

VAMPIRES
The
SEBONY
KINGDOM

VAMPIRE: THE EBONY KINGDOM

New World of Darkness Systems Conversion for Kindred of the Ebony Kingdom

WHAT THIS IS

This is a conversion of **Kindred of the Ebony Kingdom**, a **Vampire: the Masquerade** setting supplement, to the new **World of Darkness** mechanics. **KotEK** was, and is, a great game, but it deserves the newer, streamlined system. Hopefully this version redresses the game's mechanical issues while preserving the dark heart of that wonderful game.

V:tEK is largely lacking in background and flavor text, and there's no artwork. (But at least there's a character sheet, and even an index!) This .pdf is mostly crunch; you'll need the background, setting info, story elements and other important stuff from **KotEK**, and of course the **WoD** corebook to use these rules. And that's it; I've made these rules complete enough you don't really need the **V:tM** core or other material to run (though it's a good idea to have them to reference anyway). Even as bare-bones and no frills as **V:tEK** is, there's a lot to cover (as you might infer from the size of the document).

WHAT THIS AIN'T

While I take a few cues from **Requiem**, this ain't a supplement to that game. This is a conversion that allows people to play **KotEK** using the rules in **World of Darkness**. The vampires presented here aren't compatible with, or balanced in regard to, **Req's** Kindred or with any other creatures in the new **World of Darkness**. This is intentional. It's my stated intention to model **KotEK** in its own context, but with the better system. Of course, feel free to borrow as much of this as you like for the new setting; **Abombwe** might make a nice Discipline for your nifty new bloodline. I'm happy if you use my work in any capacity. Just know that's not what *I'm* doing with this.

And as closely as I've tried to translate the original, it's not a 100% true translation (as if such a thing were possible anyway). Some things have been judgment calls – like clarifying, expanding and/or restricting certain Disciplines, semantic changes, redefining many instances of aggravated damage as lethal, and the like. Still, the game's basics remain intact, and you'll have no problem recognizing **KotEK** in its new format.

WHERE IS [FAVORITE PATH] AND [NEW DISCIPLINE] AND [PET BLOODLINE] OR WHATEVER?

There's just the one African sourcebook for **Vampire** (thanks a lot, White Wolf...), but there's a lot of stuff out there that's tangential to African games, like for instance **Akhu** and expatriate Kindred groups. But I simply can't cover everything. I stuck with converting **KotEK** and things directly relevant to it, and I didn't deviate from that too much. I'm not ruling out doing a supplemental document that covers some other stuff one day, but for now you can use this foundation to do the conversions yourself. I'll be happy to help, just get in touch with me.

HONORABLE MENTIONS AND MAD PROPS

Vampire: the Ebony Kingdom wouldn't have been possible without my friends that provided valuable feedback and took the time to read my various revisions. You know who you are, and I thank you.

I've taken pains to edit this and catch my mistakes and bugs, but no doubt some will slip by. So if you see any problems – typos, wonky or broken mechanics, inconsistencies, missing information, conceptual issues – please let me know. Just drop me a line on MySpace (URL below).

THE VAMPIRE: THE MIDDLE KINGDOM HOMEPAGE
<http://www.geocities.com/predaphile/xwod-vtek-intro.html>

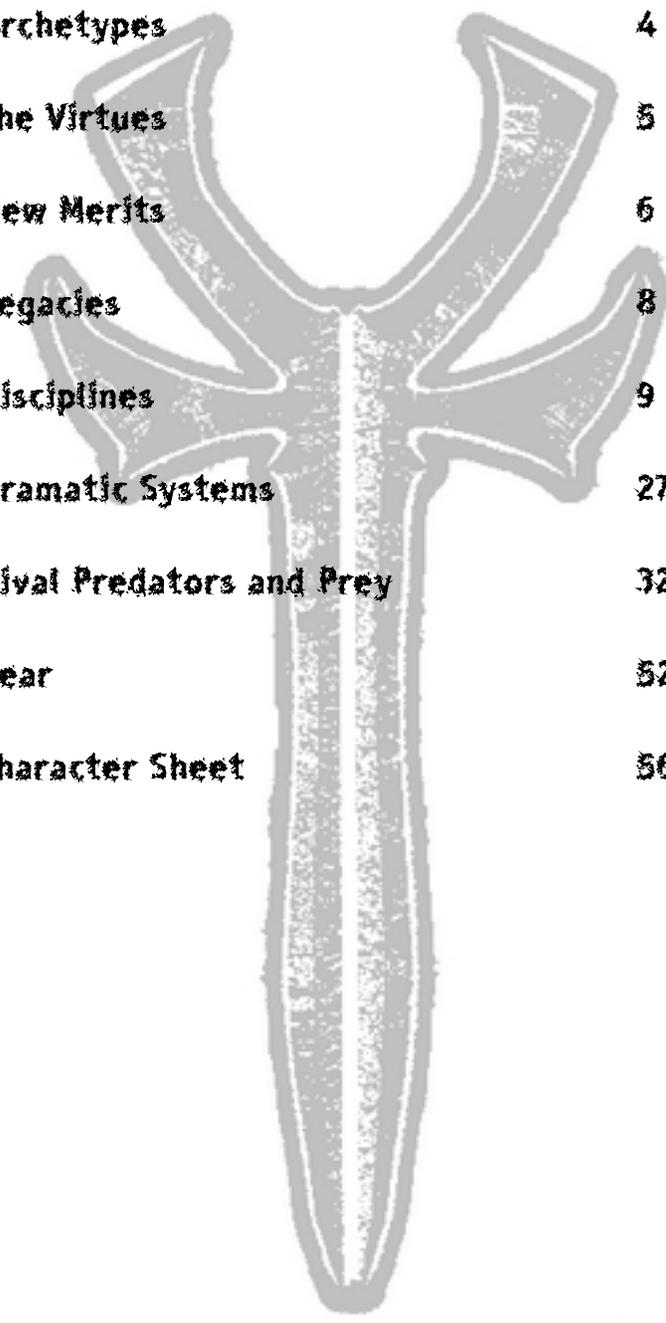
MY KINDRED OF THE EBONY KINGDOM PAGE
<http://www.geocities.com/predaphile/wod-vamp-kotek.html>

MY (NEW) WORLD OF DARKNESS PAGE
<http://www.geocities.com/predaphile/nwod-index.html>

MY MYSPLACE
<http://www.myspace.com/ihatealllife>

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CHARACTER CREATION

Archetypes: This game uses Nature and Demeanor, not the Virtues and Vices described in the **World of Darkness** core (**WoD**). Choose Archetypes from among those presented, below.

Attributes: The Attributes used are those defined in the **WoD** core; the player has 15 dots to distribute among the Attributes (in addition to the free dot in each), the fifth dot costs double.

Skills: Use the Skills from **WoD**; players have 30 dots to spread, though the fifth dot costs two points. All characters receive three Specialties. Some former Abilities are now Specialties (Law is now covered by Academics, for example); others are now Merits (Linguistics is covered by the Languages Merit).

The Virtues: Characters have seven dots to allocate between Orun and Aye; each begins with a free dot. Virtues can be increased with Merit points; however, the summed Virtue ratings can't exceed the character's generational total (pg. 7).

Legacy: Pick a legacy, if you haven't already (pg. 8).

Disciplines: Laibon have four dots to allocate to legacy Disciplines (pg. 9). Non-legacy Disciplines may only be purchased with Merit points, and must make sense: Potence for a Shango ex-ghoul is fine, Obeah for the same character is not.

Merit Points: Laibon have 20 Merit points and have access to the Merits in the **WoD** core, and can several unique Merits (see the next page). In addition, Merits from **V:tM**, **KotEK** and other books that would apply to Laibon may be purchased at the

costs listed in those books, though will have to be converted to the new rules individually. Finally, Merit points may be used to buy extra trait dots (in the manner freebie points used to; see below).

Willpower: Willpower is trait with a permanent rating (like the old game), though Willpower points are spent for extra dice as per the new system; the initial Willpower rating is the sum of [Resolve + Composure], but isn't limited to that total.

Flaws: Flaws taken at character creation don't add to the dots the character has to distribute, but offer bonus exp when they come into play (per the new rules). A character may have multiple Flaws, but may only benefit from one Flaw per story. Choose and convert appropriate Flaws from the old books.

MERIT COSTS	EXPERIENCE COSTS
Attribute: 4/dot	Attribute: new rating x 4
Skill: 2/dot	Skill: new rating x 2
Specialty: 2/dot	Specialty: 2
Merit: listed cost	Merit: new rating x 2
Discipline: 7/dot	legacy Discipline: new rating x 5
Virtue: 2/dot	non-legacy Discipline: new rating x 7
Willpower: 2/dot	blood magic path: new rating x 4
	Virtue: new rating x 2
	Willpower: new rating x 2

ARCHETYPES

Pick a Nature and Demeanor for your character from the list, below, or create your own Archetype if you don't see something that fits your concept.

Generally, a character regains a point of Willpower when acting in a way or experiencing something that fulfills his Nature. This should be a noteworthy event or something that impacts the character tangibly; a Gallant that impresses his kholo with a song will earn Willpower, while serenading some impressionable girls at the truck stop wouldn't. Particularly significant fulfillment (such as said Gallant becoming widely known for his singing talent) may net one two Willpower or even more, at the Storyteller's discretion. The Storyteller is the ultimate judge of whether a Nature has been fulfilled, though the player is free to suggest a Willpower gain.

Demeanor is merely the face you present to others, and has no bearing on Willpower gain.

Architect: Creating something of lasting value.

Autocrat: Imposing your will on others.

Bon Vivant: Taking joy or reveling in something.

Bravo: Succeeding through brute force or intimidation.

Caregiver: Successfully protecting or nurturing another.

Competitor: Succeeding at someone else's expense or winning at something.

Conformist: Helping others achieve a goal or succeed by following them.

Conniver: Tricking another into benefiting you.

Crusader: Pursuing your driving passion or converting another to it.

Curmudgeon: When someone does something stupid or something goes wrong, just like you predicted.

Diplomat: Uniting dissenting parties or peacefully resolving a dispute.

Gallant: Impressing others.

Jester: Lifting others' spirits, or denying your own pain, through laughter or absurdity.

Judge: Correctly deducing a mystery or determining another's true nature or motives.

Loner: Accomplishing something by yourself, yet that benefits your allies in some way.

Martyr: Sacrificing for your ideals for another's gain.

Masochist: Suffering in some novel or meaningful way.

Monster: Causing others to recoil in horror of you.

Mystic: Uncovering or helping conceal arcane lore.

Scourge: Bringing suffering to the guilty.

Pedagogue: When another benefits from something you taught him.

Penitent: Attaining some measure of absolution or redemption.

Perfectionist: Accomplishing your goal without any demonstrable flaw or impediment.

Progressive: Bringing "modern" thinking and ways to Africa in a way that improves the lives of its people.

Rebel: Thwarting or actively fighting the particular force or group that you oppose.

Rogue: Gaining from your self-centered nature.

Survivor: Persevering through difficulty or danger.

Thrill-Seeker: Experiencing exhilaration or some novel form of danger.

Traditionalist: When the traditional ways of Africa turn out to be best, or you resist change for its own sake.

Trickster: Teaching others through irony or humor, or exploiting others' foolishness.

Visionary: Convincing others to have faith in you.

THE VIRTUES

As undead creatures, Laibon stand astraddle the worlds of life and death – Earth and Heaven – existing partly in both and fully in neither. This is reflected in their Virtues, the moral cornerstones of a Laibon's soul and the spiritual edifices that support her throughout her existence.

Virtues are more than metaphor, however: they define the vampire's approach to the undead condition, and determine in great part how she views humanity, other Laibon and the spirits, and even the quality of her supernatural power.

Aye

Aye (aw-yay) means "Earth," and reflects the vampire's connection to the terrestrial, living world, and to those qualities that once made her human. Aye allows her to pass among and interact with mortals.

When a character acts in a way that violates her human qualities and responsibilities, a number of dice associated with the

Sin is rolled (see table, below). If this roll succeeds, no Aye loss occurs. A failed roll indicates a dot of Aye is lost, and part of the man the Laibon once was dies.

- Aye determines how “human” a Laibon appears. One with an Aye score of 7 or higher will pass even close inspection, while those of 4 or lower are feral and unpleasant to be around. A Laibon's die pool for Social rolls when interacting with mortals can be no higher than her Aye except when using Discipline powers. This limit doesn't apply when interacting with Laibon or most supernatural creatures.
- Those of higher Aye find it easier to simulate lifelike activity (heartbeat, warm skin, etc.); see pg. 28.
- Laibon with high Aye rise earlier in the evening. When forced to act during the day, a character's maximum die pool for any activity is equal to her Aye.
- When a Laibon is reduced to torpor from massive damage, either Aye or Orun (whichever is higher) determines when she comes out of torpor on her own; see pg. 30.

Aye Hierarchy of Sin

Score	Moral Guideline	Rationale	Check
10	Selfish thoughts.	Dwelling on improper behavior can only lead to it.	five dice
9	Selfish acts.	To place your needs above another's only degrades you.	five dice
8	Injury to another (accidental or otherwise).	Hurting another, whether through carelessness or anger, risks his life and livelihood, as well as your integrity.	five dice
7	Theft.	Only the weak and indolent enrich themselves through the spoils of another's labor.	four dice
6	Accidental violation (drinking a vessel dry out of starvation).	One that cannot control himself reveals his moral weakness.	four dice
5	Intentional property damage.	To steal is a bad thing; but to deprive others through thoughtless destruction of their possessions is the act of a fool.	four dice
4	Impassioned violation (manslaughter, killing a vessel during Frenzy).	If one is a man, and not a beast, then one should comport himself as a man. Succumbing to one's base impulses is the act of an animal.	three dice
3	Planned violation (murder, savored exsanguination).	Even the lion does not revel in his monstrosity. To enjoy inflicting pain and death is to be even less than an animal.	three dice
2	Casual violation (thoughtless killing, feeding past satiation).	If you must take life, respect that which you take. If you must feed, do so only until satisfied. To destroy without respect is to court the Beast.	three dice
1	Utter perversion or heinous acts.	Even the lowest devils serve some purpose; though you may mimic their acts, you are only a poor mockery, and you risk your very soul.	two dice

Orun

The counterpart and compliment to Aye, Orun (oe-rune) means "Heaven." The term is used loosely and often sardonically, as vampires are anything but heavenly. It measures a Laibon's connection to things mystical and spiritual, and the strength of his vampiric nature. Orun ties the Laibon to the land and supernatural community in a tangible way. Finally, this Virtue determines the raw potential of one's Discipline powers (though it doesn't measure her proficiency in individual Disciplines).

When one acts in a way contrary with his monstrous nature, a number of dice associated with the Sin is rolled. If this roll succeeds, no Orun loss occurs; a failed roll indicates the vampire loses touch with his essential nature, and a dot of Orun is lost.

- When activating Discipline powers, if the [Attribute + Skill] portion of the die pool is *lower* than the Laibon's Orun, use an [Orun + Discipline] roll for those powers.

- The higher a vampire's Orun, the more powerful and “supernatural” he appears. One with high Orun is clearly a mystical being, often sporting claws, permanent fangs, glowing eyes, strange skin color, even scales. Oddly, these characteristics don't detract from the vampire's social ability, and some are known for their ability to simultaneously lure and terrify. At the high end of the scale, features like horns and hooves may crop up. At Orun 6, 8 and 10, the Laibon gains a characteristic that offers a minor benefit: examples include nails that inflict lethal damage (0L), a maw that allows the vampire to drain an extra blood point per turn, or a hide that offers an Armor rating of 1/1. The nature of such features are up to the player and Storyteller to work out. A trait acquired at a certain level of Orun is fixed henceforth; it's lost if Orun drops below that level, but regained once the requisite Orun is restored; however, it can't be swapped out for another trait.

- A Laibon with low (3 or lower) Orun doesn't benefit from the 10-again rule when making Discipline rolls; however, if her Orun is 8 or higher, she gains the 9-again advantage. Such high or low Orun ratings may impact Disciplines and powers that don't involve die rolls (like Fortitude or Celerity), subject to the Storyteller's interpretation.
- If a Laibon's Orun is higher than an applicable resistance pool (such as Willpower or Stamina), she may use Orun as the die pool to resist the effects of Discipline powers and other supernatural abilities. However, Orun may not be used in addition to resistance traits; use one stat or the other.
- When a vampire is reduced to torpor from massive damage, either Orun or Aye (whichever is higher) determines when she comes out of torpor on her own; see pg. 30.

Score	Moral Guideline	Rationale	Check
10	Contradiction of one's undead nature (refusal to feed, attempting to be active during daylight hours, etc.).	To deny what you are is an insult to Heaven, Earth and the ancestors. Know what you are, intimately, and act accordingly.	five dice
9	Using one's supernatural gifts and powers for temporal benefit.	Undeath is eternal, while mortal lives and nations are transitory things. Gaining influence and status among men is not befitting an eternal force of nature.	five dice
8	Acting openly against another Laibon or other supernatural creature.	Acting openly is not the same thing as acting. Conflict with one's fellows is unavoidable, but a proper monster does not air his or his neighbor's dirty laundry openly. Laibon are to be subtle and secretive in their doings, not vulgar.	five dice
7	Acting out of pride, greed, gluttony, or other selfish impulses.	These are mortal failings. The wicked nature of a vampire is far more rewarding.	four dice
6	Failure to observe cultural traditions.	Respect the traditions of both men and Laibon, wherever you travel. These laws resonate in, and are born from, the higher world of gods and ancestors.	four dice
5	Placing the welfare of mortals before that of other Laibon.	The shepherd that places his flock above his family is a fool.	four dice
4	Killing Laibon or other supernaturals of the Kingdom except in defense of one's unlife.	All creatures, even wicked ones like yourself, have their role. It is not your place to pass judgment on them, even on your bitter foes, though you should defend yourself from those that would so judge you.	three dice
3	Ignoring the will of the gods, ancestors or spirits.	If you are a member of a community, it is only proper you obey its laws – lest you find yourself exiled or that others do not respect your place.	three dice
2	Any act that endangers the sanctity of the Ebony Kingdom (working with outsiders to overthrow a magaji or exploit natural resources).	A predator does not soil his den or ruin his hunting ground, nor abide those that would violate it. Never forget your obligations to this land, its people, and the gods and spirits that preside over it. Do not conspire with outsiders against your family or land, for they do not share your obligations to the Ebony Kingdom.	three dice
1	Blasphemy against the gods, spirits or ancestors.	Even a child would be foolish to act so shamelessly as this. To insult the community to which you belong is to spite yourself.	two dice

MERIT

Beyond what's listed below, appropriate Merits for vampires include Retainers (often ghouls), Mentor, and Status among one's domain or legacy. Disallowed are Quick Healer (Laibon require blood to heal) and Strong Lungs (undead don't breathe). Natural Immunity and Toxin Resistance are perhaps redundant for undead, but can reflect an additional degree of resilience.

The following Merits are exclusive to Laibon and can't be taken by others: Earth-Feeder, Eat Food, Generation, Herd and Malleable Visage. Only exceptional mortals like sangoma or shamans may possess an Ancestor Spirit or Artifact.

ANCESTOR SPIRIT (SOCIAL, ● ✦ ●●●●)

This Merit functions as the Background described on pg. 80 of *KotEK*, except as follows: your Ancestor rating can never exceed your Orun, directly contacting your ancestor requires at least three successes on the Ancestors roll, and the bonus Ability dots can increase a trait no higher than 5.

ARTIFACT (SOCIAL, ● ✦ ●●●●)

The Artifact Merit reflects the possession of one or more magical trinkets, such as a fetish spear, cursed statue or reliquary bowl. See pg. 54 for sample artifacts, though you're not limited to this small selection; every such item is unique, and the Storyteller and player should work out its nature when this Merit is taken.

ATLATL-TRAINED (PHYSICAL, ●●)

Prerequisite: Dexterity 3, Athletics 2

You don't have to use an action to prepare an atlatl and a spear or javelin; you can "load" the weapon and attack as a single action. (See for rules for atlatl and these weapons, pg. 52.)

DIVINE (MENTAL, ● ✦ ●●●●)

Read the description of the Secondary Ability on pg. 76 of *KotEK*. The roll to use this Merit is normally [Intelligence + Divine], though one running a con might require a [Manipulation

+ Divine]. Auspex may add to Divine rolls at the Storyteller's discretion, though due to the uncontrolled nature of that Discipline the vampire (or player) rarely has control over this.

EARTH-FEEDER (PHYSICAL, ● †♦ ●●●)

You're used to feeding on animals and can draw more nourishment from their blood. For every dot in this Merit, choose an animal species: you gain full blood point value when consuming blood from these animals. (See pg. 27.) This Merit doesn't apply to humans or supernatural creatures.

EAT FOOD (PHYSICAL, ●)

Unlike most Laibon, you can eat food and even enjoy its taste. You can't derive any nourishment from this, of course, but this quality can help you pass as human. You can't digest what you eat, and you'll soon have to hork the food back up.

GENERATION (PHYSICAL, ● †♦ ●●●●●)

Generation is the mechanical expression of potency in a vampire's blood, measuring one's distance from Kagn (or whatever fell progenitor spawned the Laibon race). Characters start at 14th Generation – yes, thin-blooded – and can start no lower than 9th Generation. See the table, below. If it needs to be said (we're all Vampire players here, right?), Laibon can't increase generation with experience; diablerie is the only way to do this.

HERD (SOCIAL, ● †♦ ●●●●●)

You cultivate a group of mortals from whom you can feed without fear. A herd may take many forms, from members of your mortal family to actual cults built around you as a god-figure. Herd members might prove handy for minor tasks, though they're

typically not very competent. Your Herd dots add dice to die rolls for hunting; see pg. 27 for further details.

Dots in Herd don't determine the raw number of vessels you have on tap; rather, it reflects a stable group of people from whom you can reliably feed. A Laibon with a large herd may have only one or two dots in this Merit if his prey is spread out thinly or are often unavailable. If a raw number must be assigned, assume roughly five people per dot of Herd.

MALEABLE VITAGE (SUPERNATURAL, ●●●●)

As the Merit described on pg. 89 of *KotEK*.

