



KOLDUNIC SORCERY:  
MASTERY OF THE  
ELEMENTS AND OF SELF



## KOLDUNIC SORCERY

Long before the blood magics of the Tremere appeared, the Tzimisce wielded the mystical art of Koldunic Sorcery. Unlike the arcane paths of Thaumaturgy, Koldunic Sorcery is a spiritual magic that manipulates the elements of nature. From the magically rich and diseased soil of their ancestral demesnes, the Tzimisce drew demonic power. Now, through the proper rites of contrition and binding, a *koldun* can summon forth the elemental correspondences that shape natural forces.

The specific ways of this spiritual magic were often taught to novice *koldun* based on their regional settings. For example, though the Ways of Spirit and Fire were universal, the Way of Wind was known only among *koldun* residing in the Carpathian Mountains. The Way of Water was predominantly practiced by *koldun* who made their havens near bodies of water like the Black Sea, the Plain Lakes and rivers of the Danube, Somes, and Arges. The Way of Earth was common among *koldun* residing in the flatlands and plateaus of Eastern Europe.

In tonight's world, only a few, very ancient Tzimisce practice Koldunic Sorcery. These surviving *koldun* are extremely territorial, rarely surfacing long enough to make their presence known, and prefer to keep to themselves, surrounded by ruins of once-mighty castles and manses. With the mysterious disappearance of the Tremere *antitribu*, knowledge and philosophy of Koldunism is more frequently shared with anyone willing to learn of its existence, and has begun to spread among the ranks of the Sabbat's youth. Some suspect that enterprising Fiends have leaked a bit of their wisdom to the sect in order to keep the old ways in practice. More cynical Sabbat, though, believe that a clever Cainite or pack managed to steal a few secrets from a lax Tzimisce and passed them on to whoever wanted to learn.

**System:** Koldunic Sorcery consists of five basic elemental ways and several rituals, and is learned in a system similar to Thaumaturgy. A character's base Koldunism Trait dictates how well she may learn the ways of the magic, and each dot earned in the Discipline Koldunic Sorcery also earns the character another dot in the way of her choice. Obviously, this bonus dot may not be allocated to a way that would be rated higher than the character's knowledge of Koldunism and the character may never know more ways than she has dots in Koldunic Sorcery. For example, a *koldun* already knows Way of the Spirit and Way of Fire, she may not learn a third path unless she has three or more dots in the Koldunic Sorcery or if a

## NEW KNOWLEDGE

### KOLDUNISM

This new Knowledge measures a Kindred's familiarity with the philosophies of Eastern European animism. A *koldun's* player rolls this Ability when invoking the power of magic. Each level also bestows a more in-depth understanding of this spiritual magic and the manipulation of the natural elements.

- Student: Knowledge of major spirits and placations.
- College: You know much of the old ways and are recognized as a *koldun*.
- Masters: You rank among the most powerful of the present-night *koldun*.
- Doctorate: The spirits quake when you are angry.
- Scholar: A potent and eldritch master of the spirits of the land.

**Possessed by:** A few young Sabbat; Tzimisce (and old ones at that)

**Specialties:** Philosophy, Ritual, Lore, and Relations with Spirits.

character has level two Way of the Spirit, she may not attain level three without having three or more dots in Koldunism. Kindred intent on learning Koldunic Sorcery must also study the unique Knowledge of Koldunism. For a character to invoke the powers of Koldunic Sorcery a player must make an appropriate Attribute (governed by the way in question) + Koldunism roll (difficulty 4 + the level of the power). The attributes for the five basic elements involved with Koldunic Sorcery are Charisma for Way of Spirit, Stamina for the Way of Earth, Perception for the Way of Wind, Wits for the Way of Water and Manipulation for the Way of Fire. Unlike Thaumaturgy, there is no primary path that must be learned; any of Koldunic Sorcery's ways are accessible at the standard cost of paths, provided the *koldun* can find a teacher or suitable text. Storytellers are advised that this is a rare form of spiritual magic, and that characters are unlikely to have access to it unless they are part of the Sabbat or otherwise have reason to research Koldunism. Players must keep in mind that Koldunic Sorcery has only just begun to circulate within the Sabbat; it is a certainty that a member of the Camarilla

of the independents isn't going to be searching out this art, if she is aware of it at all.

## THE WAY OF EARTH

Ancient *koldun hospodar* rulers once claimed sovereignty over the lands of Eastern Europe, manipulating the magically rich *chernozem* – “black earth” – to invoke their power and instill fear in their boyars and peasants. Now, the young *koldun* of the Sabbat beckon the spirits of the Western soil and derive their powers of the Way of Earth from natural surroundings. When a *koldun* employs a power of this way, her eyes change color to walnut brown and her skin ripples with small patches of stone.

### ● SOIL SILHOUETTE

A *koldun* invoking this power has the ability to command dirt to rise up from the ground and crawl up the legs of an individual. The soil rises up very quickly and, as it passes above a victim's knees, renders him immobile.

**System:** Success on the activation roll causes he dirt anywhere within a 100-foot radius of the invoker to roil and crawl up a victim's legs; the dirt ends its ascent about halfway between the knees and hips. Unless the subject can score five success on a Strength + Survival roll (difficulty 6), he remains trapped in place by the Soil Silhouette for a number of turns equal to twice the successes the player scored on the activation roll.

### ●● UNEARTHLY STAMINA

A *koldun* invoking this power temporarily borrows the earth's resilience, lending him stamina. Some elder Tremere of Eastern Europe reminisce on the frightening capacity for pain their rival *koldun* could withstand when invoking Unearthly Stamina. Sabbat *koldun* often use this power to prove their mettle during the *ritae*.

**System:** After spending a Willpower point and making a successful Stamina + Koldunism roll (difficulty 6), the player may add two temporary Stamina dice when soaking damage. These can be included in the soaking of aggravated damage. This effect lasts for one scene.

### ●●● SOIL OF DEATH

By invoking Soil of Death, a *koldun* commands the spirits of the ground to drag a target below the soil, incapacitating him. This is often appears as the roots

of trees or the ground itself rising to grasp the victim. Once buried up to his neck, a victim finds it increasingly difficult to breathe as he feels the weight of the earth crushing his chest.

**System:** Roots issue forth from the ground and wrap themselves around the legs, ankles and waste of a victim, pulling him underneath the earth. For every success a player scores on a Stamina + Koldunism roll (difficulty 7), the victim remains trapped underground for one turn. Mortal and ghouls will have a very difficult time breathing due to the prolonged pressure from compact earth, and must make a Stamina roll (difficulty 7) or suffer one level of lethal damage for every turn they spend entombed in the earth. At the end of being entombed, the character must still dig himself out of the ground, which could result in further Stamina rolls. The earth simply released its grasp of the victim; it will not spit him out.

### ●●●● ROOT OF VITALITY

Many healers believed that burying a person in the ground would allow the rich soil to purge him of his ailments. This power allows the *koldun* to draw any person into the ground up to the neck to heal grievous wounds.

**System:** With the expenditure of a Willpower point, the *koldun* commands the soil to pull a person down into the ground in order to heal his wounds. A character must remain underground for one turn per health level healed. All damage a character suffers can heal in this manner including aggravated wounds, though the injured party must spend a blood point per aggravated would level that he desires to heal (assuming the wounded character may do so). During this time of healing, the subject is helpless and unable to perform any other actions.

### ●●●●● DRACULA'S RESTLESS SOUL

Peasants whisper silent prayers to protect themselves from the unusual tremors that sometimes shake the Carpathian Mountains, which they believe to be the spirit of Dracula waking from centuries of slumber. In truth, this odd seismic activity is the result of *koldun* calling upon the dormant wrath of the blighted land. When invoking this power, a *koldun* creates a large earth tremor capable of shaking the foundations of a city block.

**System:** With the expenditure of a Willpower point and a successful Stamina + Koldunism roll (difficulty 9), a player enables her character to cause the earth to shake violently. Each success she scores increases the radius of the quake; victims within the

area of effect suffer 10 dice of lethal damage. Cars, RVs and small houses suffer substantial damage and, at the Storyteller's discretion, may be destroyed altogether. Buildings three stories and higher, such as apartment complexes and office building may sustain some structural damage, but this supernatural tremor is not strong enough to cause them to crumble and fall. This tremor lasts for one turn.

- 1 success One structure
- 2 successes Five structures
- 3 successes A residential street
- 4 successes Half a city block
- 5 successes A full city block

## THE WAY OF WIND

Tzimisce lords to protect their Eastern European lands once manipulated a second avenue of Koldunic Sorcery, the Way of Wind. Invoking these powers granted them the ability to control the element of *crivat* to suit their whims and master the air they once breathed in their mortal days. People of Eastern Europe, especially in Romania, name these types of unnatural winds the *koldun* manipulate - people of the west call the winds *Austru*, or the Black Winds, while residents of the south name them the Great Winds or the *baltaret*. When a *koldun* invokes a power of this way, her eyes change color to sky blue and gusts of wind breeze all about her.

### ● WINDS OF GUILT

Ancient *koldun hospodars* invokes Winds of Guilt as a means of ensuring loyalty in their boyars without the need of a blood bond. This power caused a wind to gust around these boyars that sounded to them like whispering voices, telling of the horrors that would befall them and their families should they betray their *voivode*. These voices would slowly warp the minds of these men, and only when this sorcery waned would they regain their coherence. Afterward, the boyars were so afraid of the consequences of betrayal that their loyalty to their master was unswerving. *Koldun* of the Sabbat enjoy invoking this power during *ritae* before feeding, reveling in the mixture of adrenaline in the blood on a vessel stricken with terror.

**System:** With a successful Perception + Koldunism roll (difficulty 5), a *koldun* invokes mystical winds that plague a victim. The target is convinced that he hears voices whispering of his most evil deeds (Storytellers are encouraged to improvise on the content the whispers a victim hears). When in the presence of the *koldun*, the target loses two dots of Courage (to a minimum of one). Each success the

*koldun's* player scores increases the duration of this power.

- 1 success one scene
- 2 successes one night
- 3 successes one week
- 4 successes two weeks
- 5 successes one month

### ●● BITING WINDS

The *koldun* creator of this power attempted to invoke a wind as chill as the air atop the Carpathian Mountains. They noted the pain their victims endured as their bodies' temperatures dropped until the very blood froze in their veins. A *koldun* invoking this power had a much easier time of ridding his land of undesirables by plaguing them with bone-chilling gusts. Modern Sabbat *koldun* invoking this wind sometimes refer to its effects on victims as the "meat locker." A *koldun* invoking Biting Winds uses a very cold breeze to swirl around in an area of his choosing. As the wind increases in speed, the wind chill factor drops the temperature until anyone within the affected area find it too uncomfortable to remain.

**System:** After the player spends a Willpower point and rolls Perception + Koldunism (difficulty 6), the character summons forth a freezing cold wind. When Biting Winds first takes effect, a cold breeze blows in a 100-yard radius. Little by little, the winds gust faster and much colder. This continues until the wind blasts a stabbing chill difficult for anyone to tolerate. Those affected lose two dice from Dexterity dices pools and are reduced to half movement. Anyone attempting to enter this area must first spend a Willpower point and suffer a soakable level of bashing damage from the extreme cold.

### ●●● WINDS OF LETHARGY

Although these winds do not induce immediate sleep in a victim, prolonged exposure to this supernatural gale causes extreme exhaustion and fatigued movement. Targets caught in Winds of Lethargy smell a bittersweet smoke in the air. Individuals also claim that the wind feels like many intangible hands persistently rubbing their muscles to relaxation.

