

POWERED BY THE DARK  
VAMPIRE: THE MASQUERADE  
VAMPIRE: THE DARK AGES  
**THE LAIBON**



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This is a *supplement* intended to be used with the Powered by the Dark hack for either **Vampire: the Masquerade** or **Vampire: the Dark Ages** (it's compatible with both). It's not a stand-alone product in that sense, but it's *doubly* not a stand-alone product because you need **Kindred of the Ebony Kingdom** to play it. This hack doesn't reproduce things like the laws and society of the Laibon or any information on Africa in the World of Darkness.

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## A NOTE ON PLAY AND INTENT: ORUN AND AYE

The Laibon are, fundamentally, the same “species” of vampire as the 13 Clans of Caine. Indeed, most of the vampires of Europe and Northern Africa, if made aware of the intricacies of Laibon society and blood, would categorize them as offshoot bloodlines drifted away from their parent Clans at some point in antiquity.

While the Laibon recognize the obvious similarities between themselves and vampires hailing from foreign lands, they nonetheless have their own mythology, philosophy about their place in the world, and origin stories, and do not consider their lore to be subservient to or a subset of whatever tales foreign undead tell themselves.

As such, Laibon-centric games have special rules depicting the vampires of Africa through the lens with which they view themselves. The Laibon consider themselves to be creatures suspended between life and death, between the world of humanity and the supernatural existence of gods, ghosts, and monsters.

The Kindred largely hail from cultures and traditions which view their current state as a damned and miserable existence, cut off from all that is “natural” and “right.” As such, they frame their existence as a struggle to hold onto what “rightness” remains to them; or they actively forsake their Humanity to find a path to power within their damnation.

The Laibon hail from cultures and traditions which have a greater latitude for describing and envisioning the sort of liminal beings they have become, neither wholly human nor wholly inhuman. As such, they frame their existence as arriving at a point of balance between man and monster, natural and supernatural.

*These rules are intended to be a stylistic, non-diegetic statement to enrich depictions of the philosophy of the Laibon in games centering on their experiences. To be clear: the Laibon don't “work” any differently from other vampires. They do not have different souls, operating by different rules. The Orun/Aye system is simply a different framework for looking at the same struggle standard **Vampire** games describe with Humanity/Path mechanics. Indeed, Kindred scholars studying the Laibon would likely describe them as a society of vampires who sometimes cling to Humanity, and sometimes follow one of a number of vaguely-defined Paths of Enlightenment (or, in the Dark Ages, ill-differentiated Roads). While this is a culturally chauvinistic attempt to force the Laibon to fit into a framework outsiders are comfortable with, it's not entirely incorrect; just as a Laibon who described the Kindred as finding their place within the spectrum of Orun and Aye by trapping themselves in narrow and unchanging chains of philosophy that*

saves them from the terror of confronting the true breadth of their nature would not be entirely incorrect.

As a result, where any set of rules depends on the Orun/Aye system, alternate rules will also be provided for using Humanity/Path. If a player wishes to use a character from one of the Laibon bloodlines in a more traditional **Masquerade** or **Dark Ages** game, I recommend just using the same Humanity/Path rules as the rest of the group's using for the Laibon character; suggestions for appropriate Paths or Roads to reflect certain Orun/Aye balances are given in this hack for such games.

This does also mean that if you're playing a Laibon game and someone wants to play a vampire from one of the more mainstream Clans or bloodlines, I recommend using the Orun/Aye system for them. They might babble on about Humanity, but the Laibon know a regular-ass old vampire with high Aye when they see one.

## **STANDARD MOVES**

The standard moves are *mostly* unchanged, with the following exceptions:

### **STAND YOUR GROUND**

When you use this move to resist a supernatural power of some kind, you can roll with the higher of your social *or* Orun modifier.

### **SHOW YOUR TEETH**

You can roll this with the higher of your social *or* Orun modifier, but using Orun makes your inhuman nature obvious.