MEMBERSHIP (SOCIAL, ● †♦ ●●●●●)

As the Background on pg. 81 of *KotEK*. Membership may be used in place of a Social Skill when the character interacts with other members of her secret society. Further, successes on a straight Membership roll can be converted to dots in Allies, Contacts (minor) or Herd; this roll may be made once per story, and bonus dots gained through Membership last only a night or two.

RAPID SHOT (PHYSICAL, ●●)

Prerequisite: Dexterity 3, Athletics 2

You don't have to use an action to notch an arrow; you can do this and attack as a single action. (See bows, pg. 52.)

UNSEEN SENSE (MENTAL, ●●●●)

Contrary to what *WoD* says, undead and other night walkers can possess this quality in the Ebony Kingdom; indeed, certain mortals are Embraced because of it. Thin-blooded are particularly likely among Laibon to manifest this quirk, though it's rare even among them.

GENERATION CHART

Generation	Summed Virtue Max.	Trait Max	Max. Blood Pool	Blood/Turn	Notes
Fifteenth	[9 + Res]	5*	[Health +1]	1	Takes only lethal damage from sunlight. Can reproduce sexually, creating khala (pg. 36, but can't Embrace. *Maximum Discipline level 3. (15 th Generation may be taken as Physical Flaw.)
Fourteenth	[9 + Res]	5*	[Health + 2]	1	Stamina is treated as Fortitude against sunlight (see pg. 14); this effect stacks with Fortitude. Embrace attempts fail 75% of the time. *Maximum Discipline level 4. (Default for starting Laibon.)
Thirteenth	[10 + Res]	5	[Health + 3]	1	Embrace attempts fail half the time. (1-pt. Merit.)
Twelfth	[10 + Res]	5	[Health + 4]	1	(2-pt. Merit.)
Eleventh	[11 + Res]	5	[Health + 5]	1	(3-pt. Merit.)
Tenth	[11 + Res]	5	[Health + 6]	2	(4-pt. Merit.)
Ninth	[12 + Res]	5	[Health + 7]	2	(5-pt. Merit.) Considered "low elder" level; few modern Laibon are of this potency or greater.
Eighth	[12 + Res]	5	[Health + 8]	3	
Seventh	[13 + Res]	6	[Health + 10]	4	
Sixth	[13 + Res]	7	[Health + 14]	6	
Fifth	[14 + Res]	8	[Health + 20]	8	
Fourth	[14 + Res]	9	[Health + 30]	10	

Summed Virtue Max.: The maximum number of dots that a vampire may maintain in Virtues, total (Aye + Orun).

Trait Max: The maximum rating a vampire can have in an Attribute, Skill, Merit or Discipline; note that the thin-blooded have lower Discipline caps.

Max. Blood: This is character's maximum blood pool; Health doesn't include blood-buff bonuses (pg. 28).

Blood/Turn: The number of blood points a Laibon may spend in a turn. By spending one Willpower, one can exceed this amount by 1; this is known as "pushing."

THE LEGACIES

AKUNESI

Disciplines: Abombwe, Animalism, Fortitude

Weakness: Akunese are bestial in appearance or behavior, bearing the marks of beasts. The 10-again rule isn't applied when they make Presence or Manipulation rolls, and 1s subtract from successes; however, this doesn't apply to Discipline use. The Weavers are also easy to detect as being vampires (or at least as something inhuman).

THE FOLLOWERS OF SET (SETITES)

Disciplines: Obfuscate, Majesty, Serpents

Weakness: Setites suffer two additional points of damage from sunlight, and suffer a -1 penalty to die pools and Defense when exposed to bright light.

Lineages: The Warrior line replaces Obfuscate with Potence. (The Children of Damballah are technically a Setite lineage, but are described as a minor legacy, below).

GURUHI

Disciplines: Animalism, Majesty, Potence

Weakness: Whenever there's a change in a Guruhi's Aye or Orun, or less than two successes are rolled for any degeneration check, subtract the relevant Virtue's rating from 10: the result becomes that Virtue's score for purposes of determining appearance.

INTARRI

Disciplines: Celerity, Fortitude, Majesty

Weakness: All Gluttons are physically marked by their vices, and further, may need to make Willpower rolls to avoid indulging in their habits.

KINYONYI

Disciplines: Animalism, Chimerstry, Fortitude

Weakness: According to tradition honored since Africa's earliest nights, formal accords made between Kinyonyi and other Laibon are typically "signed" with some sort of pact: spitting blood into palms, swearing an oath to a god, etc. A Nomad that breaks an sworn oath (even accidentally) has committed an Orun 1 Sin, and must roll two dice to avoid degeneration.

NAGLOPERI

Disciplines: Animalism, Auspex, Vicissitude

Weakness: Bestial things that they are, Horrors must sleep interred within earth. Each night a Nagloper fails to do this, his die pools are halved (pools rounded up).

Lineages: Two distinct lines exist within this forsaken legacy: the Witches practice an Africanized version of Koldunism in place of Vicissitude, while a few especially brutish Horrors find more use for Potence than the insight offered by Auspex.

OSEBO

Disciplines: Auspex, Celerity, Potence

Weakness: The Leopards are mercurial and short-tempered. The 10-again rule is not applied when making Willpower rolls to avoid Frenzy, and any 1s rolled subtract from successes.

Lineages: "Wild" Osebo serve no domain and often develop Animalism over Auspex.

SHANGO

Disciplines: Celerity, Dur-An-Ki, Obfuscate

Weakness: Anyone using supernatural awareness (such as Auspex powers) on a Shango receives a +2 bonus to his roll; a Judge's powerful aura always shows signs of her being a sorcerer. Further, an attempt to see through a Shango's supernatural concealment using an opposing power is considered one level higher (i.e., a character with Auspex 2 trying to penetrate a Judge's Obfuscate has an effective Auspex rating of 3).

Lineages: Some Shango lines prefer Auspex's insight, though lack the martial prowess granted by Celerity.

XI DUNDU

Disciplines: Dominate, Obfuscate, Potence

Weakness: The Shadows are ironically named, for they cast none of their own. Further, if touched by his native soil while resting, a Xi Dundu will only function at half his Strength and Potence (rounded up) for the next 24 hours.

The Minor Legacies

THE CHILDREN OF DAMBALLAH

Disciplines: Auspex, Majesty, Serpents

Weakness: Rainbows are unable to blood bond mortals, but may still create ghouls or blood-bond other vampires. Further, any that allow Aye to fall below 5, or their total dots in Virtues to fall below 9, also suffer the Setite legacy weakness until they regain their standing.

GHIBERTI

Disciplines: Dominate, Necromancy, Potence

Weakness: Slavers inflict double damage upon mortals from whom they feed; any they feed upon (Laibon or Kine) feel intense agony rather than the Kiss. Finally, no Ghiberti may start at a generation lower than 11th.

MLA WATU

Disciplines: Auspex, Fortitude, Necromancy

Weakness: Ghost-Eaters display a corpse-like pallor and cold skin, and can't flush their skin or simulate life. The 10-again rule isn't applied to Presence or Manipulation rolls, and 1s rolled subtract from successes; this limitation doesn't apply to Discipline die pools. Mla Watu are also easy to detect as being vampires.

NRUO LAO

Disciplines: Auspex, Fortitude, Obeah

Weakness: Most Nkulu Zao only gain nourishment from mortal blood taken in the throes of passion or hunger, or from fallen foes. Those rare Nkulu Zao known as the Cloud Souls gain another, more humane weakness: they can only consume blood offered to them willingly. Mortal blood consumed outside of the applicable restriction provides no sustenance and forces a degeneration check as an Orun 1 Sin. These weaknesses don't apply to vampire vitae, which can be consumed freely.

Lineages: Not so much a true lineage as a movement within the legacy, the Nkulu Zao known as Cloud Souls decry the base nature of their fellows and attempt to retain integrity; to be among them, one's Aye must be at least 6 and Orun at least 5.

The Caitiff Question

Are there Caitiff Laibon? No, not really. All Laibon manifest a legacy, no matter how weak that heritage might be. Leave the puling Caitiff for the Kindred to fret over.

The reason for this goes to the root of what Laibon and legacies are. A legacy isn't just a package of Disciplines and a weakness, or even just blood relation to a group of vampires. A legacy is no less than a family, its members bound through divine blood and spirit; even the maligned minor legacies define

themselves in this familial context. These legacies are in turn bound together in the greater fellowship of Laibon and to the Ebony Kingdom, to its soil and ancestors and spirit. As fractitious, wicked and fucked up as this extended collection of monsters might be, it's still a family, and this is central to the Laibon identity. In short, to be without legacy is to not be Laibon.

So even the water-blooded of the 15th Generation bear the marks of the legacies that spawned them, for better or worse.

DISCIPLINES

The descriptions here are quick and dirty, and address raw mechanics. Refer to **KotEK** (pg. 93) for detailed rundowns of Disciplines, flavor text and the like.

Rolls for activating and using powers are instant actions and require that turn to perform, unless stated otherwise in the individual descriptions. Whenever a subject is targeted by a power against which resistance is allowed, the opposed roll is reflexive (and made even if the subject is aware of the attempt). Exceptions to these rules are noted in individual powers' writeups.

Abombwe

The signature Discipline of the Akunese legacy, this Discipline allows the vampire to control her Beast and transform her body. A more detailed description is given on page 97 of **KotEK**.

In addition to the powers listed below, a Laibon can elect to add her Abombwe rating to [Composure + Resolve] rolls to avoid Frenzy or Red Fear. However, less than three successes on the check means the vampire must immediately placate her Beast with blood: two points if only once success is rolled, or one point if two successes are rolled. Failure means the Beast runs riot, and the Laibon may not use Abombwe in any [Composure + Resolve] rolls for the rest of the night.

● **Predator's Communion:** With one blood point and a [Wits + Empathy + Abombwe] roll, the vampire can sense other Beasts within a fifty-yard radius per success. This includes other vampires, shapeshifters, ghosts, demons, predatory or dangerous animals, and people with low Aye. Truly powerful threats like elder Laibon or Simba are easier to detect.

●● **Invoking the Beast:** By spending a blood point and making a [Stamina + Survival + Abombwe] roll, the vampire can assume the physical characteristics of an animal for the scene; this takes one turn. The Akunese must have drunk that animal's blood at some point (or, in the case of insects and similar creatures, consumed it). Traits this power offers includes the cliché claws (damage 1L, +1 bonus for climbing rolls), tooth-filled maw (damage 2L, can bite without grappling), patagia for gliding (fall damage is negated), and poison sacs (venom inflicts biter's Stamina in lethal damage to living creatures, or half that in bashing to undead).

●●● **Unseen Hibernation:** This power allows the vampire to merge with the earth, natural rock formations or even trees by changing the composition and density of her body; this costs a blood point and takes a turn. In truth, the Laibon exists "between" the physical world and astral space while interred. The character can only merge with natural, unshaped material – she can't merge with a statue or wooden structure. This method is excellent way to escape the daytime sun, in addition to avoiding predators and other threats. The vampire is difficult to detect through either mundane or supernatural means; all such rolls are automatically opposed by

her [Abombwe + Stealth]. Disturbing the Weaver's resting place forces her to the surface.

●●●● **Devil-Channel:** This power allows the vampire to imbue her blood with the power of the Beast, and force it to the surface of her body; the afflicted blood becomes reddish-black and clotted, and covers the targeted body part. However, playing with the Beast this way isn't without risk – the Laibon is at -2 to rolls to avoid Frenzy while using this power. Only one Devil-Channel effect can be used at a time, and it costs two blood points.

Potential applications of Devil-Channel are:

- *Hands/Arms:* Inflict aggravated damage with punches.
- *Feet/Legs:* Inflict agg damage with kicks, and Abombwe is treated as automatic successes on jumping rolls (yes, this stacks with Potence).
- *Head:* Gain the ability to see perfectly in total darkness, and even supernatural darkness (though at a -2 penalty to rolls). Further, the vampire can spit blood as a ranged attack (short range = [Str + Potence] ft., Dex + Abombwe to hit); any limb struck by the spit is paralyzed if the attack successes exceeds the victim's Stamina. This costs one blood point.
- *Throat:* Can roar and inspire terror; treat this effect as Banishment (Majesty ●●).
- *Back:* Four huge spider legs sprout from the Weaver's back, which offer one free action per round for attacks (damage 2B) or grapples; this action is "free" and doesn't impose die pool penalties. Abombwe is added to Speed and climb rolls.
- *Groin:* Oh, come on. You're sick for even thinking it.

●●●●● **Predator's Transformation:** By slaying a victim and drenching herself in its blood, assimilating its essence with a [Presence + Occult + Abombwe] roll, the Weaver can assume its form; this should be roleplayed, and it's not something one can easily pull "on the fly." The transformation itself costs a blood point and takes three turns, though more blood may be spent to hasten this: two blood points allow the transformation to take place in two turns, while elders able to spend three blood at once can change in one turn. Taking animal shape grants appropriate advantages (see below), though the form can't be smaller than Size 2 or larger than Size 7. Predator's Transformation can even allow one to assume the forms of people, Laibon or even other supernatural monsters, though such changes offer no supernatural advantages whatsoever.

Attributes and capabilities of animal forms vary, depending on the nature of the creature. Physical Attributes, Speed and other traits are adjusted to the animal's capabilities, and natural weapons and other advantages are gained; sample forms are listed below. Animal forms possess naturally sharper senses, usually smell and hearing; treat such benefits as if those senses were affected by Ancestors' Vigilance (Auspex ●).

Assuming a particular form multiple times is difficult, as

the Akunese must go through the trouble of regularly killing animals of that type. After assuming a form once, the character has two options if she wants to access it again. A successful Abombwe roll allows the Weaver to assume that form, but this roll must be made every time she wants to do so. Also, an experience point can be spent to "lock" a form into memory; henceforth, she can use Predator's Transformation to assume that form.

<i>Buffalo</i> : Str +4, Dex -1, Sta +2; Size +3; Speed 10; horns 2L.
<i>Hyena</i> : Str +1, Dex +2, Sta +2; Size -1; Speed 8; bite 3L
<i>Lion</i> : Str +2, Dex +2, Sta +1; Size +1; Speed 8; bite/claw 2L
<i>Zebra</i> : Str +2, Dex +1, Sta +2; Size +2; Speed 12; hoof 1L.
<i>Vulture</i> : Dex +1, Size -2; Speed 10 (flight); bite/talon 1L

Animalism

Animalism is the supernatural ability to commune with and control beasts... and, with mastery, Beasts. This versatile Discipline assists in reconnaissance, subduing prey, even combat.

● **Animal Speech:** The vampire creates an empathic rapport with a beast's spirit through eye contact, thereby allowing her to talk with it or issue simple commands; this requires a [Manipulation + Animal Ken + Animalism] roll, though penalties to this roll should be levied for attempting to communicate with non-predators or with very simple animals like insects and fish. The number of successes the player achieves dictates how strongly the character's command affects the animal. Although it isn't necessary to actually "speak" in chirps, hisses or barks, some vampires find it a useful way to focus this power. If eye contact is broken, the Laibon must look into the creature's eyes once again (and make another roll) to regain contact.

●● **The Call:** The vampire may call out in the voice of a specific animal species and mystically summon creatures of the chosen type within a certain radius. Of course, if no animals of that type exist in the area, none respond to the Call. Every success on a [Presence + Survival + Animalism] roll sends a Call in a 500-ft. radius. Individual animals may choose whether or not to respond (though they generally do unless they feel threatened or are hostile), and while the vampire has no control over those that answer, they're favorably disposed toward him.

●●● **Pacify:** A vampire may use this power to assert her will over a mortal or animal, subduing the "Beast" analogue within him or it and quenching all strong emotions; this power doesn't affect Laibon. The Laibon must touch her subject or maintain eye contact during the attempt. The player rolls [Presence + Intimidation + Animalism] if cowing the Beast through fear (as Naglopers are fond of doing), or [Manipulation + Empathy + Animalism] if soothing it into complacency. A successful use of Pacify forces the victim to become passive and pliable, unable to spend or regain Willpower, and he is unable to act in any decisive way (even in self-defense!); every day, the character is allowed a Willpower roll to regain her Beast. This is an extended roll, and the Laibon must equal or exceed the victim's Willpower; failure at any point forces the player to start over from the beginning, while a dramatic failure indicates that the Laibon may never again affect that subject with Quell the Beast.

●●●● **Ride the Beast:** By locking his gaze with that of a beast, the vampire may project his spirit into it and possess it; this requires a [Manipulation + Animal Ken + Animalism] roll. The consciousness of the Laibon and animal intermingle, causing the possessed animal to act oddly... and sometimes for the vampire

to as well after the possession (see below). The vampire's body falls into a torpor-like state while he takes control of the beast's actions, remaining thus until the Laibon's consciousness returns; at any time, the character may "snap" back to her body. Fewer than two successes on the power's activation roll indicates the vampire must spend Willpower to take any action that goes against the instincts or nature of that animal.

The vampire can travel normally in the animal's body, even during the day (though die pool limits imposed by Aye still apply). Damage taken by the animal applies to the Laibon's body's Health; if the animal dies, the possessing Laibon falls into torpor for at least a night. If the vampire's torporous body suffers injury during the possession, she'll sense this and can immediately return to her body if she chooses. When riding an animal, the character's Animalism acts as Auspex for piercing Obfuscate and Chimerstry.

At the Storyteller's discretion, the Laibon may employ purely mental Disciplines while possessing an animal (other Animalism powers, Chimerstry, Dominate, Obeah, Obtenebration and Majesty; each success on Ride the Beast roll beyond the first "unlocks" one such Discipline, though it takes five successes to allow the use of blood magic.

Subsume the Spirit cleaves the Laibon's spirit closely to the animal's, so much so that the character may continue to think and feel like that animal even after breaking the connection. After the possession, the player must make a [Wits + Empathy] roll; this roll may be enforced during the possession if the character undergoes severe stress or excitement, including near-death experiences. Success indicates the Laibon acts normally after possession, while failure indicates she retains animalistic behavior and thought for several nights after; however, spending five Willpower to regain control allows the character to normalize her behavior.

●●●● **Bestial Vengeance:** At any point a Frenzy or Red Fear check would be made, a vampire with this power can force the throes of her Beast upon a victim in sight, sending him into a rampage. This requires a [Presence + Intimidation + Animalism] roll, minus the target's Composure; three or more successes indicates the Beast is immediately forced upon the desired target, while fewer successes means the fury affects someone randomly in the area and/or the vampire is stunned for a turn. As the victim of this power is afflicted by the Laibon's fury, he evinces her mannerisms and behavior. Failure to channel Bestial Vengeance properly (i.e., failing the above roll) is bad for the Laibon, whose Frenzy or Red Fear lasts twice as long and is far more difficult to shake off.

If the vampire and victim become separated, the Laibon loses her Beast until she runs the recipient down and either coaxes the Beast back into her, or kills the victim and reclaims the Beast (which can force a degeneration check). While the Laibon is *sans* Beast, she's apathetic and can't use or regain Willpower.

Auspex

Auspex offers its possessors several potent advantages. In addition to the powers listed below, the Discipline offers passive benefits like insight, intuitive flashes and minor precognition; these can be resolved by rolling [Wits + Auspex], or the Storyteller can wing it when appropriate. But when the Storyteller (or player) feels the vampire would be distracted by stimuli or psychic phenomena, the player must make a Willpower roll; Auspex is *subtracted* from this check if an Auspex power is active at the time. Failure indicates the Laibon is at half die pool on all rolls involving Mental Attributes for several turns while she struggles to make sense of all the input.

Auspex, Chimerstry and Obfuscate

Active use of Auspex allows the user to perceive vampires hidden by Obfuscate and defeat Chimerstry illusions; this effect isn't passive, so the player must announce he's attempting to penetrate a power that may be in effect. If the sensor's Auspex is lower than the deceiver's Chimerstry or Obfuscate, then detecting the ruse is impossible; if it's higher, then penetrating the illusion or disguise is automatic. If the relevant Discipline's ratings are matched, then the Auspex user and the other Laibon make opposed [Wits + <Discipline>] rolls; the one with the most successes wins, while ties go to the defender.

Finally, Auspex allows the Laibon to perceive spirits; any Auspex roll that nets four or more successes allows her to see ghosts in the area, and five or more reveals any nature spirits as well. Such entities show up as faded and indistinct, and the vampire won't be able to interact or communicate with them unless she has powers allowing such.

● **Ancestors' Vigilance:** This basic power sharpens all the vampire's senses, augmenting sight, hearing, smell, taste and touch; basic perception rolls (but not those involving supernatural awareness) gain a four-die bonus. Tracking scents, ultrasonic and infrasonic hearing, seeing into the ultraviolet spectrum and similar feats are all possible; the Storyteller should resolve such uses of Ancestors' Vigilance on a case-by-case basis. While this power can be activated at will, most Laibon beseech the spirits, ancestors or gods for insight; those that don't do this may find their powers failing them at crucial times or erupting uncontrollably.

However, the Laibon is easily overwhelmed by sensory stimuli – blinded by light, deafened by loud noises, and so on. To counter this, while every sense is normally affected when Ancestors' Vigilance is “switched on,” each success on a [Wits + Composure + Auspex] roll allows the user to choose one sense to be unaffected by this power.

The vampire can intentionally scan for the presence of spirits, but doing so is difficult; only [Wits + Auspex] is rolled. This means that it may be more likely that she'll accidentally sense spirits while using other Auspex powers! However, if the roll is successful, the spirits will appear clearly to the vampire; two or more successes allows her to hear what they're saying.

●● **Sense Resonance:** The Laibon's spiritual awareness becomes more refined, allowing her to sense and interpret the spiritual “vibrations” of those she surveys. Auspex is added to any basic Empathy roll to determine a subject's emotional state, though this bonus can only applied to a given individual once per scene. Only the dominant feeling is detected, though more successes on Empathy rolls reveals greater information (such as motivations and emotional triggers), or (with four or more successes) allows the Laibon to decipher complex or hidden feelings.