**System:** The player rolls Perception + Koldunism (difficulty 7) and spends a point of Willpower. If the roll is successful, the *koldun* creates a wind that induces extreme lethargy within a 200-foot radius, remaining for two turns per success she scores on the invocation roll. People caught in this gust of air must make a Stamina + Survival roll (difficulty 8)

or are reduced to halving all dice pools that involve physical actions (actions such as breathing and blinking are innate and, therefore unaffected, though the storyteller should emphasize their laboriousness). Additionally, this fatigue reduces the movement rate of its victim by half for one full scene.

#### ●●●● TRAVELING WINDS

A *koldun* employing this power moves at incredible speeds by riding along the winds. The *voivodes* of nights past often appeared in each of their boyars' homes and to the villagers of their lands, instilling fear in the peasants and terrorizing them to fealty. *Koldun* undertaking these outings could travel to most, if not all of their boyars and villages in a single night's time. During the Dark Ages, peasants under the rule of a *koldun* rarely rebelled against their master, fearing a personal appearance and, as a result, her swift punishing wrath. A *koldun's* body becomes almost ethereal while she moves along the wind, disappearing into a blurry outline of her physical self and re-materializing in a similar fashion.

**System:** A *koldun* journeys along the currents of the wind after the player spends a Willpower point and successfully rolls Perception + Koldunism (difficulty 8). With a successful invocation of this power, a *koldun's* body blurs in a gust of wind, moving through the air at 250 mph, though not directly affecting how fast the wind blows. This effect must be invoked outdoors; though she can avoid all obstacles outside, the *koldun* lacks the control to maneuver through a building of any kind and risks slamming into walls, doors and people at this high speed. This power lasts for one scene, after which the *koldun* re-materializes at his destination from her blurry shape back to her normal physical self.

#### ●●●●● BODY OF ZEPHYR

A *koldun* dissolving into Body of Zephyr blends into the air, maneuvering through the smallest of cracks. The *koldun's* body retains its basic shape, though it is too ephemeral and transparent for onlookers to make out any physical details.

**System:** It takes a full turn for a *koldun* to invoke this transformation, after a successful Perception + Koldunism roll (difficulty 9) and the expenditure of a point of Willpower. In Body of Zephyr, a *koldun* moves at double her movement, though she cannot take any physical actions. Other powers of the Way of Wind may be used in conjunction with Body of Zephyr by spending an additional Willpower point at their activation; no other Discipline powers may be

manipulated while in this form. A *koldun* may remain in this transformed state indefinitely, though she can return to his original form after one full turn of concentration.

## THE WAY OF WATER

This way was practiced primarily among *koldun* with havens near some sort of water source, from the Plain Lakes to the Black Sea. With their powers, these *koldun* confounded many Turkish invasion attempts along the Danube River, sinking their ships and drowning them under mystical riptides. When employing the powers of this way, a *koldun's* eyes change color to vivid, almost glowing aquamarine.

#### ● POOLS OF ILLUSION

Travelers have told tales of receiving warning of future events, cries for help, and even divine intervention from spirits that manifested themselves from a water source. Water spirits have been recounted the world over, from river cannibals to the lovely mermaids and Lorelei that beckoned men to watery deaths. Even King Arthur received his prized sword Excalibur from such a spirit of water, known as the Lady of the Lake.

At this beginning level of the Way of Water, a *koldun* has the ability to create a three-dimensional illusion along the surface of a water source. *Koldun* during the modern nights sometimes invoke this power of illusion to prey on the superstitions of the mortal world.

**System:** The player makes a Wits + Koldunism roll (difficulty 5) in order to create an illusion of her choosing. The illusion can speak and walk, but it is intangible and cannot leave the boundaries of water. This phantom image lasts for one round per success scored on activation, after which it will slowly dissipate.

#### ●● WATERY SOLACE

Should a *koldun* desperately need shelter, from enemies or the rising sun, she may opt to sink below the cool, dark, protective waters. As the vampire walks into a source of water, she sinks below its surface, protected by the magic of the liquid. Though a *koldun* can immerse herself into nearly all water sources, she cannot move around within it; water currents mystically avoid the *koldun's* dead body at her original interring point.

**System:** The player must accumulate two successes on her Wits + Koldunism roll (difficulty 6) to successfully submerge the character in the water.

The amount of water must be at least a foot in depth and as large as her body for a *koldun* to rest there. This power acts like the Protean Discipline power of Earth Meld; after invoking Watery Solace, a vampire is completely is completely concealed from the rays of the sun. Those looking straight down into the water where the *koldun* melds may make a Perception + Alertness roll (difficulty 8). On a successful roll, they catch a glimpse of the slumbering *koldun* and can attempt to attack or rouse her.

### ●●● WATER WALK

No longer bound by the laws of physics, a *koldun* has the ability to walk along the fluid surface of water. So long as she invokes this power, the vampire may walk along the water's surface as if it is as solid as earth.

**System:** The *koldun* may walk across the surface of water for a number of scenes equal to the number of successes the player scores on a Wits + Koldunism roll (difficulty 7). This does not prevent the creatures of the seas or lakes (or any body of water the *koldun* traverses) from interacting with her. The storyteller may find it appropriate to have dolphins torment her or a hungry shark could surprise the vampire and take a bite at her from beneath. It is also possible that individuals in boats, fishermen, or even people swimming in her general vicinity may spot the *koldun*.

### ●●●● WATERY MINIONS

The *koldun* of the Middle Ages often invoked these minions from the moats surrounding their castles to deter the marauding Turks. These servants are comprised completely of water, ascending from a watery source. Once primed by this power, the minions follow only very simple instructions from the *koldun*, though they do so without hesitation. Some of the Turks surviving raids on a *koldun's* keep told stories of weirds, dragons, and dire wolves roaming around the *armalisti* castles.

**System:** The player spends a point of Willpower. For every success he scores on a Wits + Koldunism roll (difficulty 8), one Watery Minion rises from its source and forms into any shape the *koldun* desires. The Storyteller determines appropriate Traits as well as the number of health levels for these minions if they have the ability to attack and defend. As they are composed of water, bashing damage does not slow the minions, though fire related attacks gain an extra two dice of damage. All of these Watery Minions last for one night.

### ●●●●● DOOM TIDES

Many Turkish ships lie below the Black Sea, destroyed by mighty whirlpools invoked by *koldun*. Victims fight to keep themselves afloat or else find themselves sucked into whirling tides, suffocating until they can swim free from this vortex. Some of tonight's *koldun* entertain themselves by creating swirling riptides in pools to surprise late-night swimmers.

**System:** The player spends a Willpower point and rolls Wits + Koldunism (difficulty 9) to create a whirlpool. For every success she scores, the width of the maelstrom increases by 10ft. Doom Tides have a base Strength of 15; this Strength increases by increments of five for each success the *koldun* scores beyond the activation roll. Victims must make a Strength + Survival roll (difficulty 8; Potence adds successes) in order to pull free from the riptide. This effect remains for once scene.

## THE WAY OF FIRE

Ancient *koldun* created the Way of Fire by first manipulating the molten magma that exploded from volcanoes found throughout Eastern Europe. Then they evolved their control over the fiery liquid earth to the point of invoking their own unique effects that would not necessarily occur during volcanic activity. *Koldun* who possess the power of the way of Fire in the modern nights are feared simply for their capacity to destroy so much in a short amount of time, just as a volcano can eliminate life on entire islands within a day. When invoking any of the powers of this way, a *koldun's* eyes glow a feverish orange.

**Note:** At Storyteller's discretion, Kindred observing these powers in use may be overtaken by Röttschreck (with the exception of the *koldun*, of course).

### ● SHATTER

In a small demonstration of power that is inherent of the Way, a *koldun* invokes the air about an object to increase in temperature until the object combusts.

**System:** The player makes a Manipulation + Koldunism roll (difficulty 5). The *koldun* must have a target object in his line of sight before he can cause it to Shatter. Once this power is invoked, the heat around the target object intensifies until the object spontaneously combusts. The Storyteller may make a soak roll for the object to see if it does in fact Shatter (determined by the size or quality of an object: three dice for a small or shoddy object, five for an average-sized object and seven dice for a large or well crafted

object. Anything the size of a car cannot Shatter, as it is too large). The object must accumulate five successes over three soak rolls (difficulty 5), or it will Shatter. This power cannot be used on living beings or Kindred. If the character spends a Willpower point, the object will explode (at the Storyteller's discretion). Depending on the object, it will not explode with enough force to do damage unless you decide to do it to a canister of Gasoline, etc.

### ●● ROUSE THE MOLTEN ROCK

The *koldun* can now cause magma to bubble up from the earth's core and slowly ooze its way along the ground. Although there is not a substantial amount of lava present, the magma burns through nearly everything it comes in contact with. The molten fires slowly work their way along tree trunks, spread from bottom to top floor of a house and may even eat through a metal door.

**System:** Only enough magma to fill a bathtub boils up through the ground, though it causes a victim to suffer three health levels of aggravated damage. Each success the player scores on the Manipulation + Koldunism roll (difficulty 6) keeps the lava superheated for one turn. It oozes along the ground in any direction the *koldun* desires, but at a slow-as-molasses rate. When the duration of this power expires, the magma instantly cools, creating a small slab of solid rock.

### ●●● GATES OF MAGMA

The *koldun* invokes molten rock to bubble up from the ground in a circular ring, 10 feet high. The flow of lava is constant, creating a makeshift wall of superheated rock around the *koldun*. So long as this power remains in effect, it is nearly impossible for individuals to traverse the Gates of Magma without causing themselves severe bodily harm. It takes mighty resolve for a person to even approach the wall, as it gives off heat that causes grievous burns.

**System:** After spending a Willpower point, every success the player scores on the Manipulation + Koldunism roll (difficulty 7), the seething hot lava will continue to surround his person for two turns. Individuals who attempt to penetrate the Gates of Magma must first make a Courage roll (difficulty 8). If successful, they can continue to approach the heated barrier but suffer one health level of lethal damage - or aggravated damage if so affected by fire. Failure to succeed on this Courage roll translates into the mind succumbing to its instinctual defense of self-preservation; a second attempt to penetrate through

the barrier requires the additional expenditure of a Willpower point. Anyone physically touching the Gates of Magma suffers three health levels (not dice) of aggravated damage.

### ●●●● HEAT WAVE

The *koldun* acts as a conduit for steam geysers and evokes a blast of dehydrating air, withering and desiccating an opponent.

**System:** The player spends a Willpower point and rolls Manipulation + Koldunism (difficulty 8). The vampire calls up hydrogen sulfide from the Earth's mantle and blasts a target. Mortal victims suffer five health levels of lethal damage as their bodies dehydrate. Vampires react similarly and also suffer five health levels of lethal damage, which they may soak. Kindred also lose five blood points that evaporate from the body (regardless of their soak roll), resulting from the extreme heat of this gas. Note that this may send some Kindred into frenzy or torpor.

### ●●●●● VOLCANIC BLAST

At this mastery level of the Way of Fire, a *koldun* commands lava to explode from the ground in a huge stream. The molten rock spray in a large arc then moves in small rivers in every direction, burning, melting, and destroying most everything in its path. Cars melt in these rivers, trees catch fire, and burn to the ground, and houses erupt into flaming infernos in the wake of devastation.

**System:** This power is not subtle. Lava erupts 20 feet into the air from the underground with the expenditure of a Willpower point and a successful Manipulation + Koldunism roll (difficulty 9). For every success the player scores, the lava continues to explode from underground and move in rivers in all directions for one turn. Anything coming in contact with this molten rock suffers three levels of aggravated damage per turn (soakable only with Fortitude). Storytellers must decide how long objects remain intact after coming in contact with the lava before they ignite or dissolve. Once this power expires, the lava will cease its eruption and all of the magma will quickly cool, trapping objects remaining within the river stream in a thin sheet of rock.