## **SPECIAL MOVES**

The standard moves are *mostly* unchanged, with the following exceptions:

### **AWAKEN DURING THE DAY**

When you need to awaken during the day in response to some disturbance, or remain awake after the sun rises, roll with Aye.

### **DRINK BLOOD**

When you drink someone's blood, roll with Orun.

## SPECIAL SYSTEMS

The following systems change when playing in a Laibon game.

### ORUN AND AYE

The Laibon exist in the twilight between the world of men and the supernatural existence of gods and monsters. The place they choose to stand within this liminal reality is measured by the balance of two traits: Orun (Heaven) and Aye (Earth). Orun and Aye are both rated from 1-10, and when the game begins, you must distribute 10 points in total between them. After that, however, they rise and fall according to your actions and ethics.

Should either Orun or Aye fall to 0, you risk becoming a feral corpse.

### Orun/Aye Modifier

You will sometimes be asked to roll with your Orun or Aye modifier. Like all modifiers, this can be anywhere from -3 to +3. It's based on your Orun or Aye score, as follows:

10:	+3
9:	+2
8:	+2
7:	+1
6:	+1
5:	+0
4:	+0
3:	+0
2:	-1
1:	-2

When your Orun or Aye is rated at 8, 9, or 10, it is considered to be *high*. When rated at 4, 5, 6, or 7, it is considered to be *average*. When rated at 1, 2, or 3, it is considered to be *low*.

### Orun and Aye Limits

You normally can only have 10 Orun and Aye *in total*. For example, if your Orun is 3 and your Aye is 7, you couldn't raise Orun to 4; you would first have to violate your Aye and drop it to 6.

Laibon of lower Generation can have greater Orun + Aye limits.



## Aye Values

**Low Aye:** If you have *low Aye*, you cannot use the blush of life and always appear to be pallid and corpse-like. You gain the *deathly* Condition, and only pass for one of the living because most people simply refuse to consider that the pale, unblinking, unbreathing person in front of them could possibly be the corpse they so clearly seem to be.

**Average Aye:** If you have *average Aye*, you do not breathe, and your flesh is room temperature, but you move like one of the living and don't arouse any particular suspicion simply by being present.

**High Aye:** If you have *high Aye*, you always benefit from the blush of life.

## Orun Values

**Low Orun:** If you have *low Orun*, you seem ordinary, unobtrusive, and unimpressive: mortal, in short.

**Average Orun:** If you have *average Orun*, there is something subtly supernatural or inhuman about you. Define what it is. Perhaps your teeth are visibly sharp. Perhaps your eyes reflect light like a predator. Perhaps you are slope-shouldered, or have a small tail, or sharp nails, or a ridge of fur down your back. Perhaps your shadow menaces people when nobody's looking directly at it, or perhaps you have a monstrous reflection.

**High Orun:** If you have *high Orun*, you are *overtly* supernatural in some way. You might have a second row of razor-sharp teeth, horns, or hooves. Your eyes might glow. You might leave ashes in your footprints, or drift from place to place rather than walking. Give yourself at least one permanent Condition to reflect your supernatural potency.

## Orun Hierarchy of Sins

When using the Orun Hierarchy of Sins on page 87 of **Kindred of the Ebony Kingdom**, the 4-point and 8-point entries don't really make sense. Here's a clarification: If your Orun is 8 or higher, it's a sin to openly act against another Laibon or supernatural being, period, for any reason, because it disrupts the world of the supernatural. If your Orun is 4-7, it's only a sin to openly act against another Laibon or supernatural being *who has done nothing to provoke your ire or enmity*.

## Losing Orun and Aye

Orun and Aye each have a hierarchy of sins, much like Humanity, Paths of Enlightenment, or a Road, but Laibon must navigate *both* hierarchies of sin simultaneously. It is *very* possible to uphold Orun while violating Aye, and vice-versa. You can also violate both at once.

