed from, lasts until sunrise.	<i>Cruac 4</i>	Crone pg209
Pangs of Proserpina	Target is overcome with hunger and must feed.	<i>Cruac 1</i>	VtR pg143
Path of Thorns*	Creates an area which anyone entering suffer damage, caster is still affected.	<i>Cruac 2</i>	Crone pg205
Pythian Renewal	Target appears 20 years younger for a number of hours.	<i>Cruac 1</i>	Crone pg205
Rain*	Modify Weather in a mile radius, inflicting penalties to anyone affected by the weather. This penalty cannot be circumvented even through the use of another ritual.	<i>Cruac 3</i>	Crone pg207
Rigor Mortis	Target suffers a penalty equal to successes on next physical action.	<i>Cruac 1</i>	VtR pg143
Roving Hut*	Caster adds Crúac dots to Location: Size, Security and Occultation for one scene.	<i>Cruac 5</i>	Crone pg211
Sacrifice of Odin	Cut off part of your body, gain a bonus to Willpower spent until healed.	<i>Cruac 4</i>	Crone pg209
Song of the Blood	Strengthen Blood Ties for one night, can sense through any distance.	<i>Cruac 3</i>	Nomads pg93
Soul's Work	Invest Willpower into Art which can later be used.	<i>Cruac 2</i>	Crone pg206

Succulent Buboos*	Transfer Vitae into lymph nodes, storing more Vitae than BP allows.	<i>Cruac 2</i>	Nomads pg93
Taste of Destiny*	Gain insight into a future event for the following scene regain the first 3 willpower spent on rolls that have failed.	<i>Cruac 3</i>	Crone pg207
Taste of Knowledge	Used during feeding, learn one secret from victim.	<i>Cruac 1</i>	Crone pg204
The Heliolater's Warning	Adds to Wits roll to wake from Sunlight and to stay up during the day.	<i>Cruac 2</i>	Nomads pg93
The Hydra's Vitae	Caster Vitae becomes poison which causes lethal damage when consumed.	<i>Cruac 2</i>	VtR pg143
Tiamats Offering*	Creates a Homunculus Servant.	<i>Cruac 3</i>	Crone pg207
Tickblood*	Cause a mortal to generate an increased quantity of Vitae over the next few days.	<i>Cruac 3</i>	Gangrel pg116
Touch of the Morrigan	Touch does Lethal damage equal to successes. Lasts for a number of hours.	<i>Cruac 3</i>	VtR pg144
Visage of the Crone	Target appears 10 years older for a number of hours.	<i>Cruac 1</i>	Crone pg204
Willful Vitae	Caster becomes immune to Viniculum or Blood Addiction for one night.	<i>Cruac 4</i>	VtR pg145
Wisdom of the Soul	Create prophetic work of art, may later re-roll any one roll that night.	<i>Cruac 2</i>	Crone pg206

## Clarifications

**A Child from the Stones:** Gargoyles created through the use of A Child from the Stones use the character sheet from Vampire: The Requiem p 226. Unless experience points are spent to purchase the Gargoyle as a retainer it ceases to function after the night of creation.

If purchased as a retainer each dot after the first in the merit gives you 10 XP to be spent improving the character sheet for the Gargoyle. The user of this ritual can only have one Gargoyle active at any given time.

It takes up to 2 Downtime Actions over 2 months to create a Gargoyle.

**As One:** Each purchase of the ritual As One represents one of the listed effects. Multiple purchases may be made of this ritual to represent different effects. Multiple characters can have the As One ritual active on the same area at the same time. A character may have more than one As One rituals active on the same area, but cannot have the same effect active more than once. A character may not use the As One ritual on a location "mechanically owned" by another Character.

**Cheval:** If the target of this power crosses a world barrier (Underworld, Spirit World etc), the ritual immediately ends. It cannot be cast on a target that is already on the other side of such a world barrier, such as in Twilight. It does not function if the target's current form does not have senses in the usual manner, E.g. mist form. Cheval only grants access to the target's mundane senses, and does not include any perceptual effects granted by powers such as Arcane Sight.

**Crone's Renewal:** XP is not refunded for the lost level of BP used by the sire in this ritual. The xp cost for the extra level of BP used for the new childe is free (remember to make note of this on each character sheet).

**Drops of Destiny:** The mechanical effect of this prophecy is the user gains a one off +1 bonus to any test on the evening that they use this ritual. The player must declare they are using this +1 bonus before making the roll. This ritual can only be used once per evening.

**Eye of Norn:** The mechanical effect of this revelation is the user gains 8 again on the first contested draw they make against a target of their choosing. The user can be either defender or attacker in this situation. This power lasts for the evening or until used.

**Final Service of the Slave:** The Retainer sacrificed must be one that the user of this power mechanically owns. The XP spent on the Retainer is lost and cannot be regained. The user of this power gains either a +2 bonus to an attribute or a +3 bonus to a skill that the Retainer possessed. This effect lasts for a number of evenings equal to level of Retainer.