## THE WAY OF SPIRIT

There resides a single force, an essence, which encompasses all things in nature. The ancient *koldun* manipulating this path mystically tapped into this essence and, as a result, they gained insight and minor control over their surroundings. Oftentimes, the

*koldun* wielded this way in conjunction with other powers of Koldunic Sorcery. Many also protected themselves by invoking this way before entering their havens, to preempt attempts on their unives. Tonight's *koldun* invoking the Way of the Spirit procure a similar outcome as their ancient predecessors, creating a bond between themselves and the spirit of the land. When invoking this way, a *koldun's* skin appears paper white and her eyes charcoal black.

#### ● EARS OF THE SPIRIT

By listening briefly to passing spirits, a *koldun* may gain an insight of what might come. This power enables a *koldun* to predict the outcome of an event. She will know by listening whether or not the outcome of any event will be favorable to herself or someone else.

**System:** This power cannot foretell the future, it can only provide an insight or instinct of what might come as a result of an event. The player rolls Charisma + Koldunism (difficulty 5). With one or two successes, the character will know whether or not an event will turn out favorably for the character. With more successes, the character may be able to get more details about the event or be able to discern the outcome of events not directly affecting the *koldun*.

#### ●● EYES OF THE SPIRIT

This power allows a *koldun* to see past the barrier to the spirit world. *Koldun* can either see through the Gauntlet to see into the Umbra or through the Shroud to see into the Shadow Lands. Both realms may not be seen at once, nor may the *koldun* affect or be affected by anything in either of those realms though the spirits of the realm she is seeing into can see her. What the *koldun* sees, superimposes itself over the top of the physical world and she may communicate with the spirits of the realm she is seeing into. This does not provide an understanding of the spirit's language, it more or less acts as a universal translator.

**System:** By rolling Charisma + Koldunism (difficulty 6) the character may see through either the Gauntlet or the Shroud. She can see into her chosen realm for as long as she wishes but receives a +2 difficulty to all perception-based rolls due to the overlapping affect.

#### ●●● AWARENESS OF THE SPIRIT

All followers of Koldunism have an inherent tie to the land and the spirits of the land. This level of mastery allows a *koldun* to take advantage of the tie to

see what is around. This path is quite often used in conjunction with other paths to produce the same result while the *koldun* remains at a safe distance.

**System:** The player spends one Willpower point, then rolls Charisma + Koldunism (difficulty 7) to activate the powers of this way. This power lasts for one scene per success scored. The *koldun* can "feel" out and gain an awareness of everything within a five-mile radius. The player must roll Perception + Alertness (difficulty 9) to attempt to focus on a single thing, to identify it, or identify its general intentions whether it is hostile, curious, etc.

A *koldun* can invoke other powers of Koldunic Sorcery that she knows in conjunction with the Way of the Spirit, though only at a lesser or equal power level at which she knows the Way of the Spirit. No other Disciplines can be used in conjunction with this power.

This power also confounds the use of the Discipline of Obfuscate.

#### ●●●● HANDS OF THE SPIRIT

Ancient *koldun* have been known to have in their possession very strange and unique items. Sometimes these items aren't from this world; they are from the spirit lands. This power allows a *koldun* to breach the Gauntlet or the Shroud and pull an item from that realm. Anything the *koldun* can carry can be forced from another realm.

**System:** This power still does not allow the *koldun* to affect the Umbra or the Shadow Lands. The *koldun* must first activate Eyes of the Spirit. By then spending a permanent point of Willpower, the *koldun* may pull one item across the Gauntlet or Shroud. This item must be able to be lifted by the *koldun*. The *koldun* may not push something into another realm; she can only pull things from them into hers.

#### ●●●●● BODY OF THE SPIRIT

This power allows the *koldun* to become as intangible as a ghost. All that remains visible of the *koldun* is a hazy outline. While in this form, the *koldun* can travel unhindered through all obstacles, even walls and floors, as if they do not exist though she may not pass through unworked earth. Wind and gravity also do not affect her however fire and sunlight inflict double damage. Also, the *koldun's* movement rate is halved, she can not be affected by anything physical, and can not affect anything physically except by using Movement of the Mind.

**System:** The player must spend a Willpower point and gain at least one success in a Charisma +



Koldunism roll (difficulty 9) to activate this power. Every success allows the *koldun* to remain in this form for one scene. The transformation to Body of the Spirit takes one turn. A *koldun* may remain in this transformed state as long as her successes allow or cancel the affect at any time by concentrating. The transformation from Body of the Spirit also takes one turn.

All Disciplines and powers work as normal while in this form as long as they do not require physical contact, do not require a physical body, and are not higher than her level in the Discipline of Koldunic Sorcery. All stealth rolls are reduced by a difficulty of two while in this form due to her translucent state and defiance of the law of gravity while all perception rolls made against the *koldun* are raised by a difficulty of two for the same reasons.

## ADVANCED KOLDUNISM

As the *koldun* progresses in her study of Koldunism, she learns that there is more in the world than her and the spirits of the land. She learns of the natural evolution of the world from something primordial and basic to a world of infinite knowledge and possibilities. She learns that there is something greater than the basic elements and paths of Koldunism and sees that power, evolution, and knowledge can come from the plants and natural world around her to the patterns of the weather and even from the very blood that courses through her veins to the thoughts that allow her to be.

This further understanding allows for expanded control over these elements and also teaches that as a man evolved into a vampire so to can the vampire evolve into something else. This does not teach that being evolved is reason for arrogance as there are things that are evolved beyond the *koldun*, but like the human to a dog, it is a reason to take care over those that she watches. This philosophy strengthened the purpose and control the *koldun* had over his land in the ancient days. One would be wary to approach a *koldun* with this level of mastery, if any so powerful exist.

The evolution that is taught through Koldunism mimics the theories of Darwin but applies to the evolution of kindred. Through knowledge, control, and evolution, it is said to be possible to invoke an evolution into something more. Legends say that the ancient kindred Mekhet started the original philosophies of Koldunism, which Koldunic Sorcery eventually evolved from. He also started the original

paths towards evolution. It is whispered among some of the most ancient of Tzimisce that he has evolved, that he has become something more. It is these stories that caused the modern Tzimisce to create the Path of Metamorphosis though the advanced philosophies of Koldunism are something far different.

**System:** Until the *koldun* reaches level six in both Koldunism and Koldunic Sorcery, she is generally only taught the first five paths as listed above. Usually only after reaching mastery of Koldunism and Koldunic Sorcery is she then taught the advanced paths outlined below. Once the *koldun* reaches level six Koldunic Sorcery, she automatically gains the first level of one of the advanced paths below. She may learn a second advanced path at level seven Koldunic Sorcery, a third at level eight and the final path at level nine. Koldun's usually learn the Way of Nature first, followed by the Way of Weather, then the Way of Blood and finally the Way of Awareness though this often differs depending on who is instructing the *koldun*. Only once a character reaches level ten in both Koldunism and Koldunic Sorcery, does she have the knowledge necessary to evolve.

The rules for this "evolution" will not be included and are totally up to the Storyteller providing a Storyteller wants to allow a vampire of the 3rd Generation to be running around his World of Darkness. To put it simply though, at this stage, the *koldun* has the capability to release himself of the restrictions of disciplines and can Awaken fully as Caine had done under to tutelage of Lillith.

## THE WAY OF NATURE

This is usually the first way taught to *kolduns* as they are taught the more advanced philosophies of Koldunism. Like Nature itself, this way combines the different elements of the previous ways into a single power. It was not usually used for the outward effects that it has, it was used as a learning tool to see how the elements react together to become more in whole than part. When invoking this path, the eyes of the *koldun* turn forest green.

**Note:** Potence may not be used to grant the *koldun* additional successes in these rolls.

### • AWAKEN THE FOREST'S LIFE

Invoking this power awakens the vegetation of the area to assist the *koldun*. This can be anything from awakening trees to use their roots and branches to defend the *koldun* from attackers or cause smaller

vegetation to uproot itself and help the *koldun* with simple tasks.

**System:** The character touches the plant to be animated, rolls Strength + Koldunism (difficulty 5), and spends a Willpower point. If the vegetation is larger than the *koldun* such as a tree, it will not be able to uproot itself, but will use its branches and roots to follow very basic verbal commands from the *koldun* to the best of its ability. If the object is the size of the *koldun* or smaller, it can uproot itself and move about freely to assist the *koldun* though it can only follow very basic verbal commands. Very basic commands can include no more than one sentence and may not contain triggers, conditions, etc. The Storyteller has final say as to what commands the awakened plant has the capability to follow. Plants remain animated for one scene per success gained in activation.

While animated, anything larger than the *koldun* has a Strength and Stamina equal to the *koldun's* level in Koldunic Sorcery. Anything of equal size or smaller than the *koldun* has a Strength and Stamina equal to half the *koldun's* level in Koldunic Sorcery rounded up. All plants have a Dexterity of 2 and a Brawl rating equal to the *koldun's*. They are also immune to bashing damage, and trees may half lethal damage due to their size though all plants take aggravated damage normally. It may have other abilities at the Storytellers discretion.

## ●● WILL OF NATURE

At this level, the *koldun* may borrow from the elements of nature to give herself internal strength. The *koldun* must hold one of the four basic elements in her hand. She must have a handful of dirt for Earth, cup her hands and hold Water, hold her hands to the Wind, or hold something that is burning or has been burnt by Fire.

**System:** The character does not need to spend a point of Willpower but must gain two successes on a Strength + Koldunism roll (difficulty 6) and hold one of the four elements in her hand to activate this power. If she has a handful of earth, the character gains a temporary dot in Conscience or Conviction. If she has a handful of water, the character gains a temporary dot in Self-Control or Instinct. If she holds something that is burning or has been burnt, she gains a temporary dot in Courage. If she holds her hands to the wind (there must be at least a breeze), she gains two temporary dots (not points) in Willpower. These temporary dots will last until the next sunrise though only one of the enhancements can be active at a time. The dots may also go above 5, or 10 in the case of

Willpower, though the extra dots in Willpower may not be spent.

## ●●● ELEMENTAL STRENGTH

When first learning the Way of Nature, seeing the inherent strength in the elements is key and being able to use them is a natural progression. Invoking this power lends the *koldun* some of the strength inherent in nature.

**System:** The player spends a Willpower point and succeeds in a Strength + Koldunism roll (difficulty 7). For the duration of one scene, the *koldun* may add two dice to all Strength dice pools and can reroll tens on any dice pool where Strength is a required Attribute.

## ●●●● CREATE ELEMENT

Invoking this power allows the *koldun* to create earth, fire, wind or water out of nothing. This power is a certain breach of the Masquerade to kindred of the modern night, but in days before the Inquisition it was used freely to strike fear in the hearts of those who saw it or prove the *koldun's* godhood to mortals.

**System:** The character spends a Willpower point and rolls Strength + Koldunism (difficulty 8). For every success gained, the *koldun* can create one cubic foot of the element of her choice anywhere within line of sight. The power *Awareness of the Spirit* may be used to place the element anywhere within the *koldun's* perception.

## ●●●●● SUMMON THE SPIRIT OF NATURE

A *koldun* can now summon one of the spirits of nature. This can be the spirit of a plant or animal usually known as an *Incarna* or summon the spirit of one of the four basic elements of nature known as an *Elemental*.