When you **violate your current Orun or Aye rating's hierarchy of sins**, you lose a point of the relevant trait and fall into *turmoil of the spirit*. You remain in a state of spiritual turmoil until your next advance. When you reach your next advance, you must make a choice: either spend it on something else as normal, or spend the advance to stabilize your Orun or Aye, restoring the last point that you lost. If you opt to spend your advance on anything else, the Orun or Aye simply remains lost. Likewise, if you lose more than one point of Orun or Aye before reaching your next advance, only the last point of lost Orun or Aye can be salvaged.

If you manage to lose Orun *and* Aye before your next advance arrives, you have to decide which of them to stabilize and which will remain lost.

## Raising Orun and Aye

To raise Orun or Aye, you must spend an entire period between advances behaving as though you have at least one higher point of the trait you wish to raise than you actually possess. At that point, you can spend your advance to enter a state of *seeking greater enlightenment*. You remain in this seeking state until your next advance. If you manage to behave in accordance with a higher standard of Orun or Aye than your current value, you may spend that next advance to add a dot of Orun or Aye to your total.

## Wassail

If your Orun or Aye falls to 0, you are *in the jaws of the Beast*. Your Beast is considered to be permanently *awake* (see below) so long as you remain at Road 0. You *must* use your next advance to restore your lost Orun or Aye, or you lose your mind and descend into a feral, endless frenzy as the Beast claims your soul for its own. If you commit a violation capable of dropping the 0-rated trait from 1 to 0 again while *in the jaws of the Beast*, you forfeit the ability to spend an advance to stabilize, and enter the final frenzy by the end of the current scene.

If you manage to drop both Orun and Aye to 0 *at the same time*, you cannot escape the Beast's dominion and become a feral, hungry corpse at the end of the current scene.

## **Frenzy and Rötschreck**

When you resist frenzy or *rötschreck*, roll with your Aye modifier. You can also attempt to ride the wave with your Orun modifier, but such wild behavior is considered aberrant and unacceptable by most of Laibon society. This is a merely social *faux pas*, however; riding the wave doesn't *inherently* violate the tenets of either Orun or Aye.

## **Blood**

You can hold up to 5 blood (more if you're of lower Generation). You begin the game with as much blood as you can hold.

If playing in the modern nights, you begin at 14<sup>th</sup> Generation and *cannot* "over-feed" unless you take the Generation Merit. If playing in the dark ages, you begin at 13<sup>th</sup> Generation and can only "over-feed" to hold an extra 1 blood, rather than the normal 2, unless you take the Generation Merit.

## **Blush of Life**

Only vampires of *average* Aye can attempt the blush of life (low-Aye Laibon are incapable, and high-Aye Laibon enjoy the blush constantly). To do so, roll with Aye. On a 10+, you invoke the blush of life. On a 7-9, you can invoke the blush of life but you have to spend 1 blood to do it. On a miss, you can't remember what it was like to be alive well enough to fake it, and can't use this move again during the scene.

## **Torpor**

When you enter torpor, roll with your Orun modifier. On a 10+, you'll recover within a couple of nights, or as early as the next scene if you're fed blood. On a 7-9, you remain in torpor for weeks or months, but can be fed blood and roused early once the next session starts. On a miss, you're stuck in torpor for years or decades, but can be fed blood and roused early once the next session starts. However, it takes at least 3 blood to jump-start you.

## Generation

If playing in the modern nights, your character is 14<sup>th</sup> Generation. If playing in the Dark Ages, your character is 13<sup>th</sup> Generation. You can only increase your Generation through diablerie. Lower Generation brings with it certain advantages:

13<sup>th</sup> Generation: You can “over-feed” to hold up to 1 extra blood. Orun + Aye maximum: 10.

12<sup>th</sup> Generation: You can “over-feed” to hold up to 2 extra blood. Orun + Aye maximum: 10.

11<sup>th</sup> Generation: You can “over-feed” to hold up to 3 extra blood. Orun + Aye maximum: 10.

10<sup>th</sup> Generation: You can hold 6 blood. Orun + Aye maximum: 10.