Once learned, Sense Resonance remains active continuously (and so doesn't have to be “switched on”), though wading through a sea of emotion can be distracting and painful sometimes. A vampire can choose to suppress the power for up to a scene with a [Resolve + Auspex] roll, though this roll is penalized by one die for every person present beyond one, due to the greater emotional resonance in the area.

●●● **Spirit Ties:** This power allows the vampire to enter a trance in which she can read the psychic impressions left on a subject's possessions, body parts even blood. Refer to the flavor text on pg. 100 of **KotEK**, but use the following mechanics: the roll for Spirit Ties is [Intelligence + <Skill> + Auspex], with Empathy used to read objects and Medicine for body parts. Penalties

are assigned based on the strength, and freshness of the psychic impression. The information imparted scales with the successes rolled for this power; a single success on a murder weapon might give one the sense of fear the victim felt, while four might offer a glimpse of the killer's face.

Weapon used to kill someone, freshly severed finger	-
A beloved heirloom, fresh blood	-1
Handmade art object, tooth spat out during fight	-2
Favorite book, old blood stain	-3
Item of no emotional worth, hair clippings	-4

●●●● **Ancestors' Insight:** A Laibon can use this power to project her thoughts into others' minds and read their thoughts. With skill, a subtle vampire can even plant thoughts and motivations in her subject's mind, with him none the wiser. Mind-reading requires an [Intelligence + Subterfuge + Auspex] roll, minus the subject's Resolve. Mortal minds can be plundered with impunity, though a Willpower must be spent to read the minds of Laibon and other supernaturals. A success is sufficient for the telepath to read surface thoughts or basic motivations, though more successes allow deeper reading; generally, each success reveals one thought, memory or fact, though deep memories or closely guarded knowledge require more successes to unearth.

The Laibon can project her thoughts into a target's mind with a [Presence + Persuasion + Auspex] roll, resisted as above; as with reading, a Willpower must be spent every time a thought is sent to a vampire or other supernatural creature. Most such communications require one success, though more complex or detailed concepts may require two or more. The subject recognizes that the incoming thoughts hail from somewhere other than his own mind, although he can't discern their actual origin.

Once inside a subject's mind (through either of the above techniques), the vampire can choose to plant a single subconscious suggestion or motivation with a Willpower point and a [Manipulation + Subterfuge + Auspex] roll, minus the victim's Resolve. If this roll is successful, the subject accepts this impulse as his own and acts on it. A failed roll alerts the individual that someone is trying to influence him, as does directing him to do something against his nature or self-destructive (which automatically fails). Dramatic failure hits the would-be manipulator with psychic feedback: she takes two levels of lethal damage, is stunned for [10 - Stamina] turns, and loses two points of Willpower.

●●●●● **Spirit Travel:** The Laibon with this awesome ability can project her soul from her physical shell, stepping from her body as an entity of pure thought and flying into the astral space that overlays the world, or even the spirit planes; with some effort, she may transform her body into the stuff of spirit and travel wholly into the spirit realms. Refer the flavor text on pg. 101 of **KotEK**, and use the following mechanics.

To astrally project, the player must spend one Willpower and roll [Resolve + Occult + Auspex]; the Shroud is subtracted from this roll (46). Traveling to remote, unfamiliar or bizarre locations imposes penalties on this roll, scaling from -1 to -4 depending on the difficulty of the journey. The disembodied mind travels at [Willpower + Auspex x 100] miles per hour, and ignores barriers such as walls, landscape and even people, passing through them. Changing course in mid-transit (including traveling to a spirit realm) requires another Willpower point and a new roll. A projecting vampire can immediately return to her body by concentrating for a turn and spending a point of Willpower; however, this is impossible to do while engaged in astral combat. Failure at any

point while navigating indicates the Laibon has lost her way and must retrace the path through her silver cord; this requires an extended [Intelligence + Occult] roll, with five successes needed to get back. A dramatic failure means the cord snaps, which strands the character's psychic form in the astral forever.

A Willpower point may be spent for the projected Laibon to manifest as a ghostly apparition for one turn, which can do little but speak or employ other Auspex powers. At the Storyteller's discretion, she may employ purely mental Disciplines while spirit traveling (other Auspex powers, Animalism, Chimerstry, Dominate, Obeah, Obtenebration and Majesty). Each success beyond the first on the initial roll "unlocks" one such Discipline for use in the astral, though five successes are necessary for blood magic use.

Astral beings can interact as if they were solid; use Intelligence/Presence for Strength, Wits/Manipulation for Dexterity, and Resolve/Composure for Stamina; use the "replacement" Mental or Social Attribute most beneficial to the character. Damaging another's silver cord involves physically doing "damage" to Willpower, which serves as Health in the astral plane; when all one's Willpower is depleted, the astral chord snaps.

Instead of the astral plane, the Laibon can attempt to enter the spirit world. Such a difficult journey imposes a -2 penalty to the roll to use this power, or -4 to travel to the strange sub-realms within the spirit world. The vampire gains none of the fast travel benefits while in the spirit world, and must get around by walking, but can fully interact with spirits there. Her astral form and chord are still vulnerable to attack.

The Laibon can bring her body with her when she travels to the astral plane or spirit world, which protects it from being left behind helplessly and also from attacks targeting the astral chord. This requires a [Stamina + Occult + Auspex - Shroud] roll, and that a Willpower *and* two blood points be spent. The Laibon uses her normal Attributes and Health while in the spirit world, and can access her Disciplines there. "Snapping" back to the mundane realm when traveling like this is impossible, as there's no astral chord, and so getting lost is much easier; when a navigation roll fails, it takes ten successes on a [Intelligence + Occult] roll to find one's way back to the physical realm, and one that dies while dragging her body along for Spirit Travel meets Final Death. Except where stated otherwise here, follow the rules for astral projection.

Celerity

The Laibon spends one blood point to use Celerity, and gains a number of Celerity actions equal to her dots in Celerity on the turn *after* the blood is spent; activating Celerity is a free action. A Celerity action may be used to "purchase" any of the following effects – while multiple benefits may be gained in a turn, a single Celerity action can only be spent one way. However, players may "switch up" how Celerity dots are spent from turn to turn. For example, an Osebo with Celerity 3 might spend all three of her Celerity dots on extra attacks on one turn, then spend two on extra attacks and one on Defense the next.

- A Celerity action may be used to take a purely physical action (including attacks); the vampire may not use Celerity actions to activate Discipline powers. Each action that turn is made at a penalty equal to the number of extra actions taken; Defense is retained. (Example: On Turn One, the Laibon spends a blood point for Celerity. On Turn Two, the player devotes two Celerity actions to attacks, so he makes three attacks at -2.) This may be combined with Fighting Style Merits that allow multiple attacks, though attack penalties do stack.
- Each Celerity action devoted to Speed adds [Strength + Dex-

terity] to the user's Speed; this benefit stacks with itself, so two Celerity actions devoted to Speed means [Str + Dex] is added to Speed twice.

- Each Celerity action spent toward Defense increases it by 1; this bonus Defense is fully effective against Firearms attacks.
- Each Celerity action spent for Initiative adds 2 to the user's Initiative result (meaning the vampire can act at different times on different turns); so three Celerity actions spent for this benefit grants an Initiative bonus of +6.

Chimerstry

Chimerstry is the hallmark of the Kinyonyi, a power of illusion, distorted perception and deception, widely believed to be a form of sorcery. Chimerstry may be penetrated by Auspex; see pg. 11. Beyond this, a Chimerstry effect proven to be an illusion (attempting to grab an insubstantial item), or that is unbelievable (a giant lizard running through the middle of town) is also effectively dispelled for present witnesses.

If a viewer has a reason to believe something is a Chimerstry effect, he can attempt to disbelieve it. Storytellers, make sure there's a *very* good justification for this, as almost nobody but the Kinyonyi know that Chimerstry creates illusions. (This is different from penetrating the effect with Auspex; see above for rules on that.) The witness must spend a Willpower point to clear and focus his mind while the Storyteller makes a secret reflexive [Wits + Subterfuge] roll (plus Chimerstry, if he has it) for him, subtracting the illusionist's Chimerstry from the die pool; if the successes on this roll exceed those rolled in the creation of the illusion, that character recognizes the apparition for what it is. However, on a failed test, the player never knows whether his character failed to see through an illusion or if what he perceives is real...

● **Minor Conjunction:** This power allows the Laibon to create a static illusion that affects one sense, like the smell of roses, the feel of a breeze, blood stains, or a creaking door; a flame, the feel of a spider crawling up one's arm and speech aren't static effects, and would be too complex to create with this power. Such transitory phantasms have no substance. One point of Willpower and a successful [Manipulation + Expression + Chimerstry] roll are needed to create such illusions; if three or more successes are rolled, the Willpower cost may be waived. The more successes rolled, the more ornate and believable the phantasms are. The illusion lasts until the Kinyonyi leaves its vicinity, for one scene, or until it's disbelieved or dispelled by some means.

●● **Major Conjunction:** As Minor Conjunction, save that the Laibon creates illusions that affect all the senses (though they remain static). Use the same rules as above, except a blood point must also be spent.

●●● **Summon Life:** More a metapower than a power in itself, Summon Life allows a Nomad to animate illusions created with the above powers. A moving creature, flames, flowing mist, the sound of someone walking, and similar effects are all possible. The creator makes a reflexive [Wits + Subterfuge + Chimerstry] roll to make the illusion move; this power takes no time to use, and may be used in the same turn the illusion is created. Greater successes on Summon Life indicates more complex movement: one success allows an illusionary person to walk jerkily or a flame to simply burn, while three successes can make the figure dance convincingly or a fake fire appear to send up sparks, spread and char wood. The creator may change the image's movement after initially "programming" it, though this requires a second roll and complete concentration.

●●●● **Permanency:** Another metapower, Permanency is used on an illusion created through either “Conjuration” power, allowing a mirage to persist even when the Kinyonyi isn't present, and to last until dispelled. This costs a blood point and requires a [Resolve + Expression + Chimerstry] roll.

●●●●● **Phantasmagoria:** With this terrifying power, the Nomad can project delusions directly into the mind of a victim, who fully believes the experience is real. Using Phantasmagoria requires two Willpower and a [Presence + Intimidation + Chimerstry] roll, which Laibon and other supernatural creatures oppose with a reflexive Willpower roll – this last roll is automatic, even if the subject has no reason to suspect foul play. As it targets the mind directly (rather than the senses), Laibon three or more generations lower than the Kinyonyi are immune to this power. A delusional episode triggered by Phantasmagoria lasts for a scene, though its effects can last longer.

A fire created through this power can “burn” the victim (and is likely to send him into Red Fear), while a conjured werelopard is just as deadly in its own way. However, all the effects exist in the subject's mind, and they can't be perceived by others: they see the subject of this power talking with people that aren't there, handling imaginary objects, and dealing with conditions that are only real to him. Note that Phantasmagoria illusions can't circumvent or edit reality: a hallucinatory wall can contain someone, but a floor that isn't real can't possibly support him, nor can this power create a hole in a real wall that someone can walk through.

Phantasmagoria only affects one subject at a time. Those that attempt to convince the victim of the nature of his delusions aren't likely to be believed. However, if something is obviously proven to be false – for example, if the deluded character sees an ally walking blithely through illusionary fires or opponents – the Storyteller might allow a disbelief roll, as described above.

A harmful delusion can inflict illusory damage to a victim, who believes the injuries are real; the Nomad's player rolls [Wits + Intimidation + Chimerstry] as the attack die pool, while the victim's Resolve is treated as Defense (and subtracted from the attack pool). Each success inflicts one point of “damage” to the victim (taken as bashing, lethal or aggravated, appropriate to the nature of the attack), though this power can't actually kill; a victim “killed” by an illusory attack loses consciousness or enters torpor for a short time. “Injuries” caused by Phantasmagoria disappear once the victim realizes the power's effects were illusionary. If the victim never realizes he was duped (which happens more than many realize), the phantasmal wounds recover as would normal ones.

Dominate

This Discipline, currently employed almost exclusively by the Xi Dundu and a few scattered Ghiberti, allows the vampire to control others' actions, and even their thoughts, through her own force of will. Use of Dominate powers requires eye contact and clearly understood verbal commands; thus, it may only be used against only one subject at a time, who must understand the speaker. As vampires who rely heavily on Dominate are often controlling individuals with little concern for others' free will, the Storyteller may rule they're unable to improve Empathy with experience – or they may even lose dots in that Skill. Dominate is completely ineffective against those of lower generation than the user, though there's no resistance possible for those of equal or weaker blood.

● **Command:** The Laibon speaks a one-word command which the subject must obey immediately; this requires a [Presence + Intimidation + Dominate] roll; alternately, the command word may be used in a sentence if the speaker stresses the word

and retains eye contact as she speaks. The order must be clear and straightforward (“run,” “stop,” “attack,” “jump,” “cough”) – otherwise the victim will perform poorly, if at all. Orders to do something self-destructive (like “die,” or “defenestrate” from a tenth-story window) automatically fail.

●● **Servitude:** This power allows the Laibon to give more complex commands or even plant ideas by placing them in the subject's subconscious; a successful [Manipulation + Persuasion + Dominate] roll is necessary. Both the puppet master and target must be free from distraction, since Servitude requires eye contact, concentration and precise wording to be effective. The implanted command or thought can take effect immediately, or be triggered later by some event or stimulus. The successes rolled determine how well the suggestion takes hold: one success is sufficient for the subject to do something within his nature (getting a Muslim vampire hunter to attack a certain Laibon), three could compel him to act oddly or uncharacteristically (getting that hunter to work with Laibon), and five could make him do anything but actions that would risk his life or violate his very Nature (getting the hunter to sell out his mosque).

If the vampire attempts to use Servitude on someone already subjected to a former use of this power, the newest command erases the old one if the vampire equals or exceeds the previous Laibon's successes; otherwise, the most recent attempt fails.

●●● **Sculpt the Memory:** This power allows the vampire to alter or erase the subject's memories with a [Wits + Subterfuge + Dominate] roll; the victim's Resolve is subtracted from this roll. This isn't telepathic contact – the user of this power operates much like a hypnotist, asking directed questions and coaxing answers from the subject. The degree of alteration possible depends on the successes the manipulator rolls, though within those limits she has discretion on how much she changes. A single success is sufficient to remove or alter a single event (forgetting meeting the controlling Laibon that night); while three successes allow more drastic changes (changing how the victim remembers the entire night). Five successes would allow the dominator to rewrite parts of the subject's life. No matter the manipulator's skill, altered or deleted memories may resurface sometime in the future.

To detect or undo previous uses of Sculpt the Memory in a subject, the vampire must have Dominate equal to or higher than that of the previous manipulator. If this is the case, the player must equal or exceed her predecessor's successes on the above roll.

While it's not necessary for one to have insight into her victim's mind and memories to use Sculpt the Memory, it certainly doesn't hurt. When successfully using Ancestors' Insight (Auspex ●●●●) in conjunction with the Sculpt the Memory, a Laibon gains a +2 bonus to rolls when using the latter power.

●●●● **Erase the Mind:** Over weeks or months, a vampire can wear down her victim's mental defenses and make him more susceptible to her future Dominate attempts, while simultaneously inuring them against other vampires' Dominate. Doing so requires a series of [Manipulation + Persuasion + Dominate] rolls, one roll per night; the vampire must attain a number of successes equal to the victim's [Resolve x 5], though Storytellers may adjust this total up or down depending on the character's Nature or other factors. Such conditioning comes with a price, however: the subject is drained of his free will and drive, and becomes little more than a living (or undead) robot.

A victim of Erase the Mind is easier for the brainwashing Laibon to control: three dice is added to any Dominate rolls

she makes against the subject, and she needn't make eye contact to use Dominate powers – the sound of her voice will do. Any other vampire attempting to use Dominate on the subject suffers a -3 penalty to his rolls.

●●●●● **Orisha's Ride:** This power allows the Laibon to literally possess a mortal's body and make it her own, supplanting the victim's mind and controlling the living shell as if it were hers. This requires a psychic contest, during which the Laibon attempts to strip away the victim's Willpower while maintaining eye contact; the vampire's player spends a point of Willpower and rolls [Presence + Intimidation + Dominate], minus the subject's Resolve; each success the Laibon makes over the victim eliminates one of the latter character's Willpower points. Each roll the vampire makes requires a Willpower point and a turn of concentration, though in most cases it's only a matter of time before the mortal's Willpower is reduced to zero and his will crushed; at this point, the vampire makes one final roll, with her successes determining what Disciplines (if any) she can use while possessing the mortal. Each success on Orisha's Ride beyond the first “unlocks” one purely mental Discipline for use (Animalism, Chimerstry, other Dominate powers, Obeah, Obtenebration and Majesty), though it takes five successes to allow blood magic.

The mortal's consciousness is pushed back, only able to helplessly perceive everything his body does in a dreamlike state; meanwhile, the Laibon's body falls into torpor. The possessed human body can move and act freely (under the Laibon's control, of course), even during the day; however, the vampire must still roll to stay awake, and Aye-imposed die pool caps still apply (pg. 5). She can return to her own body at any time she chooses (and must do so if forced by any means from her borrowed body); if her torporous body suffers injury during the possession, she'll sense it and can immediately return to her body. Once this happens, the mortal regains control of his body, usually right away but sometimes after hours or even days. Damage taken by the victim's shell is taken by the Laibon's body; if the host dies, the possessor falls into torpor for at least a night.

Fortitude

Fortitude provides a level of resilience remarkable even for undead, allowing those with it to withstand hails of bullets and bone-shattering impacts, and even survive sunlight and fire.

This Discipline is a passive effect, and always active; its effects can't be suppressed, even consciously.

- Half the Laibon's Fortitude (rounded *down*) is the character's natural, inherent Armor rating; however, attacks that cause aggravated damage ignore this Armor.
- On any turn in which the Laibon suffers aggravated damage (from sunlight, fire or other sources), damage points equal to half her Fortitude (rounded *up*) is “downgraded” from agg to lethal; multiple aggravated attacks in a turn can wear down one's resistance, though this amount “resets” each turn.
- Fortitude defends against certain effects that directly attack the body (like Vicissitude), either subtracting from the assailant's roll or adding to the opposed roll.

Majesty

This Discipline allows the vampire to inspire, control and inflame others' emotions, driving them to slavish adoration or abject terror. This is a powerful gift, for most Majesty powers can affect any and all that can see the vampire's face, and don't require eye contact; this Discipline can even influence those of stronger

blood, at least to a point. However, Majesty lacks the precision and finesse of Dominate: while a vampire can use it to inspire love, anger or fear, she can't control (or even rightly predict) how the subject will respond. Laibon have earned themselves stalkers, bitter enemies, hunters and other overly interested parties through careless use of Majesty.

While mortals are pretty well helpless to resist Majesty, a Laibon subjected to a Majesty power can resist its effects for a single turn by spending one Willpower and succeeding on a Willpower roll; he'd be wise to quickly immediately leave the vicinity. However, a vampire or supernatural creature three or more generations stronger than the Majesty user needs only make one successful Willpower roll to ignore her Majesty for the scene. (Call the Servant and Divine Mien use special rules; see below.)

●● **Respect:** This power makes those in the area of effect want to be near the Laibon and give her their attention. Subjects are prone to agree with the vampire and more amenable to her suggestions; related Social rolls receive a +2 bonus during this time.

To determine the radius the Laibon affects with Respect, the player rolls [Presence + Socialize + Majesty]; a single success creates a 5-ft. area of effect, with each success beyond that doubling the previous radius (so two successes create a 10 ft. radius, three successes create a 20 ft. radius, etc.).

●● **Banishment:** A successful [Presence + Intimidation + Majesty] roll, minus the victim's Composure, fills the target with fear; one or two successes is enough to scare, while three or more fills him with abject terror (which might necessitate a Red Fear check for Laibon). In any case, each success subtracts a die from the all subject's die pools next turn. The Laibon may make one Banishment “attack” per turn, though by employing the power and accumulating successes over successive turns she can strip all the dice from her victim's pool, paralyzing him with fear for the remainder of the scene; however, a failure at any point eliminates all the vampire's accumulated success and restores the subject's dice.

●●● **Regal Air:** This power creates utter devotion in a target, similar to the effect engendered by a two-step blood bond, making him the vampire's loyal slave. This requires a [Manipulation + Persuasion + Majesty] roll, minus the subject's Composure; the net successes equals the number of nights the subject is affected by this power. Successive uses of Regal Air don't increase the affection the subject has for the vampire, but it does increase the length of time the power lasts.

●●●● **Call the Servant:** A [Presence + Persuasion + Majesty] roll, minus the subject's Resolve, allows the vampire to call to her someone (mortal, Laibon or other) whom she had previously met. The subject will obey the summons, compelled by an urge he may not understand. He has an unerring sense of the summoner's location and distance, and can make a beeline to her even if she changes location. The determination of the subject to heed the Laibon's call is based on the successes rolled: one success is enough to bring him cautiously, three successes will compel him to come as fast as he can, and five will cause him to throw caution to the wind as he rushes to her side. The subject won't endanger his life to reach the vampire, however. The effects of Call the Servant last only until dawn – after that, the Laibon must use this power again if she wishes to call the subject to her. A vampire or other supernatural creature can spend a point of Willpower and make a Willpower roll to ignore a specific Laibon's summons for a scene, though eventually one's reserves will wear down...

Adjustments may apply to Call the Servant; use the most beneficial applicable bonus and apply the highest applicable penalty, and factor together – don't stack bonuses or stack penalties.

Subject is well-known or a friend to the vampire:	+1
Subject previously affected by user's Majesty powers:	+2
Subject is blood bound to the summoner:	+3
Subject is a stranger:	-1
Subject previously resisted user's Majesty powers:	-2
Subject is two hundred or more miles away:	-2
Subject is lower generation than summoner:	-3

●●●●● **Divine Mien:** This power (which is activated by a Willpower point) inspires subjects' respect, devotion or fear – or perhaps all of them at the same time. To harm, oppose or even disobey the vampire, one must make a Willpower roll and gain three or more successes, which allows him to act under his own influence for a single turn. Abuse of Divine Mien is considered vulgar and a sign of weakness among Laibon, as one truly worthy of respect shouldn't have to force others to kowtow to her. Still, when used judiciously, this power is among the most useful tricks a magaji can pull from her bag.