**System:** The character must be near some quantity of the element or spirit to be summoned and spend a Willpower point. For example, if she is summoning a Fire Elemental, she must be near fire or if she is summoning a Fox *Incarna* she must be near a fox. The spirit invoked may or may not actually follow the *koldun's* instructions once summoned, but generally will at least pay rough attention to what it's being told. The number of successes gained in a Strength + Koldunism roll (difficulty 9) determines the power level of the spirit.

For information on different spirits, refer to the **Axis Mundi** or follow the rules for Summon Elemental in the **Guide to the Camarilla** on pages 99 and 100 to create the traits for the spirit.

## THE WAY OF WEATHER

This way combines the principles of Nature with further understanding of elemental properties. This power allows a *koldun* to affect the weather of any area that she can perceive. The exact uses of this power have never been fully documented though the possibilities are endless. Some younger *koldun* believe that the weather can be used to manipulate the outcomes of gatherings, meetings, etc. and that the more ancient *koldun* are using this power in the *Jybad*. When invoking this path, the *koldun's* eyes become completely white and a wind swirls around her.

### ● CONTROL TEMPERATURE

This power allows the *koldun* to make minute and even drastic changes to the Temperature of an area.

**System:** Unlike most paths, this way does not have a set difficulty. The difficulty of the roll is based on the result desired. The player spends a Willpower point and rolls Dexterity + Koldunism (variable difficulty). The temperature takes about 15 minutes to change to the desired temperature. It can affect an area the size of small town and continues for one hour per success scored.

Effect	Difficulty
Temperature +/- 10° F.	5
Temperature +/- 15° F.	6
Temperature +/- 20° F.	7
Temperature +/- 25° F.	8
Temperature +/- 30° F.	9

### ●● CONTROL WIND

This power allows the *koldun* to make minute and even drastic changes to the direction and force of wind.

**System:** Unlike most paths, this way does not have a set difficulty. The difficulty of the roll is based on the result desired. The player spends a Willpower point and rolls Dexterity + Koldunism (variable difficulty). The wind takes anywhere from 5 to 10 minutes to change to the desired effect. This power and all previous levels of Way of Weather can now affect an area the size of a small city. Only the direction of the wind or the force may be affected at one time. The effect lasts for one hour per success scored.

Effect	Difficulty
Gentle Breeze (5 mph)	6
Wind Direction +/- 15°	6
Stiff Breeze (10-15 mph)	7
Wind Direction +/- 30°	7

Steady Wind (15-30 mph)	8
Wind Direction +/- 60°	8
Storm-force Wind (30-50 mph)	9
Wind Direction +/- 90°	9

### ●●● CONTROL RAIN

This power allows a *koldun* to affect the rains of an area.

**System:** Unlike most paths, this way does not have a set difficulty. The difficulty of the roll is based on the result desired. The player spends a Willpower point and rolls Dexterity + Koldunism (variable difficulty). The weather takes about 15 minutes to change. This power and all previous levels of Way of Weather can now affect an area the size of large city. The effect lasts for one hour per success scored.

Effect	Difficulty
Summon / Dispel Fog	6
Start / Stop Light Rain	7
Start / Stop Heavy Rain	8
Start / Stop Torrential Down Poor	9

### ●●●● ZEUS' ARROW

This power allows the *koldun* to summon a lightning bolt from the sky to strike a desired target.

**System:** One Willpower point must be spent to summon the lightning bolt and then the character must succeed in a Dexterity + Koldunism roll in order to hit the target. A botch means that the *koldun* gets hit. The base difficulty for the roll is 8 assuming there are clouds in the sky. If there are no clouds, it is difficulty 9. If it is raining it is difficulty 7 and if there is a storm of any sort in the area the difficulty drops to 6. If the intended target knows that the bolt is coming, she may make a Dexterity + Dodge roll (difficulty 8) to dodge the lightning. What ever the lightning bolt hits takes 10 dice of lethal damage that can be soaked normally.

### ●●●●● WRATH OF THE STORM

The ultimate form of control over weather allows a *koldun* to bring about a tornado. Although no control over the tornado is gained, it is still an awesome feat to send a tornado crashing through a town on a warm and sunny day. Because the tornado cannot be controlled, this power is very seldom used.

**System:** The character spends a variable number Willpower points up to 5 and rolls Dexterity + Koldunism (difficulty 9). The tornado starts in the general area of where ever the *koldun* wishes to place it within his line of site. The tornado will move in

generally a North Easterly direction though they are known to change direction without notice. The *koldun* may try to steer the tornado by spending an additional Willpower point and rolling Dexterity + Koldunism (difficulty 9), each success will turn it 5 deg in a direction the *koldun* chooses. Tornadoes summoned with this power are an Fx tornado where x is the number of Willpower points spent during activation and F refers to the Fujita-Pearson scale for tornadoes.

## THE WAY OF BLOOD

As the *koldun's* knowledge and practice of the philosophy expands, the idea of strength from within and strength from self starts to become more and more prevalent. This way encompasses strength from within through the blood. It is thought that the knowledge of this path was stolen by a group of Hermetic Magi that later used this knowledge to embrace themselves and become clan Tremere. It is becoming common in modern day that the Sabbat kindred learn the advanced ways of Koldunic Sorcery without learning of the philosophy in order to combat the Tremere of the Camarilla. This is sometimes the first path taught mimicking the training of the Tremere *antitribu* before their sudden demise. When invoking this path, the eyes and hair of the *koldun* turn to a blood red.

### ● TASTE OF BLOOD

This ability allows the *koldun* to gauge the strength of their enemy and gain some information. By tasting the blood of a subject, the *koldun* may determine how much blood is left in the individual. It can also tell creature type (mortal, vampire, werewolf, etc.), and some of the basic statistics of that subject like clan, generation, tribe, rank, etc. as applicable to the type of creature.

**System:** The *koldun* must consume one blood point of the subjects blood and succeed in an Intelligence + Koldunism roll (difficulty 5). The blood point is destroyed in the process and thus does not affect the *koldun*. The number of successes determines how much information is received and how accurate it is.

### ●● BLOOD STRENGTH

Blood becomes precious in the heat of battle or even for healing. With this power, a *koldun* can enhance the effectiveness of her blood to better manage her precious resource when she needs it.

**System:** The character spends a Willpower point and rolls Intelligence + Koldunism (difficulty 6). For

one scene per success on activation, every blood point counts as two for the purpose of raising physical traits and healing. This power cannot be used to take a character above her generational maximum for Traits.

### ●●● AWAKEN THE BODY

With the advent of the Inquisition and sudden appearance of a group of Hunters, hiding among kine has become more and more important and the usefulness of this power has become greater and greater. While this power is activated, the body of the *koldun* regains life. The heart begins to beat, hair and fingernails grow, complexion becomes normal, and food can be eaten without the usual side effects (though no sustenance is gained).

**System:** The *koldun* spends one blood point and must gain at least one success in an Intelligence + Koldunism roll (difficulty 7). The *koldun's* body regains all of the life functions of a mortal human body. The transformation takes 5 minutes. At the end of the transformation, her hair and eye color return to normal. The *koldun's* blood and soul, however, remain the same. This means that she can still ghoul, create blood bonds, embrace, use all disciplines, and even heal as a vampire. This also means that fire and sunlight still do aggravated damage. Gaining blood for a *koldun* becomes difficult, though, as she can no longer grow fangs.

The effect lasts until sunrise at which point the body returns to being kindred. This transformation again takes 5 minutes. When the *koldun's* body returns to being vampiric, what ever physical shape her body is in at that time becomes permanent including getting ones hair cut, shaved, tattoos, damage, or any other sort of body alteration including Viscissitude, *Form of the Beast*, etc.. Any food the *koldun* has ingested must be excreted as the body resumes its undead state. This means the *koldun* will either vomit up what is left of the food, or have an instant bowel movement.

**Note:** Yes, a *koldun* can procreate while in this form. If the *koldun* is female, the embryo dies as the body returns to its undead state. If the *koldun* is male, he may well have an offspring that then basically becomes a revenant ghoul.

### ●●●● WATER TO BLOOD

Much like Jesus' acclaimed miracle of Water to Wine to feed the starving masses, this power allows a *koldun* to change Water into Vitae to feed the hungry Beast. Many *koldun* owe their unives to this power.

**System:** The character spends a Willpower Point and rolls Intelligence + Koldunism (difficulty 8).

Every success allows the *koldun* to change one gallon of water to one gallon of blood. Even though it is one gallon, it only counts as one blood point as the blood has the potency of an animal.

#### ●●●●● ELEMENT OF THE BLOOD

This horrid power is the beginning of nightmares and the ending of battles. The creature is something created of the *koldun's* own blood and mixed with her memories. The result is a creature that stands over 8 feet tall and is made entirely of blood. It has the powers of ancient mythologies and the toughness of the earthen spirits.

**System:** The *koldun* must open an artery and drop two or more of her blood points onto open earth and succeed in an Intelligence + Koldunism roll (difficulty 9). For every blood point spent beyond the first two during activation, the player can increase any of the Physical Attributes or its Health Level by one. From the ground where the blood was dripped, a humanoid monster emerges made completely of blood. The resulting being has Strength 3, Dexterity 3, Stamina 3, Perception 1, Intelligence 1, Wits 2 and 7 Health Levels. It has no eyes, no mouth, no ears, no nose, yet is completely aware of its surroundings.

It is immune to all Bashing damage due to its quasi-liquid state, can roll Stamina to soak any other kind of damage, and does not feel pain. It also has ten blood points that it can spend at one point per round to heal any type of damage. If this blood is consumed through any means, it does two levels of aggravated damage per blood point to anyone but the creature. The creature can replenish its blood pool by spending one full round and touching a subject. Every success it gets on a Strength + 3 roll (difficulty 6) is the number of blood points it can leach out of its subject to replenish its pool. This roll can only be resisted with Fortitude.

Abilities and Powers of the creature are up to the Storyteller but it generally has 3 dots in any physically related Ability like Alertness, Brawl, Dodge, Melee, etc. For ideas on Powers, consult **Freak Legion: Players Guide to the Formori**. It is the Storytellers discretion as to what powers the thing may or may not have.

One of the more common powers is the ability to grow weapons from itself. This power takes one full round to accomplish and a variable amount of blood points. It can grow any brawl or melee weapon from itself, which does Strength, + (number of blood spent into the weapon) aggravated damage and is difficulty 7 to wield. Some weapons it can grow include claws, swords, etc.

The creature lasts for one night and is loyal to the *koldun* as if it were under a blood bond. It is immune to any mental Discipline including Dominate, Presence, and any others the Storyteller deems appropriate. At the end of the night, or upon its death, the creature evaporates into nothing. A *koldun* may only have one active creature of this nature under its control at a time.

## THE WAY OF SELF

This is the culmination of all other knowledge that has been gained and the final lesson in Advanced Koldunism. This way centers around using all the knowledge a *koldun* has gained to strengthen herself. This power has no physical effect, no external display to show it is working, it is merely the *koldun* having the ability to affect her self. It allows her to train the thoughts that allow her to be so that she may some day be something else.

**Note:** All powers of Way of Self last until the next sunrise.

#### ● FOCUSED MIND

The *koldun* has the ability to focus her mind to the job at hand. When activated, she can shut out any distractions or annoyances.

**System:** The character must spend a Willpower point and roll Appearance + Koldunism (difficulty 5). Any penalty to a difficulty or Dice Pool arising from a distraction is decreased by two points or dice. If the character has the Merit Concentration, it is decreased by four points or dice and the Merit is canceled for the duration of this power.