9<sup>th</sup> Generation: You can “over-feed” to hold up to 4 extra blood. Orun + Aye maximum: 11.

8<sup>th</sup> Generation: You can hold 7 blood. Orun + Aye maximum: 12.

7<sup>th</sup> Generation: You can hold 8 blood. Get an extra +1 to an Attribute of your choice. Orun + Aye maximum: 13.

6<sup>th</sup> Generation: You can hold 9 blood. Get an extra +1 to an Attribute of your choice. Orun + Aye maximum: 15.

5<sup>th</sup> Generation: You can hold 10 blood. Get an extra +1 to an Attribute of your choice. Orun + Aye maximum: 18.

4<sup>th</sup> Generation: You can hold 12 blood. Get an extra +1 to an Attribute of your choice. Orun + Aye maximum: 20.

## Diablerie

Diablerie costs an automatic point of both Orun *and* Aye.

## **ORUN, AYE, PATHS, ROADS**

A quick and dirty conversion guide for which Paths (or, in the Dark Ages, Roads) make good stand-ins for various starting Orun/Aye balances, and vice-versa.

**Low Orun, high Aye:** Humanity / Road of Humanity, Road of Heaven.

**Low Orun, average Aye:** Humanity, Path of Honorable Accord, Path of Paradox / Road of Humanity, Road of Apep, Road of Heaven, Road of Paradox, Road of Sin.

**Average Orun, average Aye:** Humanity, Path of Cathari, Path of the Feral Heart, Path of Honorable Accord, Path of Lilith, Path of Power and the Inner Voice / Road of Humanity, Road of Apep, Road of the Beast, Road of Heaven, Road of Kings, Road of Lilith, Road of Set, Road of Sin.

**Average Orun, low Aye:** Path of Blood, Path of Bones, Path of Caine, Path of Cathari, Path of Death and the Soul, Path of the Feral Heart, Path of Honorable Accord, Path of Lilith, Path of Metamorphosis, Path of Night, Path of Power and the Inner Voice, Path of Typhon / Road of Apep, Road of the Beast, Road of Blood, Road of Bones, Road of Kings, Road of Lilith, Road of Metamorphosis, Road of Set, Road of Sin.

**High Orun, low Aye:** Path of Bones, Path of Caine, Path of Death and the Soul, Path of Honorable Accord, Path of Lilith, Path of Power and the Inner Voice, Path of Typhon / Road of Bones, Road of Kings, Road of Lilith, Road of Set.

## MERITS AND FLAWS

The Generation Merit works a bit differently for the Laibon, owing to the old and well-thinned blood of the vampires of Africa. *Where dealing with “outsider” Clans and bloodlines, these modifiers represent the potency of various bloodlines specifically within Africa.*

**Generation (Modern Nights):** Make a roll with the modifier indicated below. On a 10+, you start at 11<sup>th</sup> generation. On a 7-9, you start at 12<sup>th</sup> generation. On a miss, you start at 13<sup>th</sup> generation.

*Roll at +3 if you are: a Mla Watu*

*Roll at +2 if you are: a Malkavian, Setite, or Ventrue*

*Roll at +1 if you are: a Guruhi, Impundulu, Nkulu Zao, or Ramanga*

*Roll at +0 if you are: a Bonsam, Akunase, Ishtarri, Kinyonyi, Shango, or Xi Dundu*

*Roll at -1 if you are: a Nagloper or Osebo*

**Generation (Dark Ages):** Make a roll with the modifier indicated below. On a 10+, you start at 10<sup>th</sup> generation. On a 7-9, you start at 11<sup>th</sup> generation. On a miss, you start at 12<sup>th</sup> generation.