**Mask of Blood:** Each use of this power requires the user to drink 1 Vitae directly from their target before their form can be taken. This blood must be obtained directly from feeding and not from any other means. Should the user wish to take on the same form again they must once again feed from the target even if they have fed from them earlier that same evening.

**Path of Thorns:** This ritual uses an attack pool equal to the user's Cruac dots + Successes gained on the last turn of ritual casting.

**Rain:** The penalties inflicted by this power cannot be circumvented by supernatural means for example using a ritual to ignore its negative effect. The only way to not be subject to the penalties is to avoid the weather in a mundane fashion (being inside a building for instance).

**Roving Hut:** This ritual may affect Location: Size, Security and Occultation. Since Location is no longer tracked separately, the teleportation/doors effect cannot be achieved.

**Succulent Buboos:** This Ritual may be considered cast (deducting the costs) at the start of a game if the character's Feeding Pool is higher than their BP based Blood Pool.

**Taste of Destiny:** Instead of regaining willpower during a specific event, the user of this power regains the first 3 points of willpower spent to add to their dice pools in the following scene.

**Tiamet's Offspring:** Homunculi created through the use of Tiamat's Offspring use the character sheet from Vampire: The Requiem p 225. Unless experience points are spent to purchase the Homunculi as a retainer it ceases to function after the night of creation. Any dot after the first gives you 10 experience points to be spent improving the Homunculi.

**Tickblood:** This ritual is used during downtime. If the character uses one of their downtime actions as a feeding action they can gain an additional vitae using this ritual.

# Appendix 6: Theban Rituals

The following is a list of all the Rituals for Theban within the Requiem genre with their corresponding approval level. Rituals marked with an asterisk (\*) have been modified by this addenda – see clarifications below.

## Not in Play

The following rituals are not in play and any XP or creation points that have been spent on them are automatically refunded.

Merit	Brief Description	Prerequisites	Page Ref
Anoint the Spear	Not in Play	<i>Not in Play</i>	NH:WD pg155
The Blessing of Judas Thomas	Not in Play	<i>Not in Play</i>	RfR pg178

## Local Approval

The following are approved by the LST.

Merit	Brief Description	Prerequisites	Page Ref
Bird of Sin	A phantasmal bird appears which attacks the Target.	<i>Theban 2</i>	Lancea pg196
Blandishment of Sin	Any damage taken in the night by Target is upgraded, bashing to lethal and so on.	<i>Theban 3</i>	VtR pg147
Blood Fire	For one scene or until depleted, anyone who attacks the caster in melee with lethal or aggravated damage suffers from automatic lethal damage.	<i>Theban 3</i>	Lancea pg197
Blood Scourge	Transmutes some of the caster's Vitae into bloody scourging whips.	<i>Theban 1</i>	VtR pg146
Call of Amoniel	For one day, the caster gains the ability to awaken from daysleep if they are disturbed, fully awakened and without needing to roll to stay awake.	<i>Theban 4</i>	Lancea pg200
Celibacy	The Kiss when used on targeted Mortal is dampened.	<i>Theban 1</i>	Lancea pg194
Crown of Thorns	Bony spurs erupt from the Targets head in a ring causing damage and social penalties.	<i>Theban 1</i>	Lancea pg194
Curse of Babel	Target cannot communicate intelligibly for an hour per success.	<i>Theban 2</i>	VtR pg146
Damned's Day*	Conjures dark clouds during the day reducing damage from Sunlight.	<i>Theban 5</i>	Lancea pg201

Damned Radiance*	For one scene, the caster is physically transformed in such a way that they may add their dots in Theban to all Presence rolls, though they suffer penalties to doing anything subtle.	<i>Theban 2</i>	Lancea pg197
Display of the Beast	Target takes on the form of the Beast invoking Frenzy in Kindred, fear in Mortals.	<i>Theban 4</i>	Lancea pg200
Fires of Vengeance*	Caster declares a Sin, all those who have committed the sin take damage in their presence.	<i>Theban 5</i>	Lancea pg202
Forbiddance of Blood	Locks the disciplines of a ghoul under Viniculum to the caster for one month.	<i>Theban 2</i>	Ghouls pg37
Gift of Lazarus	Caster can reanimate a corpse as a zombie to be commanded.	<i>Theban 4</i>	VtR pg147
Hauberk of Blood	Casters Vitae is imbued with the ability to protect from damage, can be painted on others.	<i>Theban 1</i>	Lancea pg194
Imprecation of Sin	An area is decayed and infused with a chosen Vice, those within are compelled to act on it.	<i>Theban 5</i>	Lancea pg203
Lash Beyond Death	Caster takes one predetermined action if Torpored or suffering Final Death.	<i>Theban 3</i>	Lancea pg198
Legionnaire's Blessing	Imbues a melee or throwing weapon with bonus attack dice equal to Theban dots.	<i>Theban 3</i>	Lancea pg198
Liar's Plague	Lasts one scene if Target lies beetles swarm from their mouth.	<i>Theban 2</i>	VtR pg147
Malediction of Despair	A predetermined action is stated and if the Target attempts it they are on a chance die.	<i>Theban 3</i>	VtR pg147
Mark of the Damned	Ward a haven with Vitae inflicting damage on those who enter to cause harm.	<i>Theban 4</i>	Lancea pg200
Messengers Mark	Permanently marks one subject as a Legate.	<i>Theban 1</i>	Nomads pg94
Micah's Hope	Imbues the subject who faces judgement with the power to resist.	<i>Theban 3</i>	Rome pg117
Night of Hell	Sleeping Target is wracked by nightmares causing multiple negative effects.	<i>Theban 5</i>	Lancea pg204
Paladins Absolution	Grants a bonus to a humanity roll when resisting a derangement for a specific task.	<i>Theban 1</i>	Coteries pg127
Pharoah's Paces	No one can look, interact or be within 9 paces of Caster unless they resist.	<i>Theban 3</i>	Lancea pg198
Prison of Denial*	Target cannot interact verbally or physically with another designated Target for 1 night.	<i>Theban 2</i>	Lancea pg197
Rain of Blood	It rains blood from the sky or ceiling causing damage to those the Caster wishes.	<i>Theban 5</i>	Lancea pg204