#### ●● UNWAVERING EMOTION

The *koldun* is no longer easily impressed or swayed by others. It is easier for her to shrug off people's attempts to get an emotional response from her and she is almost totally immune to Presence.

**System:** With this power activated, the *koldun* is almost completely immune to Presence and other spells, magic, etc. that affects the *koldun* emotionally. Whenever someone attempts to affect the *koldun* emotionally, the *koldun* may make a Willpower roll difficulty her opponents Willpower. Only one success is necessary to cancel the effects no matter how many successes her opponent got. This power can only be used on levels of Presence equal to or lower than the *koldun's* level in Koldunic Sorcery. To activate it, the *koldun* spends one point of Willpower and rolls Appearance + Koldunism (difficulty 6). If the *koldun* has the Merit Blaise', she does not have to spend the

Willpower point as she already instinctively has the foundation for this power.

### ●●● SLEEP THE BEAST

The *koldun* becomes very calm, composed, and in complete control. It is almost impossible for her to lose her temper.

**System:** The character spends one Willpower point and rolls Appearance + Koldunism (difficulty 7). Every two successes gained allow the *koldun* to add one die to all Self Control rolls. If the character has the Merit Calm Heart, she does not have to spend the Willpower point, as calmness is instinctive for her.

### ●●●● WILL OF STONE

Determination is now the *koldun's* weapon when her mind is set. With this power, the *koldun* becomes impossible to Dominate and very head strong. If her mind is made up, there is no changing it.

**System:** With this power active, the *koldun* is immune to all powers of Dominate at an equal or lower level than the *koldun's* level in Koldunic Sorcery. In addition, the *koldun* receives three extra dice to resist any other mind effects. This does not work against Presence or anything that attempts to alter emotions. See Unwavering Emotion. To activate this power, the *koldun* spends one Willpower point and rolls Appearance + Koldunism (difficulty 8). If she has the Merit Iron Will, she does not need to spend the Willpower point.

### ●●●●● CONFIDENCE OF ALEXANDER

In all of history, Alexander the Great is the most known for his vulgar declarations of his soon to be coming rulership of the world. At this final level of mastery, the *koldun* can have that confidence as her own.

**System:** To activate this power the *koldun* rolls Appearance + Koldunism (difficulty 9) and spends a Willpower point. If it is successfully activated, every roll for the rest of the night automatically has one success. If there are botches in the roll, it automatically cancels one of them.

## KOLDUNIC RITUALS

Like Thaumaturgy, Koldunic Sorcery grants its caster access to rituals. Though magical, these rituals are not Hermetic and are incompatible with any form of Tremere or Giovanni magic. Most rituals require a blood sacrifice on top of any other specific components.

**System:** The player must make a successful Intelligence + Koldunism roll (difficulty 4 + the level of the ritual) and shed blood in order to cast any ritual. Whether the blood belongs to the *koldun* or not is unimportant; one blood point must spill per ritual level to cast this spiritual magic. A *koldun* cannot learn or use a ritual of a greater level than the *koldun's* level in Koldunic Sorcery. Each ritual takes 10 minutes per level unless otherwise noted, so a level three ritual takes 30 minutes.

## LEVEL ONE RITUALS

### APORT OBJECT

This ritual allows the *koldun* to magically enchant an object. The next time the *koldun* desires the object in her hand, all she has to do is speak a magic word and the object appears in her hand.

**System:** The *koldun* infuses the object with one blood point of her vitae during a 10 hour ritual. For the rest of the objects existence, the character can roll Willpower (difficulty 6) to have it appear in her hand.

### BECOME ONE WITH THE LAND

This ritual allows the *koldun* caster to attune herself to a specific plot of ground; the area covered may not exceed 10 square miles but may be less than that. The caster combines her own blood with several handfuls of earth from the land she wishes to claim. By covering her body with this mixture before going to sleep for the day, the vampire is able to absorb the essence of the land into herself. The *koldun* can only attune herself to one plot of land at a time.

**System:** The vampire combines one of her blood points with some natural substance (such as animal blood, tree sap or soil) and covers her body in the mixture. The number of successes determines the duration, intensity or range of the desired effect. During the effects of this ritual, land from this area may be used as home soil.

### DEFENSE OF THE SACRED HAVEN

This ritual prevents sunlight from entering an area within 20 feet of this ritual's casting. A mystical darkness blankets the area, keeping the baneful light at bay. Sunlight reflects off windows or magically fails to pass through doors or other portals. The caster draws a sigils in blood on all the affected windows and doors, and the ritual lasts as long as the *koldun* stays within the 20-foot radius.

**System:** This ritual require one hour to perform, during which the *koldun* recites incantations and

inscribes glyphs using the spilt blood. One blood point is required for this ritual to work.

#### DOMINO OF LIFE

A *koldun* waning or needing to simulate a human characteristic can do so once Domino of Life is cast. For one entire night, the *koldun* can eat, breathe, maintain a 98.6° body temperature, assume a human flesh tone *or* display some other single trait of humankind she desires. Note that only one trait can be replicated in this fashion. The *koldun* must have vial of fresh human blood on his person to maintain this ritual.

**System:** Using this ritual adds one die to the *koldun's* Masquerade dice pool (see the **Vampire Storytellers Companion**). Unless onlookers are especially wary, the Domino of Life should fool them into thinking the caster is mortal - not that they should have any reason to suspect otherwise.

#### HOSPITALITY

This is a simple Koldunic ritual, but an important one. This ritual, enacted nightly, allows the *koldun* to "awaken" the spirits in her haven. These spirits "manifest" themselves in objects, which assume sentience and individualism, often displaying unique personalities in the process. Thus, a *koldun's* gate might speak to the vampire in a dull, grating voice, complaining about the weight of the castle on its keystones; a mirror might slyly praise the vampire, while a knout might cackle with glee and bed to be laid across a victim's back.

The *koldun* may command any such house-spirit to silence, and the spirits generally display servility and obsequiousness. However, if ill-treated (or if treated politely by an intruder), the spirits may fail to warn the *koldun* of intruders in his domain.

**System:** The *koldun* spills one blood point on any entryway into his domain and recites a five-minute incantation. The effects last for one night.

#### INCANTATION OF THE SHEPHERD

This ritual enables the *koldun* to mystically locate all members of her herd. While intoning the ritual's vocal component, he marks a slow circle in the ground with blood. At the end of the ritual, she can see a picture in the circle of where each of her vessels are and gains a subliminal sense of direction and distance. She can choose who she wishes to see by stating their name.

**System:** This ritual give the character the location relative to her of the members of her herd. If she does not have the Herd Background, this ritual locates

the closest three mortals from whom the *koldun* has fed at least three times each. This ritual has a maximum range of 10 miles times the character's Herd Background, or five miles if she has no points in that Background.

#### ILLUMINATE TRAIL OF PREY

This ritual causes the path of the subject's passing to glow in a manner that only the *koldun* can see. The footprints or tire tracks (or whatever) shine distinctly, but only to the eyes of the caster. Even airplane trajectories and animal tracks shine with unhealthy light. The ritual is nullified if the target wades trough or immerses himself in water, or if he reaches the destination of his journey. The *koldun* must spill a blood point on an area where the target was while reciting a short incantation.

**Subject:** The individual's wake glows with a brightness dependent on how long it has been since he passed that way - old tracks burn less brightly, while fresh tracks blaze.

#### PRESERVE BLOOD

This ritual allows a *koldun* to preserve blood in a specially enchanted container. This ritual was very useful before refrigerators and it is still used heavily. The ritual requires a covered earthenware container large enough to contain the amount of blood the *koldun* wishes to store.

**System:** The container must be filled with one point of kindred blood and buried in the earth for two nights. The following night, the container must be dug back up. The blood that was in the container is absorbed into it during the two nights it is buried. After this, the *koldun* can store blood in the container. It must be sealed with wax after the blood is pored in. The container may be carried but, if broken, the blood will spoil at a normal rate. The container may be opened at any time, but may not be resealed containing the same blood. The earthenware container itself can be used again, but the entire ritual must be reenacted.

#### PURITY OF THE FLESH

The caster cleanses her body of all foreign material with this ritual. To perform it, she meditates on bare earth or stone while surrounded by a circle of branches. Over the course of the ritual, the caster slits her wrists and lets one blood point drip out. The caster is slowly purged of all physical impurities: dirt, alcohol, drugs, poison, bullets lodged in the flesh, and tattoo ink are all equally affected, slowly rising to the surface of the caster's skin and flaking away as a gritty

gray film that settle in the middle of the circle. Any jewelry, makeup or clothes that the caster is wearing are also dissolved.

**System:** The player spends one blood point that is let drip from her wrists. Purity of the Flesh removes all physical items from the caster's body, but does not remove enhancements, mind control or diseases of the blood.

### REAWAKEN THE DEAD WATER

With the destruction of the Tremere *antitribu* and as Koldunic Sorcery was rediscovered, new *koldun* searched for a means to spiritually reconnect themselves to their ancient predecessors. In accords with the fables of "dead water," many of these new *koldun* begin their nights by performing this ritual, cast by dripping some of their blood into a lake, river or ocean and then ingesting the liquid.

**System:** A *koldun* must drip one point of blood into the water source from which she intends to drink, then ingest an equivalent of one blood point's worth of water. This liquid mystically evaporates through the vampire's body soon after being ingested. After successfully performing this ritual, a *koldun* regains one point of temporary Willpower. This can only replace spent Willpower points and cannot exceed the *koldun's* maximum Willpower pool. Reawakening the Dead Water can be performed only once per night.

### RECREATE THE HOMELAND

This ritual allows a *koldun* to create earth that acts as her home soil though it can only create one handful at a time. Recreate the Home Land is most useful to the Tzimisce who must have soil from their home to sleep in.

**System:** The *koldun* mixes one blood point of her blood with one handful of soil which reciting a short incantation. When it is done, that handful of soil is now identical to the soil from her homeland.

### WAKE WITH EVENING'S FRESHNESS

This ritual allows a *koldun* to awaken at any sign of danger, especially during the day. If any potentially harmful circumstances arise, the *koldun* immediately rises, ready to face the problem. This ritual requires the one blood point to be boiled and inhaled by the *koldun*.

**System:** This ritual must be performed immediately before the *koldun* settles down to slumber for the day. If danger arises, the Tremere awakens and may ignore the Humanity dice pool limit rule for the first two turns of consciousness. Thereafter, the penalty takes effect, but the *koldun* will have already

risen and will be able to address problematic situations.

### WILL O'THE WISP

This ritual allows a *koldun* to produce a supernatural ball of light. The ball of light travels as the vampire mentally commands. The ball of light, referred to as a Will o'the Wisp, can be made to travel anywhere within sight of the *koldun* and perform tricks.

Among the things the ball of light can do are: glow brighter, glow dimmer, divide into many smaller balls, fly about, bathe someone in its magical glow, swirl, remain stationary or perform whatever maneuver the *koldun* can imagine. This ritual is useful as a diversion or simply a light source.

**System:** This ritual requires a small branch from a willow tree. The *koldun* must pour a point of blood on the ground and with the willow branch, draw the Koldunic rune for light. When the rune is complete, she must throw the branch into the air whereupon it bursts into the ball of light. The light lasts as long as the *koldun* concentrates upon it.

## LEVEL TWO RITUALS

### BLOOD WALK

A *koldun* casts this ritual on a blood sample from another vampire. Blood Walk is used to trace the subject's Kindred lineage and the blood bonds in which the subject is involved.