*Roll at +3 if you are: a Nkulu Zao or Ventrue*

*Roll at +2 if you are: an Impundulu, Malkavian or Setite*

*Roll at +1 if you are: a Bonsam, Guruhi or Ramanga*

*Roll at +0 if you are: an Akunase, Ishtarri, Kinyonyi, Shango, or Xi Dundu*

*Roll at -1 if you are: a Nagloper or Osebo*

## CHARACTER CREATION: THE MODERN NIGHTS

To make a Laibon, go through the following steps:

- Write down a concept for your character (“musician forever looking for that breakout gig,” “physician with *very* questionable ethics,” “grieving father,” “the last war orphan you ever want to invite into your home,” etc).
- Come up with a name for your character.
- Write down a short, punchy description of your character, incorporating the three most striking features they have. Use two sentences, tops.
- Pick one Attribute to be rated at +1, one at +0, and one at -1.
- Select a Legacy. Note your Legacy Disciplines and Weakness.
- Select which faction from your Legacy list to get +1 pull with, if you’re using pull. Your Storyteller might have alterations to the Legacy lists in mind.
- Spend 10 points between your Orun and Aye. Each must have at least 1 point in them.
- Select one Background. Alternately, select no Backgrounds, and get the Generation Merit without having to take a Flaw.
- If you want to, select one merit and one flaw. This step is optional.
- Note your Generation.
- Select four moves from among your Legacy Disciplines.
- Select one of the other players. They get to start with an Edge on your character.

Now you’re ready to play.

## CHARACTER CREATION: THE DARK AGES

To make a Laibon, go through the following steps:

- Write down a concept for your character (“hunter learning to stalk a new kind of prey,” “speaker for the ancestors,” “witch doctor,” “beggar who will never ask for anything again,” etc).
- Come up with a name for your character.
- Write down a short, punchy description of your character, incorporating the three most striking features they have. Use two sentences, tops.
- Pick one Attribute to be rated at +1, one at +0, and one at -1.
- Select a Legacy. Note your Legacy Disciplines and Weakness.
- Spend 10 points between your Orun and Aye. Each must have at least 1 point in them.
- Select one Background. Alternately, select no Backgrounds, and get the Generation Merit without having to take a Flaw.
- If you want to, select one merit and one flaw. This step is optional.
- Note your Generation.
- Select four moves from among your Legacy Disciplines.
- Select one of the other players. They get to start with an Edge on your character.

Now you’re ready to play.



## MAJOR LEGACIES

### AKUNASE

**Legacy Disciplines:** Abombwe, Animalism, Fortitude

**Legacy Weakness:** You have a bestial trait, physical or mental, drawn from the animals that dwell in the region, expressed as a Condition such as *elongated arms, prehensile tail, crocodile's snout, spider mandibles*, and so forth. You can change this trait when you take an advance that raises your Orun or Aye (or Humanity/Path/Road).

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, bohemians, media, occult underground, religious community, rural folk

### FOLLOWERS OF SET

**Legacy Disciplines:** Obfuscate, Presence, Serpentinis

**Legacy Weakness:** When you suffer harm from sunlight, you suffer twice as much harm as normal.

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, bohemians, high society, law enforcement, little people, occult underground, the street

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, bohemians, high society, law enforcement, little people, occult underground, organized crime, the street

### GURUHI

**Legacy Disciplines:** Animalism, Potence, Presence

**Legacy Weakness:** While the Beast is awake, you assume features appropriate to a monstrous, undead monarch (gaining the Condition *bearing of a regal fiend*) regardless of your Orun and Aye scores.

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, business, city hall, the courts, high society, law enforcement, media, medicine, religious community

### ISHTARRI

**Legacy Disciplines:** Celerity, Fortitude, Presence

**Legacy Weakness:** You permanently have the Condition *addictive personality*.

**Starting pull:** You get +1 to one of the following groups (pick one): Bohemians, high society, media, medicine, organized crime, the street

## **KINYONYI**

**Legacy Disciplines:** Animalism, Chimerstry, Fortitude

**Legacy Weakness:** Every few weeks you spend in the same domain, you have to *stand your ground* to resist the urge to shoot your mouth off about some powerful or influential figure.