Obeah

The Children of Zao-lat have fallen far. Once healers and wise men, the Salubri of the Ebony Kingdom have long neglected their twin mandates as mystics and demon hunters. They instead have become witches and mad recluses, often little more than demons themselves, and usually avoid other Laibon... though some don't, and earn their sobriquet “Soulsuckers.” A few Nkulu Zao remember their old obligations and retain their integrity, but they manage little against their legacy's wicked reputation.

Ebony Kingdom Obeah reflects the character of the Nkulu Zao. Soulsuckers are atavisms, having degenerated to primal predators as they lose touch with other Laibon, mankind and even who they are (not too unlike Naglopers in this regard). Their signature Discipline is a throwback to their line's earliest nights, perhaps debased versions of powers their founder learned in far lands. The oldest members of the legacy speak in riddles of dragons' tears and of the soul's “dark” and “higher” halves. Thus, Obeah has a twofold nature. The Discipline's basic powers are available to all Nkulu Zao (or any vampire that happens to learn Obeah). However, the Cloud Souls – Nkulu Zao that fulfill their intended roles as both mystics and as Laibon, and retain Aye of 6 and 5 in Orun – may access alternate less inimical Obeah powers that are more in keeping with insight and healing; these are noted in the powers' descriptions. Only Cloud Soul Nkulu Zao may access them; degenerate members of the legacy or other Laibon can't. However, a Cloud Soul that reverts to a “base” Obeah power, or uses a power in a way unbecoming her exalted station, has committed an Orun 3 Sin and must check to avoid degeneration (and possibly to avoid Aye loss too, depending on the nature of the offense).

While the third eye associated with Obeah manifests in all those that learn it, the eye can seal up and become “blind” in those that neglect the Discipline and deny Zao-lat's legacy. Some Soulsuckers have chosen this road, choosing not to manifest Obeah out of fear of being hunted, for the disturbing dreams it brings or other reasons. This has led to the mistaken belief that the legacy as a whole has lost its third eye. However, for better or worse, those that practice Obeah regularly retain the eye that is the hallmark of their line.

● **Third Eye's Sight:** The Laibon manifests a partial eye in the center of her forehead. This endowment grants insight into a subject's health and his very nature. A successful [Intelligence + Empathy + Obeah] roll offers insight into a subject's health, with more successes granting more information. One success reveals if the subject is mortal, undead, ghoul, animal or “other”, and can determine if he's injured. Two successes senses the extent of any injury, while three reveals the presence of disease or other maladies (a valuable ability for blood-feeding predators) or a general estimation of a vampire's blood pool. More successes offer details, such as precise diagnoses and how an injury occurred.

Further, the presence of even a rudimentary third eye grants the Nkulu Zao vivid dreams while she rests during the day or is in torpor, returning to her what most Laibon lose in undeath. These dreams are rarely pleasant, however, granting visions of an imminent apocalypse and the rise of awful blood-gods that will devour their wayward vampire children. These nightmares manifest with increasing frequency and intensity in recent nights. This no doubt feeds the paranoia and doleful outlook of the Soulsuckers.

Redeemed: The vampire gains a +2 to any roll to heal the someone diagnosed via Third Eye's Sight, whether through traditional, modern or supernatural means. Further, her dreams take on a less sinister cast, granting insight and clues on how attain the fabled state of Golconda.

●● **All-Seeing Eye:** At this point, the Soulsucker's third eye is fully developed. By spending a point of Willpower, she can cause her eye to open and glow intensely for a scene. The vampire gains the 9-again quality when making perception rolls and using sensory powers (including Auspex, other Obeah powers and blood magic); a vampire with an Orun of 8 or above gains the 8-again advantage for such rolls (allowing her to reroll all successes). If the Laibon can sense a spirit, she can glean a general sense of its power in relation to her (weaker, stronger or roughly equal) with an [Intelligence + Empathy + Obeah] roll.

Redeemed: The Nkulu Zao finds it easier to gain insight; she doesn't have to spend a Willpower to activate this power.

●●● **The Touch of Hell:** The vampire's touch causes intense agony when she wills it; the pain is of any sort she desires (burning, the sting of bees, a gangrenous limb, etc.), though no actual damage is done. The vampire's third eye must be open for her to use this power. Each blood point spent reduces the victim's die pools by two for as long as the Nkulu Zao maintains contact. The Laibon must employ this power judiciously; if the die penalty exceeds the victim's Health or Willpower (whichever is lower), the subject may pass out or (if mortal) even die of fright if a [Stamina + Composure] check fails. This power is often used during interrogation or as punishment.

Redeemed: The polar opposite of the power employed by fallen children of Zao-lat, the Touch of the Healer heals the living and undead alike. By laying her hands on a subject, she may restore lost Health by spending blood points; each blood point spent heals two points of bashing or one lethal, while healing aggravated damage requires four blood points per Health point. Alternately, the vampire may spend a blood point while touching a mortal, and halve her natural recovery time – a less direct way of healing, should the Nkulu Zao want to act subtly.

●●●● **Devil Ward:** The Soulsucker can channel the third eye's power into a powerful ward of protection, assaulting the spirits of anyone that would approach her. The player spends one Willpower point and rolls [Resolve + Intimidation + Obeah] to bring up the barrier, which lasts a scene, or until the user drops it or is rendered unconscious.

Anyone that attempts to approach or engage the character must make a Willpower roll; if he exceeds the successes made by the one evoking this power, he defeats the ward and can approach her and act normally. Those that fail to breach the ward suffer great pain and bashing damage equal to the ward's successes when invoking the ward (which is halved against undead). Multiple attempts to breach the ward may be made, but successes don't accumulate – all the success must be made in one roll. Finally, even after someone defeats the Devil Ward, others that would approach the Soulsucker must still do so themselves.

Redeemed: Rather than inflicting pain and damage, those that attempt to defeat the Ancestor's Ward and fail lose a point of Willpower and are paralyzed for a turn from psychic backlash.

●●●●● **Spirit-Eating:** The vampire actually removes the subject's soul from his body and takes it into herself through the third eye. This requires a point of Willpower and an extended [Wits + Empathy + Obeah] roll; the assailant must attain a number of successes equal to the victim's highest Virtue, resisted by a reflexive Willpower roll. The subject needn't be willing (and usually isn't!), but must be relatively still and unmoving; restraints or ghoul helpers work nicely for this. This power permits easy diablerie of vampire foes, with the added bonus that it can be used on mortals and other creatures. If the soul is taken, the body falls into a mindless, near-catatonic state.

The monstrous Soulsucker now has the option to either devour the soul, or warp it and return it to its body. In the latter case, the spirit returns to the body with a permanent derangement, and possibly a different Nature or strange compulsions implanted by the Nkulu Zao – such subtle manipulations require an extended [Manipulation + Empathy] roll, with a success threshold of the victim's Willpower. Devouring the soul kills the victim (needless to say), and allows the vampire to absorb and assimilate its memories, knowledge and even capabilities. This is diablerie, basically, though the vampire gains a +2 bonus on all rolls she makes during the gruesome process except for degeneration checks – this act is still a Sin against both Aye and Orun, against which Spirit-Eating doesn't protect. (See diablerie, pg. 32.)

Redeemed: The vampire removes the soul, as described above, but doesn't torment or eat it; rather, she can heal it and restore the spirit to a proper and balanced state. Each point of Willpower spent restores a dot of lost Aye or Orun. The Redeemed can't grant new dots, only restore that which has been lost (much like a healer can't magically grant new Health dots to a patient). Further, Virtue loss that happened more than a month beforehand can't be redressed. Finally, one can only ever benefit from one use of Spirit-Eating from a specific vampire, and subsequent attempts by other Nkulu Zao to use this power on him become increasingly difficult, simulated by cumulating penalties on Spirit-Eating rolls, requiring more Willpower for restoration, etc.

Obfuscate

This useful collection of powers allows the vampire to conceal or disguise herself. However, the vampire doesn't actually turn invisible or change form; Obfuscate works by targeting viewers' conscious minds, fooling them into believing the user isn't there or that she looks like someone else. Most of its powers last a scene or so, or until the vampire ceases maintaining them; they require little mental effort to maintain. Auspex ratings greater than the vampire's Obfuscate is proof against her mind-cloaking powers (see pg. 11). Those vampires three or more generations below the Obfuscate user can sometimes shake off its effects (as it is, after all, a mind-affecting Discipline); grant such potent vamp-

ires an effective Auspex bonus of [generational difference minus two] for purposes of penetrating Obfuscate. Also, this Discipline is ineffective against electronic media, and animals can often sense cloaked vampires.

● **Cutthroat's Stealth:** While using this power, the Laibon remains unnoticed as long as she's behind some degree of cover, or within cover of darkness; she must also remain silent and still; no roll is needed. Moving, making noise, breaking cover or close scrutiny will expose the vampire.

●● **Hide in Plain Sight:** This power is a graduation of the one immediately above. The vampire is now able to move around and remain unnoticed, as people unconsciously avert their gazes or even move to avoid her; the player makes a [Wits + Stealth + Obfuscate] roll each scene the Laibon employs this power. The vampire must take care not to bring attention to herself (making noise, coming into contact with people, acting aggressively or lewdly, etc.) to avoid dispelling the effect.

●●● **Trusted Friend:** With a successful [Manipulation + Subterfuge + Obfuscate] roll, the Laibon can alter her appearance in the minds of others, making her appear to be someone she is not. It's difficult to assume the visage and mannerisms of an actual individual; the Storyteller may impose a -1 to -3 penalty to the roll, depending on how well the would-be impersonator knows her subject. The successes rolled determine how convincing the ruse is: one success is sufficient to create only minor changes in the Laibon's appearance, three successes allow the vampire to appear more-or-less as she wants (including granting herself the two-dot version of the Striking Looks Merit if she chooses), and five successes can radically alter the character's appearance (allowing the facsimile of the four-dot version of Striking Looks).

●●●● **Disappear:** The Laibon can fade from view – or even disappear – with a [Presence + Stealth + Obfuscate] roll, with the viewer's Wits ratings subtracted from the roll; when using this power in front of a group, use the highest Wits rating present as the penalty to the vampire's roll.

Less than three successes indicates the character is still “there” for the witness, but she becomes an indistinct, ghostlike outline; an observer can still interact with him, though with difficulty. Three or more successes means the user disappears completely (and thereafter functions as if under the effects of Hide in Plain Sight). If the Laibon scores more successes than a viewer has Willpower, he forgets the vampire was ever there. Such sudden disappearances can panic and unnerve mortals, even weak-willed undead, if they fail a Willpower check (though Laibon gain a +2 bonus to this roll); success means the individual can react normally to Disappear, while failure means he's too stunned to act for a turn or two.

●●●●● **Blinded Eye:** The Laibon may extend the effects of any Obfuscate power to a small group in her immediate presence; each dot of Stealth allows the the vampire to affect one other individual. The vampire need only make a single roll for everyone (as described under the power she's using), but affected individuals fall under the rules and restrictions for the power in question. If a subject compromises the power she's under, the effects of the power end for her; however, if the Laibon herself drops the effect or reveals herself, the Blinded Eye drops for everyone.

Obtenebration

This terrifying Discipline, known only to the Xi Dundu, allows the vampire to control darkness itself – though no natural shadow is this, but waves of roiling, moving darkness that obeys the conjurer's whim. This tenebrous, animate substance pulled

forth from the vampire's soul, or perhaps some dread Abyss beyond this world. A Shadow can see through the darkness she creates, though other Laibon (including other Xi Dundu) can't; the rare vampire outside the legacy that learns Obtenebration can't see through the shadows they conjure.

In addition to the numerous effects described below, something common to all Obtenebration powers is the terror they inspire. While kine and beast alike are vulnerable to panic in the face of the quasi-living darkness conjured by this Discipline, inexperienced or weak-willed Laibon may be affected as well. Whenever an Obtenebration power is used in front of mortals or animals or employed against them, make a Willpower roll for them, subtracting the level of the power used from this roll (for example, Shroud of Night would impose a -2 penalty). Success allows them to keep their wits about them, while failure indicates the witnesses flee in blind fear – that is, if they're able.

Obtenebration effects immediately dissolve in direct sunlight, but rumors persist of elder level effects that can withstand the light of day.

● **Shadow Play:** By spending a blood point, the Laibon can manipulate existing patches of shadow, making them swell, recede or move according to her whim, even drawing them about herself or sending them to entangle foes. While cloaked in darkness, she gains two bonus dice to all Stealth die pools, and two dice are subtracted from ranged attacks (including firearms) made against her; in addition, one or two bonus dice may be added to Intimidation pools for those limned in shadow, depending on how easily cowed the victim is. Finally, the vampire may, if she chooses, grant the shadows she animates a sort of smothering, life-suppressing tangibility, reducing enveloped victims' Stamina by one; mortal creatures whose Stamina is thus reduced to zero asphyxiate unless they manage to escape or are removed from the darkness (Laibon lose Stamina, and while they needn't worry about suffocation, the Health loss can potentially torpor them).

Normally, only one subject can be affected by this power at a time (in either a positive or negative way), with the exception of stealth and intimidation effects.

●● **Shroud of Night:** This power conjures an undulating cloud of viscous and cloying darkness, which she can animate and move around with concentration. The player spends one blood point and rolls [Presence + Occult + Obtenebration]; the first success create a patch of inky blackness roughly 10' in diameter, and every success after that potentially doubles the diameter of the cloud (though it's never larger than the creator wants it to be). The darkness can be conjured or moved anywhere within 50 yards of the vampire, though three dice are subtracted from the roll if she can't see the destination.

The Shroud of Night completely obscures vision, and muffles sound (hearing-related die pools are halved); those within the cloud must fight blind. Vampires with Ancestors' Vigilance (Auspex ●), Tongue of the Asp (Serpentis ●) or sensory uses of Devil-Channel (Abombwe ●●●●) may act, but suffer a -2 penalty to attacks, Defense and other actions. Those within the blackness suffer a -2 Stamina penalty; this is non-cumulative with Shadow Play, above, though the same dangers remain.

●●● **Arms of the Abyss:** This power creates writhing, tangible tentacles of darkness from shadowed areas which grab and constrict foes; these tendrils of blackness obey their creator's mental commands, act simultaneously with her, and don't require concentration – allowing her to fight while directing them against her foes. They remain for one scene, until destroyed, or until the conjurer voluntarily dispels them or falls into torpor.

The player spends one blood point and makes a single [Manipulation + Obtenebration] roll – each success conjures one 6' long tentacle with effective Strength, Dexterity and Stamina ratings equal to the creator's Obtenebration dots; each tentacle is 6' long, and has a functional Size of 1. A blood point may be spent to increase a tentacle's Attribute, or to increase Size, by one dot; in the case of the latter, the tendril's length increases by 6'. Tentacle Defense is equal to its Dexterity, and its Health is determined by its [Stamina + Size]; tentacles take damage as if they were vampires, but have no ability to heal. Speed doesn't apply, as tendrils are stationary. Tentacles strike with their own Strength and their creator's Brawl (against which Defense applies), but they inflict no damage with the initial attack; however, once a tentacle connects, it begins inflicting lethal damage as it pulls and constricts its victim – the tentacle's inflicts 1L each turn the victim is held, not applying Defense. The target can make a contested Strength roll to escape a tendril; he takes no damage on the turn he breaks free. A victim can only be constricted by a single tentacle at a time, though multiple “latch on” attacks may be made against a foe.

●●●● **Black Metamorphosis:** The Xi Dundu merges with the very substance of Obtenebration, becoming a demonic hybrid of mottled matter and darkness, complete with four tentacles spouting from her body. The player must spend two blood points and succeed on a [Stamina + Obtenebration] roll; failure means the blood is spent to no effect. The vampire's tentacles possess her Attributes, and can latch on to victims (roll [Strength + Brawl] to hit with all four tentacles); they inflict no damage, but reduce the victim's Stamina by 2 while latched on; the victim can attempt to break free with a contested Strength roll. Of course, the grappled victim is fully vulnerable to follow-up attacks made by the Xi Dundu, including bites. The vampire gains a +2 bonus to Intimidation die pools, for obvious reasons. Finally, the vampire can fully sense her surroundings in darkness.

●●●●● **Tenebrous Form:** With this power, the Laibon becomes a sentient pool of animate darkness; this transformation costs three blood points and occurs over three turns. During this time, she can see in pitch darkness and is immune to physical damage (though she takes an additional level of damage from fire and sunlight, above and beyond any extra damage from legacy weaknesses). The vampire-shadow can slither through cracks, under doors and even walls and ceilings. While the Xi Dundu can't physically attack, she can flow over opponents and impose the effects of Shroud of Night (-2 Stamina). However, rolls to avoid Red Fear from fire or sunlight suffer a -2 penalty.

Potence

This Discipline represents raw physical strength above and beyond that possible for mortal muscle and sinew. Those trained in the use of Potence can break bones with mere punches, toss foes through walls, knock over vehicles, leap along rooftops, and perform other feats of exceptional puissance. Potence grants several “potent” benefits; this Discipline is reflexive, and costs no blood nor requires any roll to use, though the vampire must consciously employ it (though one in the throes of Frenzy, angry or in danger will use it as a matter of reflex).

- A vampire's Potence rating is added to Strength for Brawl and Weaponry attacks; calculating Speed; determining how much she can lift (**WoD**, pg. 47); and meeting Strength requirements for weapons (including negating firearm recoil). Potence adds to the attack dice and range of thrown missiles.
- Potence dots are added as automatic successes to any jumping or climbing roll; Potence isn't added in the form of dice.

Potence may apply to other Strength-related activities at the Storyteller's discretion, but it generally doesn't assist Discipline-related dice pools involving that Attribute.

Serpentis

For a group of tempters, plotters and other dealers in subtlety, the Setites' hallmark Discipline is surprisingly vulgar and deadly. The lethality of Serpentis is impressive (especially when employed by the Warrior lineage), and the primordial fear it inspires works in many Serpents' favor.

● **The Eyes of the Serpent:** The Setite's eyes become gold or green with large black, elliptical irises, this costs nothing nor requires any roll. A mortal that meets her gaze is immobilized until the vampire averts her eyes or he is harmed. A supernatural creature – such as a Laibon or Eshu – can avoid the paralyzation if they succeed on a [Wits + Resolve] roll.

●● **The Tongue of the Asp:** The Follower of Set may lengthen her tongue at will so it resembles that of a snake, though it's razor sharp and far deadlier; this takes one turn. A tongue-lash causes 0L damage; a successful attack (one that scores damage) inflicts the Kiss (see pg. 27), and allows the vampire to drink a point of blood from the victim that turn – though Serpents fond of this attack should beware forming blood bonds from repeated drinks from vampire foes. Finally, the tongue can be used to sense vibrations in the air, allowing the vampire to attack and act at only a -2 penalty while fighting blind.

●●● **The Skin of the Adder:** A Laibon using this power spends a Willpower point and a blood point to sprout a thin and flexible, but tough, layer of scales all over her body, while her face and jaw structure becomes more serpentine. This offers the character an Armor rating of 1/1 and allows her to make bite attacks without having to grapple (and she has option of delivering the Kiss, as well). Finally, the Setite's increased flexibility allows her to fit through any opening through which she can fit her head, and gives her two bonus dice on any rolls related to contortion. However, the character suffers a -2 penalty to Social rolls during this time, as she's distinctly inhuman.

●●●● **The Form of the Cobra:** The Laibon may transform into a huge cobra over the course of three turns by spending a blood point, with each extra blood point spent hastening the transformation by a turn (minimum shift time of one turn); clothing and small personal items change with her. The Laibon can assume her natural form at will; otherwise, this power's effects last until dawn. A snake-form Setite gains the bite attack and flexibility bonuses of The Skin of the Adder. Her sense of smell is as acute as if she were operating under a limited Ancestors' Vigilance (Auspex ●) effect. Finally, with a successful bite attack, the snake-form Setite can deliver venom that inflicts damage equal to her Stamina by spending a blood point; this damage is lethal to living creatures, but only inflicts bashing damage to Laibon (and so is halved).

●●●●● **The Heart of Darkness:** A vampire with this power can remove her heart from her body through a gruesome sort of surgery. She becomes stake-proof, immune to attacks that target the heart, and gains resistance to Frenzy and Red Fear (+2 bonus to related Willpower rolls). Her heart remains vulnerable, however, and can be used against her if found; driving a piece of wood through the heart will immobilize her, and damaging it may send her into torpor; destroying the heart sends her to Final Death. It goes without saying most Setites hide their hearts well!

The Setite may also use this power to remove the hearts from other Laibon – a favorite trick of heartless blackmailers.

Children of Damballah manifest a variation of Serpentis distinct from that of other Setites. It's essentially the same Discipline, though the theme and appearance of “Rainbow Serpentis” is almost antithetic. Children invoke the divine serpents Damballah and Aida, creators and protectors of mankind, not Apep, and so inspire awe rather than primordial fear. In most cases, Rainbow Serpentis powers have the same game effects as the standard versions, with thematic differences – for example, Damballan vampires manifest golden, silver or iridescent scales.

The names Children of Damballah use for their Serpentis powers are Trance Gaze, Snake's Tongue, Raiment of Aida, Shadow of the Creator, and Heart of the Sun.

Two powers are different enough to necessitate mechanical changes and explanation.

●●● **Raiment of Aida:** A Rainbow using this power gains most of the benefits of Skin of the Adder, but looks less horrific, and perhaps even beautiful despite his inhuman appearance; thus, he suffers no Social penalties. But there's a trade-off: his face looks mostly human and he has no serpentine maw, so he must grapple to bite.

●●●●● **Heart of the Sun:** A Child of Damballah may remove his heart in the same manner as a Setite, but instead offers it to the sun god Oranjun in a religious ceremony. The sun destroys the heart, causing five points of aggravated damage to the vampire – this damage can't be resisted or mitigated, even with Fortitude. However, henceforth the Rainbow is immune to staking, with the added benefit that his heart can never be found and used against him.