Resistance of Discipline*	Grants the target another attempt at resisting a Discipline.	<i>Theban 2</i>	Lancea pg197
Sacred Haven	Wards a small area for a day so no sunlight can enter.	<i>Theban 4</i>	Nomads pg95
Sanctity	Grants a bonus equal to Theban dots on either Academics, Empathy, Investigation, Occult or Persuasion skills in a room.	<i>Theban 2</i>	Lancea pg197
Scrivener's Eye	Caster can memorise vast amounts of information and recall it later with perfect clarity.	<i>Theban 3</i>	Nomads pg94
Sinner Song	The target reveals to them the most recent sin worthy of a degeneration roll.	<i>Theban 1</i>	Lancea pg196
Song of the Prey	Caster plants a bush or flower, Mortals are entranced by it allowing feeding without memory.	<i>Theban 4</i>	Lancea pg201
Spear of Faith*	Number of Targets equal to Theban dots take lethal damage equal to successes.	<i>Theban 4</i>	Lancea pg201
Stigmata	Target if Mortal takes lethal damage, Vitae if Kindred equal to successes.	<i>Theban 4</i>	VtR pg147
The Angels Touch	Render's a mortal immune to a vampire's ability to seal bite wounds for one night.	<i>Theban 1</i>	Rome pg117
Theban Inscription	Allows the creation of a hidden message or symbol.	<i>Theban 1</i>	Lancea pg196
Transubstantiation	Transmutes one mundane object into another.	<i>Theban 5</i>	VtR pg148
Vision of Will*	Imbues an object with the ability to grant a powerful message to the next person to touch it.	<i>Theban 3</i>	Lancea pg199
Vitae Reliquary*	Store Vitae from Caster in an inanimate object to be recalled later.	<i>Theban 1</i>	VtR pg146
Whispers Through Time	Places a memory along with Vitae into a reliquary, allowing both to be retrieved at a later time.	<i>Theban 3</i>	Mysceries pg72
Wings of the Seraph	Adds Theban dots * successes to speed during a specific point in the night.	<i>Theban 2</i>	Nomads pg94
Wrathful Judgement*	Target takes one agg damage per willpower spent, Target must be Ghoul or Kindred.	<i>Theban 5</i>	VtR pg148

## Clarifications

**Damned Radiance:** The boost to Presence is supernatural and does not increase your 'natural' damage cap. The effects are obvious and Masquerade shattering.

**Damned's Day:** For the purposes of casting this ritual, your casting pool is not capped by your Humanity.

**Fires of Vengeance:** This ritual only affects a particular subject once per scene.

**Prison of Denial:** This ritual works as per the version in the book, unless the target is attacked. At that point the ritual effects end, and the target gains the temporary derangement Fugue. This persists for the remainder of the night, functions as per the derangement, and can be resisted as normal for a scene by spending a Willpower point.

**Resistance of Discipline:** Each application of a Discipline can only be affected once by Resistance of Discipline, whether the ritual is successful or not.

**Spear of Faith:** This ritual only affects a particular subject once per scene.

**Vision of the Will:** A subject undergoing a trance from this ritual may defend themselves and act normally if attacked.

**Vitae Reliquary:** Characters can only have a number of reliquaries equal to their willpower rating available to them at one time. Characters can spread these amongst PC allies if they wish but the total spread cannot go over the creator's willpower rating. e.g. Bob has 8 willpower thus can hold 8 Vitae Reliquaries, he can give 4 to his friend Mary but he cannot then create 4 more to hold 8 himself as there are already 8 in play.

**Wrathful Judgement:** This ritual only affects a particular subject once per scene.