**Starting pull:** You get +1 to one of the following groups (pick one): Bohemians, little people, medicine, occult underground, rural folk, the street, unions

## **NAGLOPERS**

**Legacy Disciplines:** Animalism, Auspex, Vicissitude

**Legacy Weakness:** If you sleep without being completely buried in the earth, suffer -1 ongoing to all moves until you do so.

**Starting pull:** You get +1 to one of the following groups (pick one): Little people, occult underground, organized crime, religious community, rural folk, the street

## **OSEBO**

**Legacy Disciplines:** Auspex, Celerity, Potence

**Legacy Weakness:** The Beast only has to stir twice in a night before it's awake.

**Starting pull:** You get +1 to one of the following groups (pick one): The courts, law enforcement, little people, organized crime, religious community, rural folk, the street, unions

## **SHANGO**

**Legacy Disciplines:** Celerity, Dur-An-Ki, Obfuscate

**Legacy Weakness:** The sight or smell of vampire blood causes the Beast to stir, and when you encounter a vampire whose blood you have tasted in the past, you must *stand your ground* or attempt to find a way to drink their blood again.

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, business, city hall, high society, law enforcement, occult underground, organized crime, religious community

## **XI DUNDU**

**Legacy Disciplines:** Dominate, Obtenebration, Potence

**Legacy Weakness:** You cast no shadow, and if you touch your native soil while sleeping during the day, you carry -1 forward ongoing to all physical moves the following night.

**Starting pull:** You get +1 to one of the following groups (pick one): Business, city hall, the courts, high society, media, medicine, occult underground, religious community, unions

## MINOR LEGACIES

### BONSAM

**Legacy Disciplines:** Abombwe, Obfuscate, Potence

**Legacy Weakness:** Mortals who behold you must *stand their ground* or else flee, or attack you in a panic (if their numbers are great). Once a mortal has overcome this instinctive terror through a stout heart or acclimation, they need no longer struggle with it.

**Starting pull:** You get +1 to one of the following groups (pick one): Occult underground, religious community, rural folk, the street

### IMPUNDULU

**Legacy Disciplines:** Necromancy, Fortitude, Presence

**Legacy Weakness:** You can only gain blood from the Bomkazi.

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, bohemians, occult underground, religious community, rural folk

### MALKAVIAN

**Legacy Disciplines:** Auspex, Dementation, Obfuscate

**Legacy Weakness:** You are afflicted by a permanent Condition most would describe as some form of madness. It's important to note that this is a mystic derangement of the blood, *not* necessarily an actual mental illness; as such, while its symptoms *might* mimic or replicate the behavior of a real-world mental illness, they also might not. Your derangement could manifest in the form of incurable post-traumatic stress disorder revolving around the night of your Embrace, but it also might appear as a broad approximation of some classical or pop-culture form of "insanity," such as multiple personalities or phantasmagoric hallucinations. It could even be some very particular aberration such as being haunted by a ghost that is only real to you.

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, bohemians, little people, medicine, occult underground, religious community

## **MIA WATU**

**Legacy Disciplines:** Auspex, Fortitude, Necromancy

**Legacy Weakness:** You permanently have the Condition *pale as a corpse*. Additionally, you cannot use the blush of life, no matter what your Aye rating.

**Starting pull:** You get +1 to one of the following groups (pick one): Academia, medicine, occult underground, religious community

## **NKULU ZAO**

**Legacy Disciplines:** Auspex, Fortitude, Valeren

**Legacy Weakness:** If you *drink blood* from a vessel that has not given their consent, take -1 ongoing for the rest of the night.

**Starting pull:** You get +1 to one of the following groups (pick one): Little people, medicine, occult underground, religious community, rural folk, the street

## **RAMANGA**

**Legacy Disciplines:** Obfuscate, Obtenebration, Presence

**Legacy Weakness:** When you use Obfuscate or Presence against someone, the effect is always in some way weak, flawed, or incomplete, unless you possess a physical piece of that person.