Vicissitude

This Discipline is proprietary to the dread Nagloper. Vicissitude allows the user to shape flesh and bone – hers and that of others, though this requires copious amounts of vitae. Laibon of lower generation than the user can heal changes inflicted on them as if it were aggravated damage, with the degree of “damage” to be healed depending on the degree of alteration – otherwise, deformations persist. For mortals and weaker-blooded vampires than the Nagloper, the effects are permanent unless the user chooses to correct them or a Horror of stronger generation undoes the effect (either of which is unlikely); other night walkers may have ways to correct Vicissitude mutations, at the Storyteller's discretion.

If cosmetic changes are worked on Akunese and Guruhi, they always return to their “normal” appearances regardless of the changes worked, and even if they're of weaker blood. This doesn't apply against non-cosmetic effects, like bone-rending.

Use the description of the Vicissitude powers on pg. 107-108 of **KotEK**, with the following adjustments:

● **Chameleon's Kiss:** A Nagloper with this power may alter herself, changing height, voice, facial features and skin tone, among other things. The player spends a blood point and makes an [Intelligence + Crafts (flesh) + Vicissitude] roll per body part targeted. Changes are cosmetic, but remain as long as the user wants them; in most cases, these alterations can be dispelled by spending a blood point (see exceptions below).

Making changes isn't too hard, but convincing mimicry or making oneself more attractive is almost impossible. Attempting to duplicate another's appearance or voice imposes at least a -5 penalty to the above roll (or even more, depending on how different the desired characteristics are from the Nagloper's own), and five successes are required on an extended roll (with a blood point spent per roll made). A vain vampire can give herself the Striking

Appearance Merit: the two-dot version subtracts five dice from the power's roll, while the four-dot version imposes a daunting -7 penalty. A successful roll gives the character the Merit, while failure creates opposite the desired effect: a -2 penalty is imposed on all appearance-related rolls as the vampire unwittingly disfigures herself. Restoring her original countenance requires the character to use Chameleon's Kiss at a -4 penalty – a single blood point isn't sufficient to undo such a drastic mistake. Of course, a Laibon can choose to make herself look ugly on purpose, and such controlled changes are easy to create or repair.

●● **Corrupt the Mortal Flesh:** With this power, the vampire may create radical but crude manipulations of the flesh with a blood point and a [Dexterity + Crafts (flesh) + Vicissitude] roll: a Horror can target a victim up to [Orun + Vicissitude] yards away with this power, though a +1 bonus is applied to above rolls for flesh-to-flesh contact. If the subject has Fortitude, that Discipline's rating is subtracted from this power's roll (even if he's a willing party to the changes).

The most common use of Corrupt the Mortal Flesh is to inflict horrendous damage by ripping skin and flaying flesh from bone. The victim takes half the successes on this power's roll as lethal damage, and is likely disfigured in the process; further, a -1 penalty is applied to all die pools from severe pain. Another Nagloper classic is to deform themselves, gaining bonus dice equal to the successes on her roll (up to +4) to Intimidation checks, but applying an equivalent penalty to all social rolls; these changes, like that of Chameleon's Kiss, can be dispelled with a blood point.

The Horror can impose the effects of Chameleon's Kiss on others; use the rules detailed under that power, excepting that alterations can't be dismissed unless the Nagloper changes the subject back through further use of Fleshcraft or the subject heals himself (if he's a vampire of sufficient generation).

Corrupt the Mortal Flesh also allows the Laibon to move muscle and fat around on herself or another subject, providing defensive padding at the expense of the body's integrity; by reducing a Physical Attribute by one dot (vampire's choice), the subject gains an Armor rating of 1/1; unless three or more successes is attained for this effect, however, the subject will likely soon die from hemorrhaging.

●●● **Rend the Man-Frame:** The Laibon can use this power to deform, break or manipulate bone in a manner similar to Corrupt the Mortal Flesh. This costs a blood point and requires a [Strength + Crafts (flesh) + Vicissitude] roll, and can be used at the same range as the previous power; the target's Fortitude (if any) is subtracted from the roll. Potence may be added to the Horror's roll, as this power is rarely used for precision or delicacy. This power can stretch bones without stretching the skin in tandem, to twist bones violently, and other horrid effects; this inflicts lethal damage equal to the successes rolled, as well as possible other effects related to the drastic deformation of the victim's body. An exceptional success on this roll may (at the user's option) force the victim's ribcage to turn in and puncture the heart and lungs; this is instantly fatal to mortals, and causes vampires to lose half their blood points. Like the flesh-rending power, Rend the Man-Frame leaves victims horribly deformed and in great pain.

There are more refined uses for Rend the Man-Frame, though such procedures take hours and few Naglopers have the patience, desire or talent to perform them; a -3 penalty is imposed to die pools when these procedures are attempted. Fashioning natural weapons like spikes, quills or claws from bone requires that the bone extrudes through the flesh, which inflicts at least one point of lethal damage to the subject during the operation (though

actually using the accoutrement doesn't cause the assailant damage). Hand-spikes or claws inflict +0 (L) damage, while quills inflict a point of lethal damage to the attacker unless three or more successes are rolled on the attack.

●●●● **Asanbonsam:** It's not enough for the damnable Naglopers to pretend at being grotesque monsters – this power allows them to actually become such. The transformation costs two blood points and takes three turns, though spending more blood cuts this time by a single turn per point spent (minimum of one turn for five blood points). (See pg. 108 of **KotEK** for the asanbonsam's description, and use these statistics.) Strength, Dexterity and Stamina all increase by three and Size by one, but Presence and Manipulation rolls are penalized by -4 (save perhaps when dealing with other asanbonsam). Strength may be used in place of a Social Attribute for Intimidation attempts. Finally, damage inflicted in Brawl combat increases by +1 due to the Laibon's martial physiology, though it remains bashing damage.

●●●●● **Inner Mastery:** This gruesome power allows the Nagloper to alter or assault the victim's organs, causing injury or death. It requires physical contact with the victim, and a blood point must be spent for each use attempt. This power requires a [Manipulation + Medicine + Vicissitude] roll made (so only those with medical knowledge can use this power effectively).

Destroying or traumatizing an organ is pretty straightforward, and require three successes on the roll. Precision changes – inflicting a particular disease or condition, affecting organ systems and the like – require five successes or more. Inner Mastery often requires extended rolls, and blood must be spent for each roll. Destroying organs usually kills mortals and living creatures, often slowly and messily, though targeting vital organs like lungs or the heart causes instant death. Organ destruction rarely does more than inconvenience Laibon (causing bashing damage), though exploding the heart causes three points of lethal damage and the loss of half his blood points. The brain can only be manipulated, not destroyed; crude brain damage requires five successes (which can cause permanent Attribute loss or even render someone into a vegetable), while inflicting a derangement or creating some other precise change requires seven or more.

Finally, the Horror can work changes on herself, moving her heart and other organs around to thwart staking. Such delicate manipulation requires five successes, and a failure any roll at any point during the process has the same effect as a dramatic failure – the vampire severs major blood vessels, punctures her heart with bone, etc. A Nagloper so inclined can perform this favor for another Laibon, but the subject would suffer the effects of a failure, not the power's user.

BLOOD MAGIC

Necromancy, Dur-An-Ki, Odu and other forms of blood magic stand apart from the other powers known to vampires, as they aren't “natural” powers of the vampiric condition. Rather, these are the result of the sorcerous exploration of the potential inherent in Laibon vitae. Each blood magic Discipline operates by distinct and fundamentally unique mystical principles, with its own theme and niche. Thus, paths and rituals aren't interchangeable between the Disciplines.

As formal magical practices rather than powers innate to Laibon, learning and improving upon any form of blood magic requires study and tutelage; no vampire will ever “spontaneously” develop a dot in a blood magic path or a ritual because the player spends exp for it, or gain knowledge of magic through diablerie – this includes Laibon with legacy predilections for blood magic. It's

possible for a blood sorcerer to build upon his existing understanding and increase a path he's learned already, though; the Storyteller is the final arbiter of how reliant a vampire is on his fellow sorcerers for magical improvement.

As there's a great deal to cover here, all that follows (with some exceptions) will receive little but a brief description and raw systems; even more than before, it'll be bare-bones and flavorless. (Hey, don't look at me that way – I have a life, right?)

Systems: A character exploring a blood magic Discipline learns a *primary path* at either [new rating x 5] or [new rating x 7], depending on whether that Discipline is available at legacy or out-of-legacy costs; his Discipline rating and his primary path rating are the same, and those terms are used interchangeably. Once he improves his primary path to the third level, the Laibon has the option to learn secondary paths; these cost [new rating x 4] to improve, and no secondary path can exceed the primary path's rating. The vampire can learn rituals of a level equal to or less than his rating in his primary path; a ritual costs a number of exp equal to its level. (A Ghiberti has The Path of Abambo as his primary Necromancy path at level 3, so his Necromancy rating is 3. He can learn any secondary path up to level three, and can learn up to third level rituals. Once he increases his Abambo/Necromancy rating to 4, he can increase his secondary paths to 4 and learn fourth level rituals.)

A character that starts the game with a rating in a blood magic Discipline has one “free” Level One ritual. A player can spend Merit points toward more rituals while creating his character; each point spent gives him two dots' worth of rituals. No character can have a higher-level ritual than his Discipline rating.

Dur-An-Ki

This Discipline is the purview of the mysterious Shango, who guard its secrets carefully. Though the Shango claim to hail from Africa's earliest nights, their sorcery has an exotic, cosmopolitan character, calling upon strange gods and foreign practices.

Systems: A sorcerer can choose any path as her primary. All path powers use a universal mechanic – an [Intelligence + Occult + <path>] roll, with the path in question used in the casting roll; all effects cost one blood point unless stated otherwise.

EVIL EYE

Cursing and other such witchery feature in African folklore, and whether The Evil Eye is the source of such tales or takes inspiration from them ultimately matters not – it performs its task regardless. It's in large part responsible for the sinister reputations of the Shango. With the exception of The Eye That Wounds, the caster has no control over how or when the curse manifests; once a curse is loosed, it's out of the vampire's hands. The blood sorcerer must look his victim in the eye to use the Evil Eye, though it can be done while Obfuscated (a favorite trick of the Shango); regardless of whether she knows she's been cursed or not, a victim will feel a sudden chill or pain when she's targeted by a path power.

The same power can't be used for cumulative effect, so a spiteful Shango must wait until the first curse has run its course. He can use other Evil Eye effects on that victim, however, and other sorcerers can cast the same curses on the hapless target.

An inyanga, witch or other mystic can perform a ritual to banish or lessen the curse. Each success on an [Intelligence + Occult] roll removes a success on the sorcerer's Evil Eye roll, but only if the curse is still running its course or hasn't been discharged, and what's already been lost can't be regained.

● **Humiliation:** If the casting roll is successful, the victim suffers some sort of embarrassment within the next week; this is treated as a dramatic failure on an important Social roll.

●● **Loss:** The subject of this curse loses a dot of Resources or some other Social Merit, or loses something valuable to her, within the next week.

●●● **Peril:** The victim is placed in some form of danger within the next week, possibly more than once. This power is very open-ended, and the Storyteller should use the successes scored on the casting roll for the intensity of dangers that befall the target: a single Peril success will likely merely inconvenience or injure her (she's caught in the crossfire of a gunfight, or her jeep flips); three successes places her at genuine risk (a trained soldier targets her, or a gas main explodes nearby), and five or more presents real risk of Final Death (a wereleopard band has it out for her, or her haven catches fire during the day). The Storyteller can split Peril successes between several lesser hazards, if she chooses.

●●●● **Enemy:** Someone afflicted by this power suffers a severe loss of status and social standing, losing friends and even gaining new foes; in addition to making a successful casting roll, the caster must take time to spread rumors and innuendo about the victim for Enemy to be effective. Within a week's time, the victim loses a number of dots in Social Merits relating to personal ties (such as Allies, Contacts, Retainers, or Membership); alternately, Enemy successes may be used to “buy” a new enemy (possibly a former friend!), with the threat of the foe scaled to the number of successes devoted to her. The victim can regain what she lost, smoothing over misunderstandings and mollifying enemies, though it won't be easy.

●●●●● **The Eye That Wounds:** The caster condemns, insults or even praises the victim... thus foretelling her doom. On the next turn, the victim suffers aggravated damage equal to the casting successes on the roll; alternately, the curse might manifest as blindness, maiming or something else awful. The nature of the damage or condition relates in some way to what the caster says; a remark about the target's car might cause it to explode, while insulting her looks may render her disfigured. Unlike other Evil Eye effects, The Eye That Wounds takes effect immediately, and if he has some token belonging to or related to her, the Shango needn't even be near his enemy to afflict her.

THE FLAMES OF WRATH

This greatly feared path allows the vampire to conjure unnatural fire into his hands, which can be sent forth to strike foes or objects; the flames don't burn until released, allowing the Laibon to hold the fire and use it as a torch – or threat. The casting successes are treated as a ranged attack against living (or undead) targets, though Defense applies. The power's level determines the damage the conjured fire inflicts and the volume it covers. Needless to say, The Flames of Wrath always cause aggravated damage, and can trigger the Red Fear.

●	Candle/fingertip; one point of damage/turn
●●	Palm of flame; one point of damage/turn
●●●	Campfire, limb or small section covered; two points of damage/turn
●●●●	Bonfire, half of body aflame; two points damage/turn
●●●●●	Inferno, body engulfed; three points of damage/turn

THE HUNTER'S WIND

Shango are scourges and hunters as well as spies. This set of powers enhances their ability to track and observe all those within their domains, be they enemies or residents that it would be wise to keep an eye on. The sorcerer can bestow these powers upon his allies, but must be able to touch them. Hunter's Winds powers aren't directly offensive, but greatly assist assassinations.

Unassuming Pose and Ecstatic Ruse both attack the targets' mind, and thus are ineffective against those three or more generations stronger than the sorcerer.

● **Scent of Deception:** This power eliminates, alters or intensifies the scent the Laibon leaves behind. One effect can be created per success on the roll; one is enough to erase a scent trail, while two successes could change and enhance the scent. An altered scent remains changed, though a Shango only benefits from Scent of Deception for one scene.

●● **Chameleon's Skin:** This power changes the appearance of the caster's skin and clothing, so that he matches whatever surface he's touching at the time; this effect last for a scene or until dispelled by the caster. The successes rolled for this power are treated as automatic successes on any Stealth roll made to hide; very slow movement may not be detected, though obvious motion reveals the Shango until he can move out of sight and hide again.

●●● **Unassuming Pose:** The blood sorcerer using this effect blends into the crowd, appearing to observers as if he belongs among them. The casting successes are added to any and all Stealth rolls against those actively searching for the Shango, while those not looking for him have almost no chance of picking him out. Electronic surveillance will detect him normally, however.

●●●● **Ecstatic Ruse:** All those looking at the Laibon as he activates this effect must roll [Wits + Resolve] and beat his successes. Those that don't are overcome by intoxication for an hour per success rolled, and can do nothing but stand around, bliss out or interact with pleasant hallucinations; any threat, attack or pain breaks the effect, and the victim can act normally.

●●●●● **Ghost Body:** The vampire becomes intangible, invisible and soundless after using this power; this costs three blood points, and lasts for a number of turns equal to the casting successes. She can't be affected by anything, but nor can she affect anything else, and is even able to pass through solid matter.

SPIRIT HAND

This path is basically telekinesis, with higher levels increasing the weight and control the sorcerer can command. Only one item may be manipulated at a time. The number of successes equals the turns the power is active; however, relaxing control before this time is up necessitates another use of this path (requiring additional blood expenditure and another roll).

There are many possible uses of this path, including several martial effects. A Shango can telekinetically attack with melee weapons; use [Spirit Hand + Weaponry] as the attack dice pool. Launching items as missiles uses [Spirit Hand + Athletics], with a short range of 15'. In any case, damage is appropriate to the weapon (bashing or lethal), and base damage can never exceed the caster's rating in this path no matter the successes scored on the attack roll. During levitation (possible at any point the sorcerer can lift his own body weight), "flight" Speed is equal to [Spirit Hand x 2]. For other uses, treat the vampire's path rating as his effective Attribute rating.

When using Spirit Hand directly against a resisting creature (for instance, to lift or batter her), reduce the caster's die pool by the target's Size.

●	One pound
●●	25 pounds
●●●	250 pounds
●●●●	500 pounds
●●●●●	1000 pounds

SPIRIT MANIPULATION

The ancient path of Spirit Manipulation allows the caster to sense, affect and control the spirits of nature, minor divinities, spirits of emotions, and stranger beings. Oddly, this path has no effect on ghosts or ancestor spirits, no does Necromancy have any effect on the entities that fall under the purview of Spirit Manipulation. Some versed in the occult believe spirits exist on different spiritual "wavelengths," vibrating at distinct frequencies; spirits of death respond to different magic than those born of nature, though there seems to be no hard and fast rules for what spirits are affected by which form of sorcery.

In any case, the vibrant spirits that fall under the domain of Spirit Manipulation are strange, even alien, thinking and acting in ways that doesn't fit with human (or undead) thought. Further, most spirits seem to have poor opinions of Laibon, or at least mistrust them; those that maintain high Orun and/or Aye may inspire wary respect from some spirits. Lucky for Shango, then, that this path doesn't require the cooperation of spirits – if necessary, a sorcerer can compel obedience and service. Of course, this does little to engender good relations between the undead and spirits...

The Shroud subtracts from all rolls involving this path. Spirit rules and traits can be found on pg. 45.

● **Spirit's Sight:** The sorcerer can peer into the realm of nature spirits and see spirits in the immediate area; the features and inhabitants of this other realm are superimposed on his vision, often blurredly. This overlapping perception is distracting, and less than three successes on the casting roll imposes a -2 penalty to all rolls and Defense while the effect is active. The caster can switch Spirit's Sight on and off at will for the scene's duration.

●● **Speak With the Spirit:** This power gives the caster the ability to speak and understand the often incomprehensible languages of spirits. A single casting success allows simple concepts to be exchanged, while greater successes allow more precise translations and greater fluency. Spirits rarely have much good to say to Laibon, especially those with low Virtues, though one that shows the proper respect and performs the appropriate rites might be able to engender some respect.

●●● **Command the Spirit:** The vampire can command a spirit, forcing it to do his bidding; the die pool for this effect is reduced by the spirit's Orun. The net successes determines the compliance the Shango can expect from the spirit, who realizes it's being forced to act against its will and quite likely resents the fact, especially if the vampire fails to show respect or has the spirit perform distasteful duties. The compulsion lasts as long as it takes to perform the assigned task (though never longer than one day per success on the casting roll), after which the spirit is free to do as it pleases... including take revenge the Laibon that would presume to command it, if it has a mind to.

The degree of control the Shango has over the spirit depends on the net successes rolled during casting. A single success allows a simple command that doesn't inconvenience the spirit or violate its nature, while three successes can compel a moderately complex task that the spirit doesn't necessarily want to do; five successes can impose an intricate set of duties and/or make the spirit do things dangerous to it.

●●●● **Bind the Spirit:** A sorcerer with this power can bind a spirit into an item and create a fetish – a magical artifact empowered by a spirit. Alternately, a spirit can be bound into an object to simply trap it.

The sorcerer makes a casting roll as normal, minus the spirit's Orun. When creating a fetish, the net successes on this roll determine its potential power; as a rough guide, treat the successes as dots in the Artifact Merit when determining the raw capabilities of an item. (However, a weak spirit will only yield an item of so much power, regardless of the casting successes.) The powers that a fetish has depends on the type of spirit bound into it, as well as the nature of the object itself: a fetish axe would be an implement of war, while a talisman with an eagle-spirit bound within it might grant the user speed, sharp vision or (with enough successes) even flight. A fetish is activated with a [Presence + Orun] roll, minus the spirit's Orun; a failed roll means the user is unable to access the item's powers, and successive attempts to activate the fetish impose a cumulative -2 penalty.

Spirits resent being bound, even more than being bossed about. They'll oppose the caster by any means they can (which is why binding and activation rolls are opposed), and will attempt to escape their bindings. A Shango that offers a spirit the proper respect, offerings and reciprocation before binding it *may* allay the spirit's enmity; in this case, he will find fetish creation and activation easier. Of course, this should be roleplayed, and Storytellers are under no obligation to make thing easy on the vampire.

●●●●● **Body of Spirit:** This power allows the Shango to physically interact with the spirit world and its inhabitants, and perceive that realm as if using Spirit Sight (●). Spirits are solid to Laibon using this power, and can be touched or attacked (use normal combat rules). Furthermore, the vampire can pick up and use items that only exist in the realm of spirits and otherwise exist in two worlds, transpose objects between the realms, and even use blood magic and other Disciplines. However, a sorcerer using Spirit Body is quite solid to spirits, in turn, and vulnerable to whatever weapons and powers they might have. This effect lasts for a scene; each additional scene the vampire wants to use it, he must make activate this power again.

RITUALS

All Dur-An-Ki rituals use [Intelligence + Occult + Dur-An-Ki] for their die pools. Casting times for rituals vary widely; see the descriptions in **KotEK** (pg. 183) for particulars.

Curtain of Will (●): This ritual prevents sunlight from entering an enclosed area, covering it in a mystical darkness; the area of effect is 20', and the ritual is effective for as long as the caster remains in the area.

Black Sunrise (●): This ritual allows the Shango to awaken instantly at any sign of danger and act at full die pool for two turns, though his die pools are limited to his Aye afterwards.

Turn the Impaling Shaft (●): While this ritual is in effect (until the next dawn or dusk), the first stake that would pierce the Shango's heart becomes splinters in the attacker's hand.

Touch the Earth (●): After casting this ritual, the caster and target vampire can speak with one another, regardless the distance between them. The caster can also use any blood magic he knows to assist the target. Finally, he may even pass tiny items (no bigger than a small stone) to his target.

Drought of the Pebble (●●): This ritual imbues a blood point within a small object upon which the ritual is cast. At a mental command, the sorcerer causes the item to break down into a blood point's worth of vitae. Making an infused object for an

ally requires that she be present, though the blood invested in the item is the caster's (and can potentially create blood bonds).

Impassable Trail (●●): This ritual covers the vampire's trail completely, even if he passes through thick foliage or sand, leaving no sign of his passing; he will still leave a faint scent, but that's all. This effect lasts for one night.