**System:** This ritual requires three hours to cast, reduced by 15 minutes for each success on the roll. It requires one blood point from the subject. Each success allows the caster to "see back" one generation, giving the caster both the True Name of the ancestor and an image of his face. The caster also learns the generation and clan or bloodline from which the subject is descended. With three successes, the caster also learns the identities of all parties with whom the subject shares a blood bond, either as regnant or thrall. This ritual does not require blood beyond the one from the subject.

### DONNING THE MASK OF SHADOWS

This ritual renders its subject translucent, her form appearing dark and smoky and the sounds of her footsteps muffled. While it does not create a true invisibility, the Mask of Shadows makes the subject much less likely to be detected by sight or hearing.

**System:** This ritual may be simultaneously cast on a number of subjects equal to the *koldun's*



Koldunism rating; each individual past the first adds five minutes to the base casting time. Everyone involved in the ritual must coat each foot in one point of blood. Individuals under the Mask of Shadows can only be detected if the observer succeeds in a Perception + Alertness roll (difficulty of the caster's Wits + Koldunism) or if the observer possesses a power (such as Auspex) sufficient to penetrate Level Three Obfuscate. The Mask of Shadows lasts a number of hours equal to the number of success rolled when it is cast or until the caster voluntarily lowers it.

#### IMPASSABLE TRAIL

The *koldun* can travel through even the densest woods without leaving any sign of her passing. The vampire will still leave a trail for vampires or Lupines with powerful olfactory senses, but this will be all.

**System:** The *koldun* must soak two deerskins in two points of blood for one night. After that night, the *koldun* recites a 15-minute incantation. After that, anytime the skins are tied to the *koldun's* feet, she leaves no physical signs of her passing except for smell. It may be used one time for each success gained on the roll and each use lasts only for one night.

#### RECURE OF THE HOMELAND

The *koldun* calls on the power of earth to heal grave wounds she may have received. The *koldun* must use at least one a handful of dirt from her homeland.

**System:** The *koldun* must mix each handful of earth with two points of her own blood to make a healing paste. One handful will heal one aggravated wound.

#### SIGN OF THE MOON

This ritual makes the claw and fang attacks of lupines less effective. For one night, the *koldun* will not take aggravated wounds from lupine attacks but will take aggravated wounds from silver.

**System:** The *koldun* mixes two blood points with one hand full of silver dust and covers her body with the resulting concoction. At the end of the ritual, it is absorbed into the body. For the rest of the night, claws and fangs of lupines do lethal damage.

#### STEPS OF THE TERRIFIED

This ritual lets the *koldun* slow down any specific foe. The harder the victim tries to run, the slower she becomes. During the first turn, she moves at half her

normal speed. If she tries to speed up, she slows to the point that she cannot move faster than walking speed. This ritual is often used to catch tricky prey or terrify an opponent. The *koldun* is often able to walk while the victim is trying to run, and still catch up with her.

**System:** The *koldun* must have a small clump of dried mud, preferably square on all sides. She then sets it on the ground and draws a circle around the mud and a triangle around the circle both in her own blood. This ritual take two turns to enact.

#### WARD VERSUS GHOULS

Wary *koldun* have this ritual to protect themselves from the minions of vengeful rivals. By invoking this ritual, the *koldun* creates a glyph that causes great pain to any ghouls who come in contact with it. The Kindred pours two points worth of mortal blood over the object he wishes to ward (a piece of parchment, a coin, a doorknob, etc.), and recites the incantation, which takes 10 minutes. In 10 hours, the magical ward is complete, and will inflict excruciating pain on any ghouls unfortunate enough to touch the warded object.

**System:** Ghouls who touch warded objects suffer three dice of lethal damage. This damage occurs again if the ghouls touches the object further; indeed, a ghouls who consciously wishes to touch a warded object must spend a point of Willpower to do so.

This ritual wards only one object - if inscribed on the side of a car, the ward affects only that door or fender, not the whole car. Wards may be placed on weapons, even bullets, though this usually works best on small-caliber weapons. Bullets often warp upon firing, however, and for a ward to remain intact on a fired round, the player needs five successes on the Firearms roll.

For more information on wards, see **Vampire: The Masquerade Revised**, page 184 and **Guide to the Camarilla**, pages 111-114.

#### WARDING CIRCLE VERSUS GHOULS

This ritual is enacted in a manner similar to that of Ward versus Ghouls but creates a circle centered on the caster into which a ghouls cannot pass without being burned. The circle can be made as large and as permanent as the caster desires, as long as she is willing to pay the necessary price.

**System:** The ritual requires two points of mortal blood. The caster determines the size of the warding circle when it is cast; the default radius is 10 feet, and every 10-foot increase raises the difficulty by one, to a maximum of 9 (one additional success is required for every 10-foot increase past the number necessary to

raise the difficulty to 9). The player spends one blood point for every 10 feet of the radius and rolls. The ritual takes the normal casting time if it is to be temporary (lasting for the rest of the night) or one night if it is to be permanent (lasting a year and a day).

Once the warding circle is established, any ghoul who attempts to cross its boundary feels a tingle on his skin and a slight breeze on his face - a successful Intelligence + Occult roll (difficulty 8) identifies this as a warding circle. If the ghoul attempts to press on, he must roll more successes on a Willpower roll (difficulty of the caster's Koldunism rating + 3) than the caster rolled when establishing the ward. Failure indicates that the ward blocks his passage and inflicts three dice of bashing damage on him, and his next roll to attempt to enter is at +1 difficulty. If the ghoul leaves the circle and attempts to enter it again, he must repeat the roll. Attempts to leave the circle are not blocked.

## LEVEL THREE RITUALS

### CONJURE LESSER DEMON

Simply put, the ritual allows the *koldun* to evoke one of the lesser demons that haunt the Slavic lands. These "demons" have no connection to infernal beings; they are most similar to the spirits revered by werewolves. Nor do the demons attempt to make a pact; the relation between *koldun* and demon resembles that between a master and a vassal (albeit a highly malicious, intractable vassal). All Slavic demons have names, which must be learned by the sorcerer, and all must be "sworn" to the *koldun* by accepting a point of her blood. A *koldun* may "retain" a number of demons equal to her Charisma or Intimidation score (whichever is higher). Demons are not "bound" to the *koldun*; she must coax or (more likely) cow them into performing services.

A lesser Slavic demon can appear in virtually any shape; many take the shape of normal animals, though some appear freakish indeed. It is recommended that the Storyteller be familiar with **Werewolf: the Apocalypse** or have access to the **Axis Mundi** for information on spirits.

**System:** The *koldun* spills three blood points on open earth and writes the Koldunic name for the spirit she wishes to summon in the pool of blood. The number of successes determines how friendly the spirit is to the *koldun*.

### FRIEND OF THE TREES

This power causes those who try to follow the *koldun* through the woods to become entangled in roots, branches, and vines that just seem to be in the way. The power has the subtle effect of causing trees to animate slightly to provide this protection. Those trying to follow the *koldun* will only be able to move at half their normal speed.

**System:** The *koldun* must plant an acorn and "water" it with three blood points. It takes a few minutes to finish the ritual and recite the incantation.

### INCORPOREAL PASSAGE

Use of this ritual allows the *koldun* to make herself insubstantial. The caster becomes completely immaterial and thus is able to walk through walls, pass through closed doors, escape manacles, etc. The caster also becomes invulnerable to physical attacks for the duration of the ritual. The caster must follow a straight path through any physical objects, and may not draw back. Thus a *koldun* may walk through a solid wall, but may not walk down through the earth (as it would be impossible to reach the other side before the ritual lapsed). This ritual requires that the caster carry a shard from a shattered mirror to hold her image as she moves insubstantially.

**System:** This ritual lasts a number of hours equal to the number of successes scored on activation. The *koldun* may prematurely end the ritual (and, thus, her incorporeality) by turning the mirror shard away so that it no longer reflects her image. No blood is required for this ritual.

### MIRROR OF SECOND SIGHT

This object is an oval mirror no less than four inches wide; no more than 18 inches in length. It looks like a normal mirror, but is much more useful in the hands of a *koldun*. Once created, the mirror is used by the *koldun* to see the supernatural; it reflects the true form of Lupines and Faeries and enables the owner to see ghosts as they move through the Underworld. The *koldun* creates the mirror by bathing an ordinary mirror in a quantity of her own blood while reciting the ritual incantation.

**System:** The ritual requires three points of the *koldun's* blood. Thereafter, the mirror reflects images of other supernatural creatures' true forms - werewolves appear in their hulking man-wolf shapes, mages glow in a scintillating nimbus, wraiths become visible (in the mirror) and changelings appear in their natural aspect. Sometimes, the mirror also reveals those possessed of True Faith in clouds of golden light.

### ROTTEN-WOOD

This ritual protects the caster against wooden stakes and similar wooden weapons. It makes wooden objects so rotten that they crumble to dust.

**System:** The *koldun* must ingest a paste made of wood fibers and three points of blood after which she recites the incantation. For the remainder of the night, all she has to do is speak a one word magical command to turn any wooden object she touches to dust.

### TURN TO TOAD

This ritual turns the *koldun* or a subject of her choice into a toad.

**System:** The *koldun* mixes the blood from a frog or toad with a human blood point and anoints herself or her subject with the mixture. If the *koldun* turns herself into a toad, she can return to her form at anytime. If used on a victim, he remains in that form for (12 – Willpower of victim) days.

### WARD VERSUS LUPINES

This has the same effect as the Level Two ritual Ward Versus Ghouls but works against Lupines. It requires that a handful of silver dust to be stirred into the blood but still only requires two blood points.

### WARDING CIRCLE VERSUS LUPINES

This has the same effect as the Level Two ritual Warding Circle Versus Ghouls but works against Lupines. It requires that a handful of silver dust to be stirred into the blood but now requires three blood points.

## LEVEL FOUR RITUALS

### BINDING THE BEAST

This powerful ritual will pull a fellow Kindred out of frenzy and even separate the vampire from his Beast for a time.

**System:** The ritual takes only 10 minutes to perform, and the caster does not have to see the subject, but she must imbibe a full Blood Point of the frenzied character's blood (it can have been drawn earlier) and push an iron spike through her own hand (causing two health levels of damage that can't be soaked). It does not require four blood points to be spilled. Upon completion of these acts, the subject suddenly emerges from frenzy, and often becomes uncharacteristically passive.

In truth, his bestial side has been separated from his psyche for a number of nights equal to the number of successes score for the ritual. During this time, the subject cannot frenzy, cannot regain Willpower, can only use one Blood Point per turn regardless of generation, and cannot even feed without making a Courage roll. In addition, the vampire must make a Willpower roll (difficulty 7) to use any Discipline. Legend states that some Kindred have starved into torpor after having been subjected to this ritual. The subject doesn't need to be in a frenzy, nor does she need to be willing, but the caster may never use this ritual on herself.

### BINDING THE SPIRIT

This ritual allows a *koldun* to bind a spirit in an object. This can be done to imprison a spirit but is usually used to create a fetish. Fetishes created in this manner are nearly identical those created by werewolves (see **Werewolf: the Apocalypse** pages 273-275). The *koldun* must first summon a spirit or find a spirit willing to become a fetish. It will usually require something in return, as being bound to an object is not a thrilling experience for them. If they are not willing, the *koldun* can try to force a spirit to be bound into an item but the spirits usually become very displeased and will take any opportunity to escape or thwart the *koldun*.

**System:** The number of successes rolled determines the maximum power level of the fetish to be created. If the spirit is not willing to be put into the fetish, the *koldun* must spend a point of Willpower and beat the spirit in a contested Willpower roll (difficulty 6). To activate the fetish, a *koldun* rolls Willpower (difficulty the fetish's power level + 3). A botch on the roll frees the spirit and destroys the item. The powers and mechanics of the fetish are left for the Storyteller to determine. This ritual does not require blood.