**Starting pull:** You get +1 to one of the following groups (pick one): Business, city hall, the courts, high society, media, religious community

## **VENTRUE**

**Legacy Disciplines:** Dominate, Fortitude, Presence

**Legacy Weakness:** You can only sate yourself with blood from a certain type of human vessel. Any other source of human blood cannot raise you above 1 blood, and animal blood cannot sustain you at all. You may drink vampire blood freely.

**Starting pull:** You get +1 to one of the following groups (pick one): Business, city hall, the courts, high society, law enforcement, media, unions

## LAIBON DISCIPLINES

Laibon have one major difference in Discipline use compared to the Kindred: Whenever a Discipline move says to roll with a certain trait, ignore it and roll with your Orun modifier instead.

What follows are the Disciplines particular to the Laibon.

### ABOMBWE

An art of primal darkness and predatory prowess. Abombwe encompasses the following moves:

**Predator's Communion:** Whenever a rival predator enters your territory, you become aware of it and can slowly close in on them, if you wish to. Predators include predatory animals, but also other supernatural beings, as well as mortals of depraved and murderous character.

**Invoking the Predator:** You can grow the features of predatory animals into your flesh by spending 1 blood. These act as weapons inflicting 2 harm and/or grant you an appropriate Condition such as *balancing tail* or *bone-cracking jaws*. You can't defy physics by growing wings strong enough to fly with, or producing webbing strong enough to support you, though. These changes last until you will them to go away.

**Unseen Hibernation (1):** You can spend 1 blood to sink into the earth, a tree, or some other natural formation that has not been shaped by man, sleeping there until the sun next sets.

**Power From Darkness (2):** You can spend 1 blood to expel a clotted, liquid darkness that engulfs part of your body for one scene. Engulfing your *hands* makes them inflict 1 additional harm. Engulfing your *head* lets you see in the dark. Engulfing your *torso* gives you the Condition *spider legs*. Engulfing your *legs* lets you leap tremendous distances. Engulfing your *throat* gives you a terrifying voice and you carry +1 forward ongoing to *show your teeth*. However it manifests, you carry -1 forward ongoing to resist *rötschreck* while using this move.

**Predator's Transformation (3):** Upon killing a predator, human, or other supernatural being, you can consume one of its organs and spend 1 blood to assume its form until sunrise or until you voluntarily end this move. You can also assume the form of something you killed and consumed in the past, but doing so costs 2 blood.

**Incarnate Darkness (4):** Spend 3 blood to assume the killing form of primal darkness. Your blood erupts out and transforms you into an amorphous, black, murderous thing for the

rest of the scene. You are either a *flying thing* capable of flight, an *insectoid thing* capable of tunneling in the earth or climbing across walls and ceilings, or a *brutish thing* inflicting 3 harm with unarmed attacks. Your physical moves all carry +1 forward ongoing, while your social moves (save to *show your teeth*) carry -1 forward ongoing. Your attacks inflict 2 harm (unless you're the brutish thing), and you carry +1 forward ongoing to *do something sneaky* when you sneak up on victims.

## BLOOD SORCERY DISCIPLINES

### NECROMANCY PATHS

The Mla Watu generally practice the Corpse in the Monster and the Grave's Decay.

#### The Cenotaph Path

This path deals in discovering and forging links between the worlds of the living and the dead. It is practiced as a primary path by the Impundulu.

**A Touch of Death:** By touching a person or object and concentrating for a few moments, you may tell whether or not they've been acted upon by a ghost within the last few days, and may even catch a brief glimpse of the ghost's face if the interaction was intrusive or happened within the last day.

**Reveal the Catene (1):** If you touch an object that acts as a ghost's anchor to the living world, you know it for a Fetter immediately.

**Tread Upon the Grave (1):** You know when you stand within a *haunt*—a place where the Shroud is thin and the dead frequently reach across the barrier between worlds.

**Death Knell (2):** When a freshly dead soul resists the call of the Great Beyond and lands upon the dim shores of the Underworld as a ghost, its arrival pricks your awareness. You can sense such ghostly arrivals within about a half a mile, though this move doesn't tell you their exact location.