Poisoned Touch (●●●): The Shango casts this ritual, then must touch someone's bare flesh that night; light contact will do, the assailant needn't inflict damage. The poison inflicts a -3 penalty to all the victim's die pools for the three nights from severe nausea and tremors; each success on a [Stamina + Fortitude] roll reduces this penalty by 1. Further, mortal victims take lethal damage equal to the die pool penalty inflicted.

Pavis of Foul Presence (●●●): Any Laibon that uses the Majesty Discipline on the subject of this ritual finds the effects of her powers reversed, as if she had used the power on herself. This ritual lasts until the sunrise after it is enacted.

Endure the Flame (●●●●): For the scene this ritual is in effect, the vampire counts his Stamina as Fortitude for purposes of mitigating damage from fire. This stacks with Fortitude, if the vampire has it.

Blood Contract (●●●●●): This ritual creates an unbreakable agreement between two parties. The consequences for a party that breaks the agreement is best left to the Storyteller.

Spirit Travel (●●●●●): As Cross the Shroud (Necromancy, Path of Ash ●●●●).

Necromancy

Necromancy is the Discipline of Death: it allows the vampire to contact, control and affect the spirits of the dead, contact the Underworld in which restless entities dwell, and even displace the souls of the living. This Discipline is the hallmark of the Mla Watu, as well as the Ghiberti newcomers.

See the Spirits section, pg. 45, for rules on ghosts, the Shroud and other material relevant to necromancers.

Systems: Ghiberti learn either The Path of Abambo or the Path of the Tomb as their primary path. Mla Watu may use any path as their primary, and practice ancient paths unknown to Slavers or foreign necromancers.

Foreign necromancers (like the Giovanni from whom the Ghiberti hail) often find their powers fail them in the Ebony Kingdom. They don't respect the spirits of the land or ancestors, nor do they understand the four-part nature of the ibambo soul. In game terms, they never reroll 10s when making Necromancy rolls (for either paths or rituals), and 1s subtract from successes.

THE PATH OF ABAMBO

This path uses the caster's undead nature as a bridge between the lands of the living and dead, and allows him to trace the tenuous psychic connections between ghosts and the living world. The Path of Abambo is widely practiced by the Ghiberti. Several Mla Watu practice this path as well, but curiously only in the two centuries since the Slavers arrived..

● **A Touch of Death:** The necromancer can detect the subtle influence and passage of wraiths by examining an object or area and making a [Wits + Occult + Path of Abambo] roll. A successful roll allows the Laibon to detect the residue left by a ghost's touch on an object within the last hour; an exceptional success can pick up traces of a wraith's touch within the last few days, as well as detect the mere massage of a spirit in the area.

●● **Reveal the Anchor:** This power allows the Laibon to handle an object or touch a person and determine if it's a fetter with an [Intelligence + Empathy + Path of Abambo] roll, and if so, a rough idea of the strength and nature of that connection to the ghost. Three or more successes on the roll gives the necromancer the ibambo's name (which allows him to use Path of the Tomb on said spirit); if the vampire already knows the wraith in question, only two successes are required.

●●● **Tread Upon the Grave:** A successful [Intelligence Occult + Path of Abambo] roll allows the vampire to determine the Shroud rating of the immediate area. Three or more success determines if it's been artificially manipulated by Shroud Mastery (Path of Ashes ●●●●●) or ghost powers.

●●●● **Death Knell:** Whenever someone dies and becomes a wraith within a half-mile of the Laibon, he becomes aware of it if a [Wits + Empathy + Path of Abambo] roll is made. If the necromancer wishes to locate the recently departed spirit, he must spend a Willpower; the successes on the above roll determine how well he homes in on the ghost. One success only gives the sensing Laibon a gentle nudge in the direction of the larval ibambo, while three successes determines its location within a quarter-mile; five successes gives the precise location. All this power does is lead the vampire to where the ghost is; actually sensing and contacting the wraith, or reaping it, must be done through other Necromancy.

●●●●● **Ephemeral Binding:** This art turns a person or object into a minor fetter for a specific wraith. This costs a blood point (which is smeared over the object or ingested by the mortal) and requires a [Manipulation + Subterfuge + Path of Abambo] roll. This lasts for one night per success on the roll unless a Willpower is spent, in which case it lasts for a week per success; a permanent Willpower creates a duration of a year and a day.

THE PATH OF ASHES

This set of power allows necromancers to peek into the lands of the dead and even to affect things there.

● **Shroudsight:** The vampire can peek into the Underworld, and see the ghostly inhabitants there, as well as the architecture of that realm; for the scene this power is active, the necromancer's perceptions can "switch" back and forth between the living world and that of the dead, though each shift takes a turn. This requires a [Wits + Occult + Path of Ashes] roll.

●● **Medium's Gift:** This power allows the Laibon to listen to and converse with abambo, as well as see them (as per Shroudsight); ghosts addressed needn't exercise their own powers to be seen and heard by the necromancer. However, Medium's Gift doesn't resolve any linguistic barriers between the participants – it won't convert Swahili to Mende, for example.

●●● **Dead Hand:** This power, which costs a Willpower point and a blood point, and requires a [Strength + Occult + Path of Ashes] roll, allows the caster to reach across the Shroud and physically contact with elements of the spirit world. Ghosts are "solid" to Laibon using this power, and can be touched or attacked (use normal combat rules). Furthermore, the vampire can pick up ghostly items, scale ghostly architecture (giving real-world bystanders the impression that he's climbing on air!) and generally exist in two worlds. On the other hand, a necromancer using Dead Hand is quite solid to the residents of the spirit world and to whatever weapons and powers they might have. Dead Hand lasts for one scene; each additional scene the vampire wants to extend this power, he must spend another blood point.

●●●● **Cross the Shroud:** A [Stamina + Occult + Path of Ashes] roll allows the vampire to enter the spirit world phys-

ically; however, this costs a whopping two points each of Willpower and blood. While in the lands of the dead, the vampire takes damage exactly as if he were a spirit, retaining his normal Health. He can pass through solid objects (at the cost of one Health, bashing damage) and remain thus "incorporeal" for a number of turns equal to his Stamina. As one might expect, a vampire in the spirit world is vulnerable to the attacks and powers of ghosts, the ghost-storms that periodically wrack those lands, and other perils. He can't feed on spirits, and must make due with the blood he brought with him. A Laibon sent to Final Death in the spirit world is gone forever, beyond even the reach of other necromancers.

Returning to the lands of the living requires a Willpower point and another [Stamina + Occult + Path of Ashes] roll.

●●●●● **Shroud Mastery:** This power allows the necromancer to either lower or increase the Shroud rating in the vicinity by an amount equal to the successes scored on an [Intelligence + Path of Ashes] roll; this costs two Willpower points.

THE PATH OF BONE

The Path of Bone is concerned primarily with corpse animation and restoring dead souls to the living world, and is popular among the Mla Watu. All path powers use a [Wits + Occult + Path of Bone] roll; any costs are listed under individual powers.

● **Twitch:** This disturbing power grants the necromancer crude, limited command of a corpse: he might provoke eyes to open, an arm to twitch, or a body to sit upright; more successes on the casting roll allows more precise control, though in no case can a body be made to walk, attack or do anything requiring actual coordination. A new roll must be made every time the invoker wants to make the cadaver move in a different way.

●● **Dutiful Servant:** The vampire exercising this power can make dead bodies rise and perform a single, simple action or function designated by their reanimator: lifting and carrying, patrolling, digging, and so on. These animated corpses can't fight or even defend themselves – instead, they perform their designated tasks until they fulfill their function, are destroyed, or finally rot away. The player spends a point each of blood and Willpower, and a number of corpses equal to the successes scored are animated; the caster can designate each cadaver with a different task if he likes, but can only assign a single task per corpse.

●●● **Shambling Hordes:** This creates the powerful living dead in the model of the "classic" zombie, stupid but able to fight and persist for years. A Willpower point is spent during the casting; each success allows a corpse to be animated, but a blood point must be spent per zombu (so three successes and two blood points only animates two zombu). A zombu can follow one simple command from its creator, like "guard this crypt" or "attack."

●●●● **Soul Stealing:** This power allows the necromancer to pull a soul from a mortal or Laibon; a Willpower point must be spent, and the subject gets an opposed [Resolve + Stamina] roll. If the vampire prevails, the victim is rendered into a disembodied spirit, functionally a ghost with one fetter (her body) and no wraith powers. This state lasts for a number of hours equal to the soul stealer's net successes. The body remains alive but catatonic.

This power is often used to create suitable hosts for Preparing the Mount.

●●●●● **Preparing the Mount:** This power lets a vampire insert a soul (be it a ghost or some other free-floating spirit) into a freshly dead body no more than a half hour dead, which will inhabit and control the corpse for a week or so (after which the body will be too decayed to function anymore); this costs a point of Willpower. The new tenant must be willing to inhabit the corpse.

Zombu Stats

Corpses animated via Shambling Hordes have Strength and Stamina equal to the casting successes (max. 4) and Dexterity 1. Mental and Social Attributes are zero. Defense and Initiative equal Dex (1); Speed is determined normally. Willpower and Virtues are zero. Combat options for shamblers include slamming things with their fists or a held item... and that's about it. Zombu are immune to any sort of mental coercion or control, including Disciplines such as Auspex, Dominate, Majesty and Obfuscate, as well as Necromancy powers that influence ghosts. Finally, these living dead have a functional Fortitude of 2 (giving them Armor 1/1) and suffer no wound penalties. Not being Laibon, zombu suffer no ill effects from the sun.

If it becomes necessary to determine stats for a corpse animated by Dutiful Servant, use the above stats but reduce Defense, Initiative Modifier and Brawl to zero; they'll stand there and let themselves be wailed on, and have no ability to fight.

Inserting a soul into another Laibon's corpse (before it crumbles to ash) allows the original inhabitant to make an opposed Willpower roll; anything less than three net successes for the necromancer means the Preparing the Mount attempt fails.

The new inhabitant of the body uses its physical qualities: Physical Attributes, "innate" Physical Merits like Giant and Striking Appearance, and purely physical Disciplines like Celerity, Fortitude and Potence. Otherwise, the spirit uses its traits: Mental and Social Attributes, Skills, most Merits (including learned Physical Merits) and most Disciplines. She can't use the physical abilities of her old form, or the mental abilities of the new one.

THE PATH OF THE TOMB

A popular Necromancy path, this offers a Laibon great facility with the spirits of the dead. With the exception of Insight, Sepulchre effects require the necromancer to have the following: (1) the name of the ghost in question; lacking that, the image of said spirit obtained via Spirit Ties (Auspex ●●●) will suffice, but this imposes a -1 penalty to casting rolls. (2) A possession or item with which the ghost had extensive contact in life; if this happens to be a fetter (an item of importance to the spirit), the necromancer gains a +2 bonus to Path of the Tomb rolls.

● **Insight:** With a [Wits + Empathy + Path of the Tomb] roll, the necromancer can look into a corpse's eyes and see the last things that person (or very freshly deceased neonate Laibon) saw. A single success offers a "snapshot" of the subject's death, while greater degrees of success grant more detailed knowledge of the events leading up her demise (up to an hour for five successes).

●● **Summon Soul:** This power allows the necromancer to call an existing ghost back from the spirit world, though he can only talk to her (unless he plans to use other powers); this power grants the vampire the ability to see and hear the spirit he summoned. The player rolls [Manipulation + Empathy + Path of the Tomb]; if the ghost resists, subtract her Orun from this roll. The net successes determines how long the wraith sticks around; assume each success grants enough time for a question to be asked and answered. Of course, Summon Soul grants no control over the ghost; she's free to say or do whatever she likes, including ignore her summoner's questions, leave or even attack.

●●● **Compel Soul:** The vampire can command a ghost he's summoned with Summon Soul; this requires a [Presence + Empathy + Path of the Tomb] roll, reduced by the spirit's Orun. Compel Soul holds the ghost for an hour per net success on the

caster's roll. A Willpower point may be spent to keep the ibambo under compulsion for the entire night; additional Willpower extends this time by one night per point spent. The expenditure of a *permanent* dot of Willpower by the vampire binds the wraith for a year and a day. A compelled ibambo must remain and answer any questions truthfully, though queries had best be phrased carefully. A dramatic successes on the casting means the spirit must perform any service commanded by her new master, obeying the caster's commands to the best of her ability.

●●●● **Haunting:** This power binds a summoned ghost to a particular location or item; this requires a [Resolve + Occult + Path of the Tomb] roll; the subject's Orun is subtracted from the binder's pool. This effect lasts one night per success; however, every Willpower point spent while casting converts a night of duration into a week. Sacrificing a permanent dot of Willpower while casting binds the ghost for a year and a day.

A wraith that wants to escape her binding may a single Orun roll per night, minus as many dice as the vampire's Necromancy rating. Failure inflicts a point of aggravated damage to the hapless spirit; if the ibambo runs out of Corpus, she's destroyed.

●●●●● **Torment:** This power, dreaded by ghosts, allows the vampire to reach through the Shroud and inflict damage while remaining safe from counterattacks by his victim. The player rolls [Strength + Occult + Path of the Tomb], minus the spirit's Defense; each success inflicts a point of lethal damage. Should the ibambo lose all Corpus, she immediately vanishes into the Underworld, and can't reappear in the world of the living or be summoned for a month... if at all.

NECROMANCY RITUALS

All Necromancy rituals use [Intelligence + Occult + Necromancy] for their die pools. Casting times for necromantic rituals vary widely; see the descriptions in *V:tM* (pg. 161) for particulars, though feel free to "adapt" the trappings for a more African feel.

● **Call of the Hungry Dead:** The victim suddenly becomes aware of snatches of ghostly conversation from across the Shroud, a confusing welter of howls and unearthly demands. Nothing intelligible can be discerned from this chaos, and the subject might well go briefly mad.

●● **Eyes of the Grave:** The victim of this nasty ritual is assaulted randomly with terrifying (or at least very disturbing) premonitions of her demise for a week or so; when a vision hits, she must make a Willpower roll or be overwhelmed by fear, depression and/or dread. The Storyteller may apply penalties to any sort of die rolls while the subject is in a state of panic.

●●● **Stain of Guilt:** This ritual enchants a mortal's bone so that anyone who holds it must tell the truth. This ritual binds the wraith of the individual to whom the bone belonged in life; this spirit wrests the truth from the potential liar. The bone grows ever blacker as it compels its holder to tell the truth, until it has turned black and has no magic left. The bound spirit absorbs the lies intended to be told by the bone's holder, and as it compels more truth, it becomes more and more corrupt, slowly transforming into a wicked sinkinda. If summoned forth, the spirit reflects the sins it has absorbed. A specific bone or spirit may never be used more than once for this ritual. The bone absorbs 10 blood points on the night that the ritual is cast. Each lie the holder attempts to tell consumes one of these blood points, and the holder must speak the truth immediately thereafter. When all 10 blood points have been consumed, the bone's magic fades away.

●●● **Ritual of the Unearthed Fetter:** This ritual allows the necromancer to determine the location of a fetter belong-

ing to a specified ibambo; the fetter in question can't be any more than a mile per casting success from the vampire's location.

Cadaver's Touch (●●●●): A mortal targeted by this ritual gains the Mla Watu legacy weakness until the wax doll used in the ritual solidifies, due to her corpse-like and sickly pallor.

Grasp the Ghostly (●●●●●): This ritual (which costs one Willpower point) allows a necromancer to bring some objects from the spirit world into the real world; they typically fade within a year, however, unless returned to the lands of the dead. Only objects that are the “ghosts” of destroyed real-world items can be targeted by this ritual – artifacts forged by wraiths in the spirit world fade immediately if brought into the living lands.

Odu

Odu is a moderately successful Children of Damballah project to retrofit Akhu – Setite sorcery – to their own beliefs, blending the native Yoruban religion and traditions with an existing system of blood magic. The vampires who began this ambitious project, and advancing it now, backwards-engineered Setite Sorcery to sever it from its dark Egyptian roots, breaking it down and building it back up almost from scratch. They left only the style's basic mystical principles and core concept in place, that of drawing upon divinity for power, to accommodate the orisha whom the Children now invoke. The result is a form of “priestly magic” available to mystically-inclined Rainbows. Odu channels the gods through ecstatic dances, drumming, and ingestion of local herbs through smoke or “tea” (herbs are soaked in vitae, which is drunk). The Discipline focuses on rituals, with only two paths so far.

Odu paths rely on the Laibon's Orun in a very tangible way. Standing astride the realms of Heaven and Earth makes a vampire an ideal channel for otherworldly energies, but the quality of that attachment must be strong for her to focus the gods' divinity effectively; so rather than Orun limiting the vampire's power, in this case it's the true measure of his spiritual strength.

Systems: To activate a path power, the character's player must spend a blood point and make an [Orun + <path>] roll. Rainbows who learn Odu must learn the Orisha Dance as their initial path, and often it's the only one they learn.

ORISHA DANCE

This path allows the babalawo to offer his body to a specific orisha, allowing the divinity to possess it for a time. The vampire is no longer in full control of his body, but is directed in part by the will of the possessing divinity. However, the sorcerer is capable of remarkable feats during this time; each orisha is unique, and grants different abilities.

A successful [Orun + Orisha Dance - Shroud] casting roll allows the babalawo to channel a specific deity; each success temporarily “buys” an Attribute dot or two Skill dots. However, the successes attained can't exceed the character's rating in this path.

SOUL OF RADIANCE

Soul of Radiance pays homage to Aida and Oranjun, the orisha of light and the sun, respectively. Unlike most Odu magic, which creates passive effects (or, if harmful, then indirectly so), the Soul of Radiance has a decidedly martial bent to it. While useful against any vampire, it's especially potent against the Followers of Set. The Children fear the night that the Setites will come to take back their blood is only a short time away, and knowledge of the Soul of Radiance is considered a survival tool.

Aida: The Rainbow Serpent, Damballah's consort and held in equal esteem. She is inextricably linked to her husband, and associated with healing and hearth. Presence, Composure; Empathy, Expression, Medicine.

Damballah: Also known as Orisa-nla and the Earth Snake, the chief deity of the Yoruban pantheon, namesake of the West African Setites, and giver of the breath of life. Presence, Resolve; Empathy, Expression, Persuasion, Socialize.

Legaba: A trickster figure that taught the divination method Ifa to mankind... probably to give people just enough information to get themselves into trouble. Intelligence, Wits; Academics, Larceny, Stealth, Subterfuge.

Ogun: The popular god of war, hunting, metalworking, and legal contracts. Strength, Dexterity; Brawl, Crafts, Politics, Weaponry.

Olukan: Dread god of the sea and the would-be-conquerer of the the earth, who commands a small army in his watery realm. Strength, Manipulation; Athletics, Intimidation, Persuasion, Survival.

Oranjun: The god of the sun; perhaps surprisingly, he is revered (or at least respected) by many Yoruban Laibon. Stamina, Composure; Alertness, Brawl, Intimidation, Survival.

Shango: The god of lightning, inclement weather and magic, this orisha is the patron of the legacy that bears his name. Intelligence, Resolve; Academics, Intimidation, Occult, Science.

Shokpona: A terrible god associated with disease and intertribal war, this god has fallen out of favor with most Yorubans. Underground cults devoted to him still exist, which often include or are led by vampires (typically Naglopers or Ghiberti). Strength, Stamina; Firearms, Intimidation, Medicine, Weaponry.

● **Stay of Orunjan's Judgment:** This most basic power of the Soul of Radiance allows the Laibon to sacrifice blood to the Sun, whom the Yorubans call Oranjun, mitigating at least some of his eternal anger against the undead. Once activated, the power's effects last for one scene. The character can't be blinded by any amount of light, and can see clearly even if looking into a spotlight (or at another babalawo using the third level of this path). In addition, he may his Soul of Radiance rating to Aye to determine how well he functions during the day, and to Willpower rolls to avoid Red Fear in the presence of sunlight.

●● **Torchglow:** The Laibon can create a nimbus of soft, prismatic light around him, illuminating dark areas and providing enough light to see by, though not enough to blind others.

●●● **Mantle of Oranjun:** The Laibon channels a small portion of the sun's spirit into himself, creating a shimmering of the air about him. For a number of turns equal to the successes rolled when activating this power, the area around the sorcerer (a 50' globe) is treated as if it were daytime (though without accompanying daylight); thus, all vampires in the have their die pools limited by their Aye ratings. Even the sorcerer and his allies suffer this effect, though Stay of Orunjan's Judgment will increase the sorcerers' die pool “cap” if he invokes that power.

●●●● **Smite the Wicked Eye:** The sorcerer bursts into an array of blinding, scintillating hues for a number of turns equal to the successes rolled, resembling the Rainbow namesake of his legacy. This light causes no damage, but everyone in the immediate area but the sorcerer suffers a penalty equal to the casting successes to all die pools involving sight – attacks, perception rolls, and so forth. For Setites, this penalty is doubled. Those surprised by this display may have to check for the Red Fear, though this trick won't work more than once on a foe.

●●●●● **Call Forth the Sun:** Reserved for the suicidal and very faithful, this penultimate power of the Soul of Radiance allows the babalawo to do the unthinkable, and briefly conjure sunlight. Such a display is prone to send vampires into blind panic, as the prismatic beams generated by the Rainbow burn them as horribly as true sunlight does. The Laibon's player must designate whether the character radiates light in an area effect, or targets a specific vampire. The first option sheds a rainbow-hued 30' globe, inflicting two points of aggravated damage to all exposed Laibon in the area. Directing a beam at a specific foe within line of sight requires a [Dexterity + Soul of Radiance] roll, minus the target's Defense; a successful hit inflicts three points of damage; extra "to hit" successes don't add to this damage. (Setites suffer two additional points of damage.) Fortitude is the only defense against this damage. Further, undead witnessing this spectacular attack must check for the Red Fear whether damaged by the light or not. The conjured sunlight lasts for only one turn.

The babalawo can't walk away from the use of such a power unscathed, however; every time he uses Call Forth the Sun, he takes one automatic point of aggravated damage from opening herself to the sun god Oranjun, and Fortitude offers no protection from this.