### FIREWALKER

This ritual imbues the *koldun* with an unnatural resistance to the bane of all vampires, fire. Only a foolish vampire would actually attempt to walk on or through fire, but this ritual does grant an advanced tolerance to flame. To enact the ritual, the *koldun* must cut off the end of one of her fingers and burn it in a fire along with four points of blood.

**System:** Cutting off one's finger does not do any health levels of damage, but it hurts like hell and requires a Willpower roll to perform. This ritual may be cast on other vampires (at the expense of the caster's fingertips...). If the subject has no Fortitude,

she may soak fire with his Stamina. If the vampire has Fortitude, she may soak fire with her Stamina + Fortitude. The effects of the ritual last for one hour per success.

### HEART OF STONE

A *koldun* under the effects of this ritual experience the transformation suggested by the rituals name: her heart is completely transmuted to solid rock, rendering her virtually impervious to staking. The *koldun's* emotional capacity becomes almost nonexistent, and her ability to relate to others suffers as well.

**System:** This ritual require nine hours (reduced by one hour for every success) and a candle made with four points of blood. It can only be cast on oneself. The caster lies naked on a flat stone surface and places the bare candle over her heart. The candle burns down to nothing over the course of the ritual, causing one aggravated health level of damage (difficulty 5 to soak with Fortitude). At the end of the ritual, the caster's heart hardens to stone. The benefits of this are that the caster gains a number of additional dice equal to twice her Koldunic Sorcery rating to soak any attack that aims for her heart and is completely impervious to the effects of Shaft of Belated Quiescence (**The Guide to the Camarilla**, page 112), and the difficulty to use all Presence powers on her are increased by three due to her emotional isolation. The drawbacks are as follows: the caster's Conscience and Empathy scores drop to 1 (or to 0 if they already were at 1) and all dice pools for Social rolls except those involving Intimidation are halved (including those required to use Disciplines). All Merits that the character has pertaining to positive social interaction (e.g. *Animal Magnetism* or *Sanctity*) are neutralized. Heart of Stone lasts as long as the caster wishes it to.

### INVISIBLE CHAINS OF BINDING

This ritual allows the *koldun* to create a supernatural force that holds a victim immobile. The victim is actually chained with invisible and intangible chains that force him to remain where he is. The victim may try to move, but the chains are too strong to break

**System:** The *koldun* spends four blood points and recites an incantation that takes 5 minutes. Victims can try to break the chains by getting two successes in a Strength roll (difficulty 8). Up to four victims may be chained through the use of this ritual.

### MIRROR WALK

The *koldun* can step into any sheet of glass large enough for her to crawl through, and use it as a

supernatural portal and transport to the any sheet of glass large enough for her to exit. The vampire may use this ritual to transport from place to place, but it is especially useful during escapes. The mirror "liquefies" when the *koldun* steps through, forming ripples. Once the vampire has stepped through, it reverts to its original shape, but the vampire cannot be seen.

**System:** The *koldun* must prepare ahead of time a green emerald, usually on a ring. The *koldun* crushes the emerald and stirs it into a bowl contain four blood points and a handful of earth. She must stir it counter clockwise for 30 minutes while reciting the incantation. During the ritual the liquid turns white. At the end of the ritual, the emerald will reform itself at the bottom of the bowl. Anytime the *koldun* wishes to go through a mirror, she needs it hold it in front of her as she approaches the mirror. She may take one object, up to the size of a person, including a person, through the mirror as long as she has contact with it in her other hand. If anyone tries to enter after the vampire has stepped through, but before the mirror stops rippling, the individual is cut in half. Half ends up in front of one mirror, while the other half ends up in front of the other. The Storyteller may wish to allow the individual a roll using Dexterity + Dodge (difficulty 7) to see if he makes it through without getting killed.

### RECONNECT TO THE EARTH

*Koldun* have a very distinct connection to the land. It is this connection that allows them to practice Koldunic Sorcery. Performed as often as weekly, this ritual reconnects the *koldun* with eldritch magic of the old world.

**System:** After spilling four points of blood onto a patch of dirt then ingesting this soil, a *koldun* may lower the difficulty of any Koldunic Sorcery rolls she makes over the next three nights by one. Multiple uses of Ties that Bind have no effect - the *koldun* gains no greater benefit if he uses this ritual more than once in three nights.

### RESPECT OF THE ANIMALS

The *koldun* who casts this ritual may travel through the wilderness without danger from animals. Animals will not be afraid of the vampire, nor will they dislike her. Animals will accept the vampire as an equal and allow her to pass, though they will not aid the vampire in anyway.

**System:** The *koldun* must soak an article of clothing in four blood points while reciting this ritual. After the ritual is cast, any time the *koldun* wears that

piece of clothing; she has the Merit Inoffensive to Animals. The clothing must be physically visible when worn for this ritual to work.

#### SOUL OF THE LAND

This extremely powerful ritual grants the caster an almost complete identification with her domain. She becomes "one with the land" and, through this intimate connection, instantly knows of anything that threatens the land or its creatures. She can tell if something is wrong with the soil (and thus give advise on how to ameliorate the problem). Additionally, she knows the location of any hostile forces, can predict weather patterns that affect her domain, and can exercise subtle control over the features of the land itself. She can cause trees to move slightly to obscure paths through forests, change the course of streams or widen them to make crossing difficult or cause boulders to rise out of the earth to block a mountain pass.

**System:** This ritual only works on the *koldun's* home soil. Become One With the Land can be cast prior to this to affect that same area. The caster buries herself in a grave near the center of her domain, remaining within the earth for one day. Upon arising the following evening, she imbibes an infusion of her blood (four blood points) combined with the soil in which she has lain. The effects last for a week. Periodic expenditures of blood (four blood points per week) can maintain the connection indefinitely. If a week passes without the caster spilling her blood into the ground, the connection breaks; the caster must repeat the ritual to reestablish her tie with the land. The Storyteller should assist the player in determining the precise manifestations of this ability so that its uses don't wreak undue havoc on the story.

#### TIES THAT BIND

Before a *koldun* can learn a new way, her teacher performs this ritual and removes one of the *koldun's* ribs (through vicissitude or other means). A mystical symbol representing the particular way the *koldun* intends to learn is inscribed onto the bone, and then implanted back into the body. *Koldun* cast this ritual to symbolically lend part of themselves to the essence of the land. In return, they are granted the ability to practice the spiritual magic that is Koldunic Sorcery.

**System:** This ritual is cast by the teacher of Koldunic Sorcery on his student. The teacher must remove one of the ribs of the student and soak it in his own blood for one hour while chanting an incantation of the ancient ways and the way that is being taught to the student. At the end of the

incantation, the student must inscribe the symbol for her new chosen path and then implant it back in her own body. Successfully casting this ritual allows the *koldun* student to spend one less Experience Point for the first level of the chosen way per success scored on the activation. It has no effect on learning levels beyond the first.

#### WARD VERSUS KINDRED

This has the same effect as the Level Two ritual Ward Versus Ghouls but works against Kindred. This does not affect *kuei-jin* (see Kindred of the East). It requires that the *koldun* use four of her own blood points in making the glyph.

#### WARDING CIRCLE VERSUS KINDRED

This has the same effect as the Level Two ritual Warding Circle Versus Ghouls but works against Kindred. This does not affect *kuei-jin* (see Kindred of the East). It requires that the *koldun* use four of her own blood points.

### LEVEL FIVE RITUALS

#### BLOOD CONTRACT

This ritual creates an unbreakable agreement between the two parties who sign it. The contract must be written in the caster's blood and signed in the blood of whoever applies their name to the document. This ritual takes three nights to enact fully, after which both parties are compelled to fulfill the terms of the contract.

**System:** This ritual is best handled by the Storyteller, who may bring those who sign the blood contract into compliance by whatever means necessary (it is not unknown for demons to materialize and enforce adherence to certain blood contracts). The only way to terminate the ritual is to complete the terms of the contract or to burn the document itself. One blood point is consumed in the creation of the document, and an additional blood point is consumed by those who sign it. No other blood is required.

#### CONJURE GREATER DEMON

This ritual is similar to Conjure Lesser Demon, except a mighty entity of the Old Country appears. Such a being is not generally subject to intimidation; it must be coaxed to serve and has no qualms about destroying the *koldun* should the offer not be to its liking. For this reason, *koldun* rarely use this ritual.

**System:** This ritual requires five blood points to be spent, and the name of the spirit to be conjured must be written into the pool.

#### DOMINION

This ritual makes a highly effective defense. It requires three hours to setup and lasts for an entire week. The ritual is cast upon a specific location no larger than 500 cubic feet. The ritual prevents the uses of Animalism, Auspex, Dominate, and Presence performed by anyone except the caster within its bounds.

**System:** This ritual requires the *koldun* to soak five iron disks in blood. Each disk must be soaked in one blood point while reciting the incantation. At the end of the ritual, four of the disks must be placed on the walls of the room and one on the floor. There may be more or less disks used depending on the number of walls in the room.

#### EYES OF THE BEAST

The vampire is able to mystically see through the eyes of an animal for 24 hours. The animal must be chosen and touched on the head by the *koldun* for this ritual to take effect. The *koldun* will then see whatever the animal sees, but will have no control over what the animal looks at or does. The *koldun* must close her eyes in order to see what the animal sees.

**System:** The *koldun* must touch the animals head while reciting this 5 minute incantation. No blood is required for this ritual.

#### THE INMOST TUG

This ritual allows a *koldun* to manipulate the emotions of a being bound in a Blood Bond. For example, the love instilled by a Blood Bond could be debased to lust, or refined to fraternal devotion. This ritual can even be used to warp a Blood Bond into fear, hate or other negative emotions.

**System:** Unlike most Koldunic Rituals, this requires no blood sacrifice or other dross; it can be activated with a single word and a gesture. By making a Manipulation + Empathy roll (difficulty of the victim's Willpower) in addition to the roll to activate the ritual, the *koldun* can manipulate the emotions caused by a blood bond.

#### SHADOW WALK

This ritual allows the *koldun* to cross the Shroud into the Shadow Lands. The *koldun* ritualistically kills herself and reawakens in the Shadow Lands.

**System:** The *koldun* recites an incantation over a ritualistic dagger. At the end of the incantation, the *koldun* stands with her back to a pool of water, stabs the knife into her own heart (it does no damage) and falls backwards into the water. As she hits the water, she is taken through the Shroud to the Shadow Lands. She must do the same ritual to get back. This ritual does not require blood.

#### STONE SLUMBER

This ritual creates a nearly impregnable protection for a sleeping vampire. The caster must begin the ritual two hours before dawn. At sunrise, once the ritual is finished, the caster becomes solid stone. Just like a stone statue, the *koldun* can be transported from place to place, even in direct sunlight, and will remain suspended in that state until the following sunset.

**System:** The *koldun* must mix two blood points with ground up stone or earth and drink the concoction after reciting a simple incantation. The transformation takes two hours during which time the *koldun* must remain perfectly still. Awakening from this form requires the expenditure of three blood points. The *koldun* is completely protected from stakes and most type of flame and heat, but pieces can be broken off. Most kinds of communication and telepathy are impossible, as the *koldun's* mind is dormant.

#### UMBRA WALK

This ritual allows the *koldun* to pass through the Gauntlet into the Umbra. The *koldun* casts this ritual while standing on a mirror in a circle of salt.