**Ephemeral Binding (3):** Spend 1 blood by rubbing it onto an object or feeding it to a living person. You can transform this person or object into a Fetter for a ghost that you have an Edge on for the next week or so. Spending 5 blood instead of 1 makes them a Fetter for a year and a day instead.

#### The Path of Haunting

This Path deals in the power the dead hold over the living. It is sometimes studied as a primary path by the Impundulu.

**Song of the Dead:** Issuing an eerie chant, you afflict someone with the Condition *morbid fixation*, which leaves them depressed and drawn to places of death, decay, and darkness. Spend 1 blood and roll with social. On a 10+, this Condition lasts for a fortnight. On a 7-9, it abates after a few days. On a miss, the blood is wasted.

**Summon Wisp (1):** You can spend 1 blood to create a floating wisp of light for the rest of the scene. The light is under your control, and exercises a fascination over any mortal with



a Condition which reflects a weakened will, which causes them to aimlessly follow the light with little awareness of their surroundings so long as they're not sharply roused.

**Harrowing (1):** By looking into someone's eyes and spending 1 blood, you can poison their mind with terrible visions of their own death, which manifest as nightmares when they next sleep. After awakening, they carry -1 forward ongoing or suffer Disadvantage until they can get a good day (or night's) sleep.

**Phantasms (2):** Spend 1 blood to create grotesque illusions such as crawling shadows, a swelling bubble of blood that bursts into an eruption of flies when someone draws near, or spiders erupting out of a roast goose just as someone cuts into it.

**Spectral Menacing (3):** You can make someone into easy prey for malicious spirits by casting a curse upon them. Spend 1 blood and roll with mental. On a 10+, ghosts gain Advantage to torment the target for the next several nights. On a 7-9, the haunting lasts for only a night. On a miss, the blood is wasted.

## DUR-AN-KI

Dur-An-Ki works exactly like Assamite Sorcery. It reproduces the following Thaumaturgy Paths: The Path of Blood, the Lure of Flames, Movement of the Mind, and the Path of Conjuring. The Lure of Flames and Movement of the Mind are often taught as primary paths.

### Awakening of the Steel

This is the path of communion with an edged weapon, until sword and sorcerer become as one.

**Confer with the Blade:** Spend 1 blood to enter a dream-trance in which you learn the history and characteristics of a blade you hold in your hand.

**Grasp of the Mountain (1):** You can never be disarmed or otherwise unwillingly divested of a blade in your hand.

**Pierce Steel's Skin (1):** Spend 1 blood when you strike with an edged weapon to ignore all effects that would reduce the harm inflicted.

**Razor's Shield (2):** Spend 1 blood. For the next several seconds, your body and blade move as one with preternatural speed, perfectly striking any projectiles targeted at you from the air.

**Strike at the True Flesh (3):** Once per scene, you can spend 1 blood when you miss an attack with a bladed weapon to turn the miss into a 7-9.

### Dur-An-Ki Rituals

You don't buy rituals like other blood sorcerers. Instead, you can produce the effects of the following ritual (names in parentheses are the Dur-An-Ki equivalents): Defense of the Sacred Haven (Curtain of Will); Wake with Evening's Freshness (Black Sunrise); Communicate with Kindred Sire (Speak with Sire); Deflection of Wooden Doom (Turn the Impaling Shaft); Ward versus Ghouls; Principal Focus of Vitae Infusion (Draught of the Pebble); Incorporeal Passage (Passage of the Ghul); Bone of Lies (Stain of Guilt).

To use any of these rituals, *describe your ritual efforts until the Storyteller is satisfied*, then spend 2 blood and roll with mental. On a 10+, the ritual succeeds, and choose two: the benefit sticks around for an unusually long time; there are no unforeseen complications or side-effects; you get 1 blood back. On a 7-9, the effects are the same but you only get to choose one.