ODU RITUALS

Odu emphasizes rituals over paths. Activation rolls for rituals vary, as they're drawn from both mortal practices and reworked Setite rituals. As they mostly involve prayer, it takes little time to perform Odu rituals; unless a specific time is given, assume three minutes per level of the ritual.

Become the Willing Vessel (●): While Orisha Dance may be used "on the fly" when needed, for best effect it's combined with this ritual, which involves dancing and prayer. Successes on a [Stamina + Expression + Odu] roll are added to the next Orisha Dance die pool – or at the player's (and orisha's) option, allows a possession to last the night's duration instead of only a scene.

Milk of Aida (●●): A reclamation of a similar ritual practiced by Setites, the Milk of Aida may be brewed as an unguent that is smeared on the body or drunk as a potion. One week and a successful [Intelligence + Medicine + Odu] roll allows the vampire to brew one dose of milk (or two doses, if four or more successes are rolled); a concoction will have *one* of the following effects (chosen by the player). While vampires can use the Milk of Aida, they must "force" its assimilation into their undead bodies by spending a blood point. Mortals can enjoy its benefits without this sacrifice.

- *Analgesic:* When applied to the affected area, the milk temporarily reduces pain. In addition to providing related non-systems benefits, wound penalties are reduced by one for the duration of the scene.
- *Aphrodisiac:* The legendary "love potion". When this form of the milk is imbibed, a mortal develops positive feelings towards the first person (or whatever) she sees afterwards. The effect is subtle, "nudging" the subject into better feelings rather than creating instant love; it has the same basic effect as the partial bond gained from drinking a point of vitae.

Especially well-brewed droughts (five or more successes on the ritual roll) are treated as two drinks of blood. Multiple drinks of Aida's Milk aren't cumulative. This effect lasts for a full twenty-four hours, after which the feelings engendered by the milk fade – unless the would-be paramour has formed a genuine connection with the subject during this time.

- *Curative:* When drunk, this milk speeds a mortal's recovery time, hastening recuperation. A Laibon that consumes this concoction must spend a blood point to assimilate it, and for one minute after blood point expenditures for healing lethal or bashing damage are doubly effective (one point heals two lethal or four bashing). When healing aggravated damage, the vampire need only spend three blood points (as opposed to five) and one Willpower per Health point.
- *Sedative:* The character is overcome by feelings of calm. For Laibon and ghouls, rolls to avoid Frenzy and Red Fear gain a +2 bonus.

Cleansing the Blood (●●●): A successful [Orun + Odu] roll performed over a sample of vampire vitae allows the sorcerer to ignore the blood-binding properties of that blood point by spending a Willpower point; there's no way to know if the ritual was successful or not until the blood is actually consumed.

Blowing on the Sixteen (●●●●): While most babalawoes practice the divination form Ifa to some degree, one with the proper focus and mystical knowledge may pray for the trickster-god Legaba to change the results of the toss as he casts, metaphorically "blowing on" the palm nuts and influencing the subject's fortunes as the Laibon desires. The ritualist spends one Willpower and rolls [Manipulation + Occult + Odu]; each use of Blowing on the Sixteen may only affect one subject, who must be present for the reading (though her consent isn't required). Using Blowing on the Sixteen consecutively on a subject doesn't produce a cumulative effect, and attempting this may anger Legaba.

When granting fortune to an ally or himself, the vampire grants a number of extra dice to the subject equal to the number of successes on the ritual roll. These grant one extra die per roll, and are assigned to rolls in the order that they are made; the subject has no control over this effect.

When hexing someone, phantom 1s equal to the ritual successes are assigned instead, one assigned per roll, which usually affects the subject in the order that the rolls are made.

Any dice or 1s not used by the next sunrise are lost.

Monitor the Dwelling (●●●●●): By means of this ritual, a babalawo may "lend" a hut or (a room within a larger dwelling) his spiritual perceptions; the character must have at least three dots of Auspex before learning this ritual. The player spends a point of Willpower and rolls [Orun + Odu] to "attune" himself to the area and enter a torpor-like state. If this roll is successful, all those that remain within the area (even mortals) gain the benefits of the sorcerer's Auspex, including his ability to pierce Obfuscate and Chimerstry and to detect spirits. Those with equal or higher Auspex scores use their own ratings instead.

The effects of Monitor the Dwelling lasts until the babalawo is roused from reverie, though he will always come to on his own one hour before sunrise.

DRAMATIC SYSTEM

A Matter of Blood

The undead seem inordinately fond of labels: Laibon, the Children of Kagn, and a long list of sobriquets based on legacy, domain, mortal heritage and other factors. However, all this is vanity and semantics, empty dressings on the fact that, immortality and power aside, vampires are predators that feed on blood, arguably little different from sentient mosquitoes. That they must take blood from the living is the defining factor of undead existence. Thus, it's a good idea to explore the blood issue in detail.

HUNGER

Laibon are greedy creatures, prone to hunger. A vampire is *hungry* at five or few blood points, and must make a Willpower roll to avoid feeding when an opportunity presents itself; if this roll fails, the character retains control, but is still driven to hunt and feed. At three or fewer blood points, the vampire is *ravenous*, and must make the previous roll to avoid a hunger-driven Frenzy; even if the roll succeeds, the character must hunt to the exclusion of all other activities unless he spends a Willpower point each scene to avoid this compulsion.

HUNTING

However fun it may be to roleplay through hunting, with all its unexpected results and misadventures (especially for Storytellers!), often hunting must be abstracted and resolved quickly so everyone can get on with the game. When a player wants her character to feed, the Storyteller has her make a hunting roll. The die pool depends on how the vampire hunts: [Presence + Socialize] to seduce men at a truck stop, [Wits + Streetwise for tracking quarry through a shanty slum, [Intelligence + Animal Ken] to track boars through the forest. Herd is added to the roll, if members of that herd are in the area. In addition, an area's population density and security may penalize the hunting roll (see below). The Storyteller is free to apply any other applicable modifiers to the hunting roll – for instance, the modifiers below would likely be reversed when hunting animal prey.

Area	Dice
Refugee camp, crowded slum	+1
Lower-income urban district, docks	–
Business district, tourist areas	-1
Small town, rural village	-2
Patrolled area, countryside	-3
Park lands, wilderness	-4

Failure: The time is spent looking fruitlessly, and the vampire doesn't feed.

Success: The Laibon has found one or more mortals to feed upon, and gains blood points equal to the successes rolled. This assumes the vampire takes precautions to not kill her victims. But if the character is willing to kill, or is ravenous and fails to attain a success on a Willpower roll, the Storyteller ignores the hunting roll and awards the Laibon a full blood pool. Killing, though a fact of unlife for vampires, may provoke Aye loss and carry other, more immediate consequences: the Storyteller should handle each such situation as a special case, and ask the player what (if anything) the character does to cover up the crime, how he flees the scene, etc. Players should never assume their characters can kill and get off with a free pass.

Dramatic Failure: Oops. Complications arise that may prevent feeding, or allow it but with bad consequences. Perhaps the Laibon kills a vessel, picks up a disease, enters another vampire's domain, or tries to slurp a hunter. She may get away free and clear at first, but then be tracked by a hunter or mortal investigators. In any case, the player and Storyteller must enter roleplaying mode and let the character try to extricate herself from trouble.

FEEDING

When feeding on a mortal, each blood point taken by a Laibon inflicts a single point of lethal damage. People offer as many blood points as they have Health, and are at risk of dying if they lose more than half their health to blood loss. Up to three points may be taken per turn. A vampire may lick closed the tiny puncture wounds caused by her fangs.

The Kiss: One great benefit Laibon (and victims) enjoy is the Kiss; the subject of a vampire's feeding – living or undead – is overwhelmed with ecstasy, reduced to helplessness as waves of pleasure overcome him... blissing out as the undead monster siphons his life away. Mortals must spend a Willpower point and succeed on a Composure roll to resist the Kiss, while animals won't even bother to fight it; vampires and supernatural creatures must make the same roll, with the Willpower cost waived. One attempt is allowed per turn.

Eating Animals: Many vampires, especially rural ones, feed on animals. While some have adapted to this diet (see the Merit: Earth-Feeder), the watery blood of such fare offers little to most vampires. Like humans, each animal has blood points equal to its Health, but Laibon process this blood less efficiently. See the table below; that is the number of blood points a vampire has to consume from an animal to gain one point's worth; the further an animal is from a Laibon's ideal diet (human), the less "nutrition" its blood provides. Don't round blood point fractions up or down, but account for them.

A lion can subsist on vermin if he must, but to prosper he must run down more suitable prey; similarly, Laibon must feed from mortals, for the natural prey of vampires is man. The blood of animals can sustain one in slim times, but it's unappetizing; the blood of humans will always be more appealing. A fitting analogy is to equate human blood with your favorite meal ever, while animal blood is cold and near-flavorless gruel. Laibon that eschew human blood for long periods run the risk of hunger Frenzy (no matter how full they are on critters); impose a climbing penalty to related Willpower rolls. Even one's Orun may be impacted; what proper demigod eats goats and cattle for eternity?

Vampires of respectable age often lose the ability to feed from animals at all; even diligent earth-feeders lose this quality, or at least gain significantly less succulence from their favored species. This typically happens around the time a vampire reaches her second century, though no one can predict when (or even if) this will happen, though one's diet and spiritual development bear some influence on this.

Animal Type	Blood Value
Mammal (lion, monkey, gazelle, cattle)	2 for 1
Bird (vulture, eagle, ostrich)	3 for 1
Reptile, amphibian (crocodile, snake)	4 for 1
Other (mollusk, crustacean)	5 for 1

Eating Vampires: Consuming blood from another vampire depletes his blood pool, but doesn't inflict damage. (Different rules apply if the consumer intends to devour the heart's blood; see *Fire on the Mountain*, pg. 31.) Laibon vitae is even sweeter and intoxicating than mortal blood, making it a constant temptation.

But Laibon that make a habit of consuming the vitae of their kin may bring several potential problems upon their heads. First is the risk of becoming blood bound, if one is foolish or desperate enough to drink from a certain Laibon repeatedly. Avoiding this trap isn't difficult, but a more insidious problem lays ahead for kin-eaters. Laibon of great age (a millennium or more) often lose the ability to feed from mortals, and must subsist on vampires exclusively; this affliction is the Thirst of Ancients. Frequent consumption of vampire vitae expedites this condition, meaning that one might develop the Thirst centuries before she otherwise might; reckless vampires only a handful of centuries old may discover the blood of mortals no longer sustains them, and cautionary tales circulate of particularly rapacious gluttons and diablerists gaining the Thirst of Ancients in mere decades of unlife.

What happens when I eat a...

In unusual circumstances, a Laibon may have an opportunity to feed on something... else. Penalties associated with a certain type of blood remain as long as the Laibon has it in his system. Older vitae is spent first and the newest blood taken in is spent after, means that it'll take quite a bit of expenditure to get the "bad blood" out. Wise vampires stick to less exotic fare.

Each point of beast-man blood consumed converts to two points of vitae in the Laibon's system; however, each point imbibed imposes a -1 penalty to Willpower rolls to avoid Frenzy (to a minimum of one die in said pool).

A vampire is prone to strange visions when he imbibes the blood of Eshu and certain other incarnates. Upon drinking such blood, the player must make a Willpower roll at a penalty equal to the number of blood points the character consumed; failure means the Laibon gains an appropriate derangement (usually Mania or Paranoia) until he purges the mercurial vitae.

Magic-users, hunters, ghouls and the spirit-possessed all count as normal humans for blood consumption. Mummies, Risen and spirits offer no usable blood whatsoever.

COOL THINGS TO DO WITH BLOOD

A Laibon may only spend as much blood per turn as allowed by her generation. However, some Discipline powers may cost more vitae than a given vampire can spend in a single turn. Such powers can still be used, but the character must spend the required blood over successive turns until the cost is met.

A vampire can spend one more blood point per turn than normally allowed by her generation; this is known as "pushing," and costs one Willpower point.

Blood points may be spent to:

- Animate for a night.
- Heal damage (see *Damage and Healing*, next page).
- Use Discipline powers requiring blood expenditure; see specifics within the Discipline descriptions.
- Increase a Physical Attribute; this is known as "blood-buffing." Each blood point spent increases the Attribute by one dot, with a maximum bonus equal to the Laibon's generational cap +1; this blood-buff lasts one scene. Even greater buffs are possible, up to three above generational max, though this bonus lasts only for three turns, and inflicts bashing damage

equal to the excess as the Laibon pushes her undead body past its limits; this damage is *not* halved.

- Simulate life: making one's heart beat, increasing body temperature, "faking" sex acts and the like. This costs [8 - Aye] blood points, or [7 - Aye] for those of 14th Generation, and [6 - Aye] for 15th Generation vampires. So yes, those of high Aye can often produce such effects for free.

THE BLOOD BOND

Establishing Blood Bonds: For a Laibon to fully blood bond another vampire of equal or weaker generation, or any mortal, three drinks of her vitae is required, and each draught must be separated by one night's time. However, when attempting to blood bond someone of lower generation than herself, the subject must be fed a number of blood points equal to three plus the difference between the vampire and her would-be thrall. For instance, an 11th Generation vampire trying to blood bond one of the 8th Generation must feed him a total of six blood points on six separate nights. A Laibon may not blood bond any Laibon four or more generations lower than herself, and the Storyteller may rule that any vampires of sufficiently strong generation (7th or lower) are immune to bonds of those even two generations weaker.

As one might guess, the affection a partial bond creates is scaled accordingly for lower-generation vampires; a single point of 11th Generation vitae is obviously not going to create as strong an attachment with an 8th Generation vampire as it would with some thin-blooded Kuta.

Creating blood bonds can negatively impact a Laibon's Aye – after all, it *is* a form of slavery.

Blood Bond Maintenance: The effects of partial bonds fade with time. When a vampire fails to create a full blood bond, the effects of her partial bond is eventually lost as the vitae is processed out of the subject's system, unless the bond is reinforced by feeding the subject more vitae; it's possible for a domitor to completely lose a thrall due to neglect. It takes one month for a partial bond to "drop" one level for a Laibon or other supernatural being (including users of magic), and three months for a mortal.

Even once a full blood bond is established, it won't last unless the vampire reinforces it periodically by feeding her thrall blood; this period is once per year for mortals, once per six months for a Laibon or other supernatural being of equal or weaker generation, and once per month for vampires of stronger blood. Failing to reinforce a blood bond within the stated time means the level of the bond drops by one, and will continue to drop by the rate partial bonds do. However, once you feed a subject enough vitae to bring her back to a full bond, the blood bond "resets."

So if a vampire feeds a sangoma two blood points on two successive nights, but a month and a half passes before she feeds him again, he's treated as if the Laibon had only fed him one blood point (as he has processed one of the blood points out of his system). Feeding him one blood point puts him back up to a total of two. If the vampire had waited two or more months before feeding the witch doctor more vitae, she would've lost the bond completely (and would have had to start over from scratch had she wanted to begin blood bonding him again). Once the domitor has the sangoma completely bound, she must feed him one blood point per six months to maintain the bond. If she waits eight and a half months before feeding him her vitae, the Laibon must feed him two blood points to bring him back to a full bond.

As the blood of elders is especially potent, those of 7th Generation or lower may not have to reinforce bonds so often.

Damage and Healing

Blood must be spent to restore lost Health; being undead, Laibon don't heal damage naturally over time like mortals do.

BASHING DAMAGE

Superficial damage isn't nearly as effective against Laibon as it is against mortals, and they recover from it easily. They take bashing damage from most things that inflict such damage on mortals, but are immune to exhaustion, metabolic poisons, asphyxiation and other things inapplicable to undead. They also take bashing damage from firearms, spear punctures, stab wounds and other penetrating attacks – the organs that bullets and knives shred in mortals are atrophied in vampires. But there are exceptions. A successful staking attack inflicts lethal damage. Also, attacks that normally do bashing damage but penetrate the skull or heart are taken as lethal: so while a kick to the head isn't too effective against the undead, a bullet to the dome is. Extremely high-caliber bullets or slugs, hollowpoint ammo, or large penetrating blades may inflict lethal damage; anything that leaves an exit wound big enough to put one's head into would do more than inconvenience a Laibon.

Bashing damage is halved, fractions rounded up, before being applied to a vampire's Health track – so an attack that would normally inflict three points of damage instead inflicts two. Bashing damage never causes a vampire to fall unconscious; any rolls to remain active are assumed to automatically succeed, and she stays up and active. Further, while bashing damage can carry over to lethal, it never upgrades to aggravated damage except in the most extreme circumstances (Storyteller's call).

Healing: Each blood point spent to heal bashing damage restores two Health points.

LETHAL DAMAGE

Lethal damage is inflicted by swords, axes, the claws and teeth of Laibon and beast-men, certain Discipline powers, and a variety of other sources. Anything that severs, slices or chops can wound undead that easily shrug off gunshots or punches, so it's not uncommon for both Laibon and those that hunt them to use archaic weapons against undead foes. Unlike mortals, undead aren't killed by lethal damage, but forced into torpor: the victim's body falls to the ground and appears dead in every way (see below for more on torpor). Further lethal damage taken carries over to aggravated and can potentially send her to Final Death, though few mortals will continue abusing an apparent dead body. (Enemy vampires, hunters and others familiar with the undead, however...)

Healing: Each blood point spent to heal lethal damage restores one point of Health.

AGGRAVATED DAMAGE

Aggravated damage is rare, but very feared, as a vampire with all her boxes lost to aggravated damage immediately suffers Final Death. Sunlight and fire inflict aggravated damage, as well as a handful of Discipline powers. Luckily, Fortitude (pg. 14) offers protection against aggravated damage. When Laibon are faced with anything that inflicts aggravated damage, Storytellers may call for Willpower rolls to avoid the Red Fear.

Serious aggravated damage may cause scars, maiming, Attribute loss, the acquisition of Flaws or other long-term effects, at the Storyteller's discretion.

Healing: Wounds this severe are very difficult to heal; it takes five points of blood and one Willpower to restore a Health point lost to aggravated damage.

FIRE AND TORCH

The only defense Laibon have against flames and the rays of the sun, other than getting the hell away from them, is the Fortitude Discipline (see pg. 14).

Size of Fire	Damage/Turn
Tiny: candle flame, lighter	0
Small: torch, stove fire	1
Large: bonfire, fire pit	2
Inferno: burning house, immolation	3

Intensity	Adj. Damage
Weak: lit cigarette, hot coals	+0
Standard: camp fire, open gas stove	+1
Intense: molten metal, napalm, acetylene torch	+2

Sunlight Intensity	Damage/Turn
Faint or filtered sunlight (dawn, dusk, through storm cloud cover or shutters)	1
Weak or reduced sunlight: through light cloud cover or window, reflected in mirror	2
Direct sunlight: open sky	3

Exposure	Adj. Damage
Little of body exposed: business suit, robe	+0
Some of body exposed: short-sleeved shirt with jeans, knee-length dashiki	+1
Much or (gods forbid!) all of body exposed: t-shirt and shorts, sun dress	+2

STAKING

Staking a vampire requires a sharp, penetrating object at least six inches long, made of wood. The attacker must target the heart with a ranged or Weaponry attack, which requires an attack roll at a -4 penalty, and must inflict at least three points of damage to stake him. A staked vampire is immediately immobilized, has her vitae reservoirs frozen (and thus unable to spend blood), and is placed in a state of suspended animation until the obstruction is removed. Note that stakes only do bashing damage to Laibon unless a staking attempt succeeds.

Torpor and Final Death

VOLUNTARY TORPOR

Laibon normally enter torpor during the day, though they can enter this state whenever they want at night. During this time, they appear as nothing more remarkable than ordinary corpses, showing no sign of activity or unlife. This is both a benefit and a problem: while few mortals that happen upon an apparent corpse feel compelled to bother it, bodies tend to attract attention from the authorities, and further, they make great meals for jackals, vultures and other scavengers. Also, slumbering Laibon are helpless against attacks, at least until they rouse (see below). Smart vampires employ mortal and ghoulish guardians, though this may not be an option if they're forced to sleep away from their havens. While entering slumber is voluntary, requires no blood expenditure and can be sustained indefinitely – from one night to centuries – rising from slumber requires more effort: one point of blood must be spent to rise the next night.

Waking and Staying Active During the Day: Vampires are hard to rouse during the day; if the character is disturbed, the

player rolls [Wits + Stamina] to rouse (though no more dice can be rolled than the vampire's Aye), and spends a point of blood to animate if the roll is successful; it take four turns for an undead to fully rise from her torpid state, minus one turn for every success on the aforementioned roll (four or more successes allows the creature to rise immediately). If the subject was attacked while slumbering, the vampire gains a +2 bonus on the roll to rouse herself. While awake during the day, the vampire's dice pools are limited to her Aye rating while attempting any action – dice in excess of this are simply lost.

FORCED TORPOR

When a Laibon is reduced to zero Health by lethal damage, she enters a more severe form of torpor. This state is like normal torpor in that the vampire appears to be a corpse, but she's entirely helpless and can't rouse herself until she is fed blood and can heal. Needless to say, Disciplines are unavailable to a torpid vampire, save Fortitude. If the body is destroyed during this time, the character suffers Final Death. How long a Laibon remains in torpor, assuming she's not revived prematurely by being fed blood, is determined by the rating of her highest Virtue (Aye or Orun).

Virtue Rating	Length of Torpor
10	One day
9	Three days
8	One week
7	Two weeks
6	One month
5	Six months
4	One year
3	One decade
2	Fifty years
1	One century

FINAL DEATH

Final Death is the fate of the unfortunate individual that has all her Health boxes filled with aggravated damage or is otherwise destroyed. Game over, and no continues. No one knows the ultimate fate of such an unfortunate soul, but her story in the Ebony Kingdom has ended forever.

Mental States

FRENZY

Frenzy is when a Laibon's rage or hunger overwhelms his faculties and he becomes like an animal, unthinking and driven to fulfill the violent urges of his Beast. This is a constant danger for Kuta, who exhibit poor restraint and haven't yet learned to cope with the trials of the world or the treacherous politics of their kind. Hunger, a fight in which blood spills or the vampire is wounded, humiliation, or even an act of disrespect... all these can end in an episode of Frenzy. Resisting this state requires one or more successes on a reflexive Willpower roll.