**System:** This *koldun* must use a mirror at least 3 feet by 3 feet. She stands on the mirror and spills salt in a circle around her while reciting the incantation. When the circle is complete, she is pulled into the mirror and appears in the Umbra. She must reenact the ritual to leave the umbra again. This ritual does not require blood.

#### WARD VERSUS SPIRITS

This has the same effect as the Level Two ritual Ward Versus Ghouls but works against Spirits. It requires that a handful of sea salt to be stirred into the blood and requires five blood points.

#### WARD VERSUS WRAITHS

This has the same effect as the Level Two ritual Ward Versus Ghouls but works against Wraiths. It requires that a handful of powdered marble from a

tombstone to be stirred into the blood and requires five blood points.

#### WARD VERSUS DEMONS

This has the same effect as the Level Two ritual Ward Versus Ghouls but works against Demons. It requires four blood points and one blood point worth of holy water.

#### WARDING CIRCLE VERSUS SPIRITS

This has the same effect as the Level Two ritual Warding Circle Versus Ghouls but works against Spirits. It requires that a handful of sea salt to be stirred into the blood and now requires five blood points.

#### WARDING CIRCLE VERSUS WRAITHS

This has the same effect as the Level Two ritual Warding Circle Versus Ghouls but works against Wraiths. It requires that a handful of powdered marble from a tombstone to be stirred into the blood and now requires five blood points.

#### WARDING CIRCLE VERSUS DEMONS

This has the same effect as the Level Two ritual Warding Circle Versus Ghouls but works against Demons. It requires four blood points and one blood point worth of holy water.

#### WARRIOR'S HEART

The *koldun* using this ritual may temporarily increase her abilities and attributes as a warrior.

**System:** The *koldun* must spend five blood points and write her name in the earth. This ritual grants the *koldun* two dots of Strength, one dot of Dexterity, and one dot in Stamina. The *koldun's* Courage is also increased by three points. Even beyond this, the vampire gains two extra points in her Brawl and Leadership Talents. The effect lasts as long as her name is written in the earth. After 20 minutes, though, she takes one unsoakable level of lethal damage per minute until her name is erased. After the effects disappear, she must rest within two hours or she will take one level of unsoakable aggravated damage every 10 minutes until she rests. She must rest for at least one hour.

## LEVEL SIX RITUALS

#### CHANGE THE HOME SOIL

This ritual allows the *koldun* to change his homeland, usually only useful if the *koldun* is Tzimisce. For instance, if the *koldun's* home land is Berlin, Germany but she spends most of her time in Los Angeles, California, she can change her home land to Los Angeles forfeiting her rights to Berlin in the process.

**System:** The *koldun* must spend one Willpower point and mix six points of blood with six handfuls of the soil from the area that she wishes to make her homeland. She must then consume the mixture in its entirety. After the mixture is consumed, she recites a short incantation naming her old home and her new one. Her homeland is then changed. She does not get the new land and her old land to call home, only the new one.

#### CREATE VOZHD

This ritual, combined with Vicissitude, enables its practitioner to create a *vozhd* war ghouls (see **Book of Storyteller Secrets** for the creatures statistics). The *koldun* must gather a sizable number of ghouls - at least 15, though 20 or more are commonly employed. The ghouls may be human or animal, and all must be force-fed a concoction of each other's blood (a blood point of the mixture will suffice). Once this is done, the ritual begins.

**System:** The ritual consists of a continuous chant, which the *koldun* must utter while using Vicissitude to mold the ghouls into a composite creature. The casting Tzimisce does not have to be the "sculptor" of the *vozhd*, though most prefer at least to participate in the flesh shaping. The ritual takes (the number of ghouls used - 7) hours to cast, and the caster must maintain the chant without interruption for the duration of the casting. If this requires the caster to remain awake after daylight, she must make the rolls to do so.

#### DESTRUCTION OF MORTAL BONDS

This is an incredibly powerful ritual and should be used with discretion. This simple incantation takes 10 minutes to recite and requires that the caster drip six blood points (not necessarily hers) onto the object to be opened.

**System:** During the 10 minute incantation, the *koldun* lets six blood points flow over the seal to be opened. That seal can never be closed again. This includes manacles, handcuffs, chests, boxes, windows,

doors, safes, zippers, wounds, walls, books, eyes, mouths, throttles, holes in the earth, and the mouths of volcanoes. It also opens dimensional boundaries that are tied to physical objects, and permanently destroys wards. Not included are Blood Bonds, mental control or slavery. Storytellers must arbitrate in all cases.

#### TRANSFER ESSENCE

This ritual transfers the *koldun's* soul, Mental Attributes, Charisma, Manipulation, Abilities, and vampiric Disciplines into a new body. The body must be that of a freshly killed human. The old body crumbles to dust.

**System:** Ahead of time, the *koldun* must place six of her blood points into a container and enact the ritual. After that, if the *koldun* wishes to transfer to a new body, she coats her eyes and the body's eyes in the blood and feeds the rest of it to the body. The *koldun* then makes a Stamina + Medicine roll (difficulty the number of hours the body has been dead). If successful, the transfer takes only a few moments. If failed, the dead body crumbles to dust. If botched, the *koldun* meets final death. This ritual cannot be used on a body that has been dead for more than 10 hours.

### LEVEL SEVEN RITUALS

#### CHILL OF THE WIND SABER

This ritual enables the *koldun* to create a sheet of telekinetic force so thin and so accurate that it can decapitate anyone. The effects of this ritual are additionally terrifying because all the viewers see is the head separating from the body. The effects of this ritual are deadly to almost any creature with a head, including vampires.

**System:** The *koldun* must use seven blood points to draw a circle on open ground large enough for her to lay in. She must then lie down inside the circle and concentrate on the identity of the victim while reciting the 15 minute long incantation. At the end of the incantation, the *koldun* must cut her own throat with a piece of glass enough to do one level of lethal damage. The *koldun* and victim then compete in a contested roll. The *koldun* rolls Perception + Empathy (difficulty 8) and the victim rolls Dexterity + Empathy (difficulty 9). If the victim loses the roll, he loses his head.

#### DIVORCING THE SOUL

This is a devastating ritual that separates one's spirit from its physical element, although the spirit is kept imprisoned in the body. The affected individual

cannot use or regain Willpower, all of her Abilities and Virtues drop to one, and she becomes almost incapable of creative thought. She has no motivation, little emotion (Empathy 0) and is twice as susceptible to mind attacks and control if Dominate, Presence or the like are used against her. She becomes lethargic, careless, depressed, and slow. The true strength of this spell is that it can be used on a nearly limitless number of people.

**System:** During the ritual, the *koldun* drops seven blood points or more in a circle around the subject while reciting the chant with each drop. The target could be a single person, a house, an office building, a city block or even a city. The caster must be walking (one blood point per pace), so after the initial seven hour incantation, the ritual can take anywhere from 10 minutes to several years to complete. The enchantment stays in effect until one of the points of blood is destroyed. Still, even if the blood is dispersed over a wide area, it is only a matter of time before one is disturbed.

#### SHADOW OF THE WOLF

This powerful ritual actually lets the *koldun* become a Lupine for one night. The player must develop a separate Lupine character using the character's basic statistics. The type of Lupine depends on the exact nature of the ritual. There are several variations of this ritual; each imbues a different form. The *koldun* is subject to the same limitations and advantages that all Lupines possess.

**System:** The exact nature of the ritual is up to the Storyteller. It requires three blood points of human blood, three blood points of wolf blood, and one blood point of the *koldun's* blood. Beyond that, it's up to the Storyteller. It is recommended that the Storyteller be familiar with **Werewolf: the Apocalypse** if he is going to allow this ritual.

### LEVEL EIGHT RITUALS

#### BONE OF THE KINDRED

This two-night ritual creates an enchanted weapon made of bone or ivory. The ritual requires the lifeblood of a Kindred. The blood is absorbed into the weapon and cannot be used for any other purpose. The enchanted weapon inflicts aggravated wounds. When in use, the weapon seems to "drink" any blood that is on it.

**System:** This ritual requires 36 consecutive hours to complete. The total number of kindred blood required is eight blood points. In battle, a sword will



inflict Strength + 4 dice of aggravated damage and a dagger or knife will inflict Strength + 2 dice of aggravated damage. Both are difficulty 5 to wield. If an arrow is created, it does damage based on the type of bow used +1. For example, a small bow has a base damage of 2 but when using arrows made with this ritual it has a base damage of 3. Eight blood points must be used per arrow created.

## LEVEL NINE RITUALS

### DRACUL

Besides the obvious prerequisite (Koldunic Sorcery 9+), the caster must have a Vicissitude score of 6+ to employ this ritual; only two Tzimisce, including the Dracon of Byzantium, are known to have used it. This ritual imbues the Fiend with primordial energies of the Old Country, transforming the vampire into a hideous dragon.

**System:** The *koldun's* Strength rating triples, her Stamina doubles, and he sprouts a scaly hide equal to Class 4 Armor. The dragon may drink blood normally, and may also choose to consume the flesh of slain foes; an entire human corpse (12 health levels) may be chewed up and eaten per turn, provided the dragon does nothing but eat. For each Health Level of flesh "digested," the *koldun* may regurgitate a fiery acid inflicting one Health Level of aggravated damage per "point" invested in it (maximum of six Health Levels vomited per shot). The *koldun* gains an additional five "Bruised" Health Levels, but all difficulties to hit her are reduced by one (she's enormous).

### WEAPON OF THE KINDRED SOUL

This ritual creates an enchanted weapon must like the "Bone of the Kindred" weapon from the above. The ritual requires the lifeblood of a Kindred who is also an expert in the use of the weapon to be enchanted. As above, this blood is absorbed and may not be used in any other way. The weapon created by this ritual becomes the vessel for the slain Kindred's soul and Willpower. The *koldun* conducting the ritual has a great deal of control over the weapon's new personality and goals, and commonly imbues the weapon with an overriding desire to protect the *koldun*.

**System:** This ritual requires nine blood points from a vampire and is created like "Bone of the Kindred" though it takes 48 hours. The weapon maintains all of the Abilities, Disciplines, etc. of the Kindred slain to create it, but all of its memories seem distant and unimportant. The weapon is given a new

name during the ritual, and can communicate with its user telepathically. In effect, the weapon is a freethinking being with its own goals, Abilities and mystical Disciplines.

## AUTHOR'S NOTE:

The works contained within these pages are only my view of how I think Koldunic Sorcery works. These are not official rules as released by White Wolf nor am I attempting to infringe on the copyright of their published works. This is simply my interpretation of and expansion upon the rules originally published by White Wolf in **Blood Magic: Secrets of Thaumaturgy**.

I decided to publish this because I felt that Koldunism and Koldunic Sorcery were incomplete primarily due to the fact that the books published for the game **Vampire: the Dark Ages** mentioned a Way of Nature which did not show up in **Blood Magic** and in **Children of the Night**, mention was made of a Way of Blood which was also not found in **Blood Magic**.

**Children of the Night** has characters that do not follow the rules laid out here for Koldunic Sorcery. As with all things in the *World of Darkness* that is perfectly fine. Any Storyteller has the right to change any rule they wish which is one of the best parts about Role Playing Games and I think White Wolf definitely has the right to do whatever the hell they want with their game. If you are looking for a way to explain differences or contradictions between rules or books, spend the ever-popular Storyteller point and say, "Because I'm the Storyteller and I said so," or use the "POOF!" method outlined by White Wolf in the FAQ for **Vampire: the Masquerade Revised**.

Remember, above all this game is supposed to be fun, not about rules.

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THE END!