A character in the throes of Frenzy is in a near-mindless rage, and he pursues, devours and kills to the exclusion of all else; such creatures feed and slay far beyond what's necessary if given the chance. A frenzied vampire may target enemies or strangers instead of allies, but this is no given or even that likely. Discipline use beyond "basic" physical effects (using Celerity, Potence, popping claws, etc.), are out of the question, as are the use of Mental or Social Skills; Laibon in Frenzy may instinctively pump

Physical Attributes. On the plus side, the crazed monster ignores all wound penalties and is near-immune to mind control or emotion manipulation: three dice are subtracted from rolls to influence him with Disciplines or other supernatural powers. The presence of substantial fire or any sunlight will cause a Frenzying vampire to immediately and automatically "switch" to Red Fear.

Frenzy lasts for as long as it takes to get the job done: if the character lost control due to hunger, Frenzy lasts until he feeds past satiation; if the trigger event was a fight, Frenzy remains as long as any enemies remain standing. (Of course, priorities can change quickly in a fight.) It takes a minute or so for a vampire to calm down, during which he's on a hair trigger and is given a wide berth by the wise. A Storyteller may allow a player to steer her rampaging Laibon away from an ally or bystander and toward a more suitable target nearby with a straight Composure roll. If the Storyteller feels there's a compelling reason a frenzying vampire would regain control of himself prematurely (he's fed to satiation or killed the enemy that threatened him), the player must spend a Willpower and roll Willpower; even one success restores the character to sentience, but failure indicates the Frenzy intensifies and lasts for an entire scene, during which no further attempts to steer behavior or regain lucidity are allowed.

THE RED FEAR

This state is similar in many ways to Frenzy, and is potentially as dangerous to anyone nearby. However, the major drive for the vampire consumed with this state is self-preservation, driven by overwhelming terror rather than anger or hunger. A Laibon in this state attempts to get away from the trigger – fire, sunlight, angry pack of Ajaba, or whatever – and get to a place of safety... and woe to whoever is between he and escape. Red Fear is especially likely to be triggered when the character suffers aggravated damage, or is threatened by the same (especially fire or sunlight). Red Fear normally lasts until the character feels entirely safe, and then he can usually compose him-self in under a minute. A vampire in the throes of the Red Fear can be provoked into Frenzy, especially if he's attacked or lots of blood is spilled. Mechanically, Red Fear is treated like Frenzy.

Resisting Red Fear requires a reflexive Willpower roll.

DERANGEMENT

Derangements are debilitating manifestations of insanity. A character may resist the compulsion to act according to his derangement by spending a Willpower point; how long this lucidity lasts (a turn, a scene or something in between) depends on the nature of the character's madness and the situation at hand.

I intended to create a stand-alone set of rules for **V:tEK**, but rather than reprint the derangements here, I'll point you to the list in **V:tM**, pg. 222. Or, look at the ones in **WoD**, pg. 96, if you prefer. Mix and match, even; go crazy with it.

Players can buy off derangements. There are two ways to do this: Willpower expenditure and experience points. If the Storyteller allows, both exp and Willpower can be used to buy off a Derangement, distributing the costs between them.

The Willpower Method: When a character first gains a derangement, roll a die and add the character's Resolve to the result: the result is the derangement's strength. (Yes, Resolve works against the Laibon: his mind subconsciously resists being changed, even for the better.) The strength of the derangement is the number of times he must resist acting on it (which requires spending Willpower, as described above). Players should keep track of the Willpower they spend against the derangement somewhere on the

sheet; once the points spent equals the derangement's strength, it's gone and the character is free of it. Each time the vampire fails to resist his derangement with Willpower, however, one Willpower point he previously spent for this purpose is canceled – after all, it's hard to overcome madness when you continually cave to it.

The Experience Point Method: Determine the derangement's strength, as above. That's the number of experience points the player must spend for the character to be rid of it.

Fire on the Mountain

Diablerie, colloquially known as Fire on the Mountain, is no less the consumption of another Laibon's very soul, a cannibalistic act that strikes fear into the hearts of elders and kuta alike. However, it's the only way for a vampire to increase the potency of her blood. The act may damn one – politically, psychologically and spiritually – but no few Laibon are willing to take that chance. And considering the sorry state of affairs among the thin-blooded whelps of these Final Nights, it's perhaps easy to understand why.

Lighting the Fire: Once the cannibal subdues her prey, she must drain every drop of vitae from him. A contest of wills then takes place as the vampire attempts to extract and absorb her victim's soul: the player rolls her character's Power Attributes [Intelligence + Strength + Presence], opposed by the victim's Resistance Attributes [Resolve + Stamina + Composure]. Willpower may be spent by either party, but Potence and Fortitude (which are tied to the victim's vitae and body, and not his soul) aren't added to these rolls. Each net success the acting vampire attains inflicts a point of aggravated damage to her victim *and* drains one point of Willpower (so three net successes inflicts three agg and drains three Willpower); if the defender wins or ties, he suffers no damage and his assailant loses one point of Willpower. Once either Laibon is reduced to zero Willpower, that party can no longer roll. This contest continues until the attacker is reduced to zero Willpower and can no longer roll, or the victim loses all her Health and is consumed utterly. Of course, the would-be diablerist can stop at any time before the heinous deed is done, and the act itself can be interrupted.

Burned by the Flame: A diablerist devours not only the soul of her victim, she consumes his Beast as well, adding it to her own and thereby strengthening it. Because of this, someone that commits diablerie automatically loses a dot in her highest Virtue (Orun if the Virtues are equal). On top of this, the Laibon must check for degeneration *twice*, as consumption of another's soul is an egregious Sin against both Aye and Orun. So potentially, one can lose three Virtue dots for performing diablerie! Thus, it's nothing to be done lightly.

Reaping the Bitter Harvest: The most obvious benefit from lighting the Fire on the Mountain, beyond the indescribable ecstasy that accompanies the act, is the decrease of the cannibal's generation if her victim was of lower generation. This decrease is automatic, and requires no rolls – the Laibon's generation drops by one if her prey is of stronger blood than she, and possibly by as much as two if the difference between the devourer and her victim is three generations or more.

There's a possibility that more can be gained, however – diablerists can even reap dividends from weaker-blooded victims. Make a final Willpower roll for the victim – not to resist being devoured (it's too late for that by this point), but for the psychic fragments of the subject to assert its identity and ego in the face of utter dissolution. This is the Soul Fragments roll. (Storytellers are free to add dice to the Soul Fragment roll if the diablerized

vampire is of lower generation, older or more powerful.) The diablerist can spend a Willpower point to remove three dice from a Soul Fragments roll. If there are any successes on this check, this means Soul Fragments of the victim remain. This is both good and bad for the devourer.

First, Soul Fragment successes convert to free dots in <victim> Fragments, which is added to the diablerist's character sheet; this Merit serves as a Mental Skill only applicable to knowledge about the devoured Laibon in the form of residual memories: one <victim> Fragments dot means hazy memories are gained at best, while four or more dots suggests accurate recall. Intelligence + the Fragments Merit when the Laibon wants to recall something about her victim. (Example: Askani diablerizes Massour. The Storyteller attains three successes on Massour's Soul Fragment roll, so Askani gains Massour Fragments ●●●. Askani's player rolls [Intelligence + Massour Fragments] when she wants to access Massour's memories – for instance, his bank account number, an ally's name, or where one of his retainers lives.)

Second, Soul Fragment successes can be used to “buy” traits the former vampire possessed, as the diablerist assimilates her prey's knowledge and qualities: Skill dots cost one success, Attribute dots cost two successes, and Disciplines dots cost three successes; certain Merits that represent learned abilities might be purchased as the Storyteller's discretion. Unspent Soul Fragment “credit” fades after about a month. The Laibon can only buy dots in traits the victim had at a higher rating than she, and can buy no more than one dot in any given trait. No form of blood magic can be learned through diablerie. (Askani has three Soul Fragment successes; as Massour's Wits and Stealth were higher than hers, her player purchases a dot in each trait.)

There's a darker side to Soul Fragments, however. The more Soul Fragments a Laibon has, the stronger the victim's psychic remnants manifest in her, and therefore the more radical the changes to her own personality will be. One success on the prey's Soul Fragments roll might create some very subtle changes, such as the diablerist's retaining his craving for certain victims or mannerisms; three or more is enough to affect a distinct personality change, perhaps even a new Nature and Demeanor more in line with the victim's. This is a big deal, as it can change how a player portrays her character; Storytellers should encourage (and if necessary, enforce) roleplaying Soul Fragments, informing the player of the character's new urges and quirks. Players not willing to play along can have their exp docked. It's understandable that someone might not want to alter a character concept they're really attached to, but that's why the option to spend Willpower to reduce the Soul Fragment roll is offered, above – though you probably won't get many free dots that way. (And it's not like you had to commit diablerie in the first place!) Sometimes it's better to play it safe (inasmuch as one can with diablerie) than take the quick route to trait gains. (Along with Massour's lower generation and traits, Askani has adopted his pragmatic outlook, and is now more conservative and cautious – contrasting her former devil-may-care approach to unlife. Her Nature changes from Bon Vivant to Survivor. She also picks up some of her victim's Masai accent.)

Finally, Soul Fragments may manifest as a muted form of the victim's legacy weakness instead of personality changes – if one would consume her brother's soul, then she can assume his burden as well. For example, consuming an Osebo would penalize one's rolls to avoid Frenzy, while dining on Setite would increase vulnerability to sunlight. This weakness may fade after several months, remain until bought off with exp, or become a permanent part of the character, depending on the degree of Soul Fragments and the needs of the story; the player and Storyteller should discuss how such quirks might manifest.

RIVAL PREDATOR AND PREY

Despite how knowledgeable and powerful the Children of Kagn imagine themselves be, the World of Darkness is far more mysterious and dangerous than they conceive. Familiar threats are witches, shifters, mortals that slip through the Secret's cracks to hunt the hunters, and the restless spirits too often left in the wake of vampire activity; lesser known factors are strange foreign vampires, a variety of demons and spirits, and still odder things. Filled with a sense of their own importance, even careful Laibon discover (often too late) they've stumbled across an individual, or even a supernatural subculture, for which they're entirely unprepared.

The problem with that is I've not gotten around to converting all the other original World of Darkness games to the new rules, and being that I have need of sleep, food and a life, it'll be a long time before I do. So what I'll do is offer some quick and dirty stats for other supernatural creatures, using the rules set forth here – so all you need to model them in a **Vampire: the Ebony Kingdom** game is what follows, plus what's in **KotEK** and the **WoD** core. Great, ain't I?

These conversions aren't accurate or comprehensive, and are provided as approximations only. I recommend source material for those that want to explore these supernatural factions further (though they're "old" **WoD** books, they're useful for background information). Extrapolate from what's here, or discard in favor of your own conversions.

STATS IN CONTEXT

It's important to put the quick-and-dirty stats in its proper context, which is admittedly difficult with the limited information provided. For example, while Virtues reflect qualities of a given character's personality, mages and shifters don't have those stats in their own games. These are given as reference points so Storytellers can run these characters using the **V:tEK** system.

Virtues: For mortals and most others, Virtues measure a character's moral and ethical qualities. Characters possess Aye (and less often, Orun analogues) representing their moral strength, cognizance, purpose and temperament; low Aye indicates the character has little integrity and is prone to act irresponsibly and based on base urges, or alternately is far removed from the concerns of mankind. Orun is reserved for especially alien or monstrous creatures, and reflect a special connection to the supernatural world. While Aye is pretty universal in how it's applied, what Orun means to an Eshu or Ajaba is different from a vampire's interpretation. Unless stated otherwise, only Laibon gain characteristics and qualities associated with Orun, or suffer Social die pool caps for Aye when interacting with mortals.

Equivalent Disciplines: The Disciplines listed for non-vampires are meant as rough approximations of their abilities. Eshu don't actually have Majesty, for example, nor do Ajaba have Celerity – these entities simply wield powers that mimic those particular effects. Narrate with this in mind: rather than reciting dryly how a werhyena claws three times, describe how he roars and focuses his rage into a series of brutal attacks; the Eshu doesn't enslave the vampire with Regal Air, she coaxes him into a reverie in which he plays the role of paramour to her queen in an epic story... and so forth and so on. Be creative, and don't be afraid to go outside the parameters of the powers listed if it serves the story.

Equivalent Generation: Supernatural creatures are given a generation for purposes of power resolution; a 11th Generation vampire would be unable to Dominate an elder beast-man with a functional generation of 9. If no equivalent generation is given for

a character, treat her as a mortal.

Combat: The codes listed under Equipment and Attacks are the dice pools used for that character's attacks or weapons, as well as the type of damage they inflict (B = bashing, L = lethal, A = aggravated). Die pools include the weapon's or attack's damage, relevant Attributes and Skill, Potence and other factors. Missile attacks are listed with ranges, while others are given special rules such as "knockdown;" such special attacks are detailed in Chapter 7 of **WoD** (pg. 150).

It's important to note that all weapons are listed with the damage they normally inflict, not always with the damage they do to undead. So remember to convert damage inflicted by firearms and stakes to bashing when they're used against vampires (though these weapons can still inflict lethal damage under certain circumstances, see pgs. 30).

PERSPECTIVE

Everything that follows is written from a **Vampire** angle. For example, few details are offered on shifters' shamanistic faith, Umbral allies or complex motivations – they're pretty much described as brutal monsters. The mage writeups offer no insights on the Ascension War or Sphere Magic. Other supernatural factions are given similarly slapdash treatments, and some info you're given is straight-up *wrong*. Why? Because it's fun being an asshole.

Just kidding! But seriously, it's not that these other guys really are that two-dimensional (though they can be, depending on the Storyteller) or are somehow undeserving of more detail and exploration, or that I'm trying to be mean to the fans of the other games. What I'm trying to do is keep the focus on **V:tEK**, which is impossible if I spend five pages on how the Iterators' defeat of the Sudanese Simba left openings that give the Unseelie Boggans an edge over their Luciferan rivals. This chapter (and .pdf) has a clear and unapologetic **Vampire** bias.

Mortals

Every **WoD** game should include mortal characters, and they are especially important in **V:tEK**. Mere mortals are all too often overlooked in favor of epic threats, and often only thought about when someone needs to eat or flex some freakish power that might upset the herd. It's easy to forget how central they are to the setting. People fill all sorts of roles in a game besides food: allies, enemies, contacts, muscle, family, and much more. However, extras that you only narrate in passing aside, the people of your **Ebony Kingdom** should be every bit as nuanced, fleshed out and interesting your vampire characters.

The list of sample mortals below is a tiny and unforgivably inadequate sampling of the people a brood can run into during the course of the game. It shouldn't be difficult for Storytellers to populate their setting with other characters. Use the rules in **WoD** as a base, allocate dots to taste, pick a Nature and Demeanor, and determine Aye.

Virtues: Aye is a measure of the mortal's moral strength.

Combat: Use the rules from the **WoD** book. No conversions needed here.

FOREIGNER

This template can describe any number of outsiders that come to Africa, from tourists and Christian missionaries to corporate businessmen and smugglers. Well-intentioned foreigners run

the gamut from idealists that want to “fix” Africa to wide-eyed bourgeoisie; these people can be infuriatingly patronizing or refreshingly honest, if naïve. Others broker no such high-mindedness and simply intend to profit from the Dark Continent, and rarely care if that means exploiting “the natives.” While often annoying, it's often not a simple matter to simply dispose of foreigners; sudden disappearances can attract unwanted attention.

Nature/Demeanor: Bon Vivant or Conniver/Pedagogue
Attributes: Str 2, Dex 2, Sta 2; Prs 3, Man 2, Com 2; Int 2, Wit 2, Res 2

Skills: Academics 2, Persuasion 2, Socialize 2.

Merits: Barfly, Resources 3.

Virtues: Aye 7

Other Stats: Size 5, Initiative +4, Defense 2, Health 7, Speed 9, Willpower 4

Equipment: Items appropriate to their trade or interests: a tourist would have camera and souvenirs, for example. Most Westerners have good money and clothing, at least by Third World standards. And their blood is as good as anyone else's.

POUCEMAN

Few would disagree that America's policemen are underpaid and overworked, but even the worst off of them have it far better than most of their African counterparts. The local governments that employ them don't bother with such amenities as insurance or good equipment, and give them barely enough money to survive. So many police turn to graft out of sheer necessity, shaking down people for bribes or accepting payoffs from local criminals. This may not excuse the corruption, but it certainly explains why it's so widespread. Even the honest police that haven't turned to active corruption tend to be jaded and cynical. Few are against using excessive force to enforce the law, especially if they find nocturnal marauders engaged in questionable activities.

Nature/Demeanor: Judge/Martyr

Attributes: Str 2, Dex 3, Sta 2; Prs 2, Man 2, Com 2; Int 2, Wit 3, Res 3

Skills: Athletics 1, Brawl 2; Firearms 2, Intimidation 2, Investigation 2, Larceny 2, Streetwise 3, Weaponry 1.

Merits: Quick Draw, Influence (police) 1, Resources 1

Virtues: Aye 6

Other Stats: Size 5, Initiative +6, Defense 3, Health 7, Speed 11, Willpower 5

Equipment: Police uniform, Smith & Wesson M686 (7L, range 35/70/140, clip 6), “evidence.”

PROSTITUTE

Prostitutes are a universal phenomenon, and one very common to certain parts of Africa, particularly Westernized areas. While the stats here reflect a woman that works a rural truck stop, one can find women (and girls, and boys) much like her on city streets, bars and brothels – many of them ravaged by disease and poor health, doomed to die long before adulthood. In addition to being convenient and disposable sources of blood, prostitutes are great sources of information due to their near-omnipresence in certain areas, and the fact people take pains to ignore them unless they're serving their appointed function at the time.

Nature/Demeanor: Survivor/Celebrant

Attributes: Str 1, Dex 2, Sta 1; Prs 2, Man 4, Com 2; Int 2, Wit 3, Res 1

Skills: Expression (Faking) 2, Socialize 2, Streetwise 3.

Merits: None, really.

Virtues: Aye 6

Other Stats: Size 5, Initiative +4, Defense 2, Health 6, Speed 8, Willpower 3

Equipment: Three unwashed outfits (including a dingy school uniform), small purse.

Notes: This woman has AIDS, as well as any number of bacterial infections. Disease has eroded her health and wasted her body, though this hasn't hurt her business. Any Kuta foolish or desperate enough to feed from her endangers his herd... or himself, if his blood is too thin to fight off disease.

RELIEF WORKER

Relief workers come to Africa and remain for some time, often years, ministering to the needs of the people – and there's a great deal of need to minister to. Some are with the Peace Corps, others hail from religious groups or government agencies. Dewy-eyed dilettantes wash out quickly; the stats here reflect someone that's been in Africa long enough to know what's what. Such determined and idealistic individuals are nuisances, as they'll aggressively investigate problems caused by errant bloodsuckers, and can garner the support of the local populace and other troublesome Westerners. For these same reasons, they also make ideal allies and retainers...

Nature/Demeanor: Caregiver/Curmudgeon

Attributes: Str 2, Dex 2, Sta 3; Prs 2, Man 2, Com 3; Int 3, Wit 3, Res 3

Skills: Academics 2, Empathy 2, Medicine 2, Persuasion 2, Streetwise 1

Merits: Allies 3, Contacts 1, Iron Stamina 1

Virtues: Aye 8

Other Stats: Size 5, Initiative +5, Defense 2, Health 8, Speed 9, Willpower 6

Equipment: Decades-old medical equipment, drugs (pain relievers and antibiotics), food.

SOLDIER

This generic template can be used to model soldiers, as well as mercenaries, hired muscle, the militia of a secret society, or any well-armed and trained combatant. Soldiers can be used as extras that for Laibon to fight, devour or employ, though Storytellers are encouraged to flesh them out and make them more than faceless, gun-toting thugs. While not deadly threats to most vampires, soldiers can cause serious damage before they're eaten.

Nature/Demeanor: Conniver/Bravo

Attributes: Str 3, Dex 3, Sta 3; Prs 2, Man 2, Com 2; Int 2, Wit 3, Res 3

Skills: Brawl 3; Firearms 2, Intimidation 2, Streetwise 2, Weaponry 1.

Merits: Fighting Style: Boxing 2, Resources 1

Virtues: Aye 5

Other Stats: Willpower 5, Size 5, Initiative +5, Defense 3, Health 8, Speed 11

Equipment: Knife (5L), Colt .45 ACP (8L, range 30/60/120, clip 7+1), Heckler & Koch G3 (9L, range 150/300/600, clip 42+1)

TRAINED HUNTER

Scientists might paint a safe, orderly and sanitized picture of the world for the “civilized” West... a conceit that the self-described Kindred exploit. However, people all throughout Africa know better. They're more disposed to believe in the supernatural than many in the Western world, accepting things beyond the pale of mortal experience simply as the way things are. While this

gives Laibon some latitude – The Secret Must Be Kept isn't held to as stringently as the “Masquerade” of the Kindred – it's also a double-edged blade: for with a greater belief in the paranormal comes more people prepared to fight it.

This character is an extreme example of the latter truth. She's survived despite everything the Laibon have thrown at her so far, and has gotten stronger. With five kills so far, she's very good at her job. She fights with stealth, and doesn't try to recruit others – she may rely on her contacts for information, weapons or other aid, but she fights alone. She also does most of her hunting during the day, placing her victims at a distinct disadvantage.

This driven woman has sacrificed her family, job and very life in the pursuit of the undead that killed her teenage son. She's also given up much more than she realizes; she was once a compassionate person, a loving wife and mother, but that woman that has been sacrificed on the altar of vengeance as she's made more and more compromises in her eternal pursuit of the undead.

Nature/Demeanor: Crusader/Scourge

Attributes: Str 3, Dex 4, Sta 4; Prs 3, Man 2, Com 4; Int 3, Wit 3, Res 4

Skills: Academics (vampire folklore) 1, Athletics 2, Brawl 3; Firearms 2, Investigation (vampires) 2, Larceny 2, Occult (vampires) 1, Stealth 2, Streetwise 1, Weaponry (stake) 4.

Merits: Contacts (arms dealer, witch doctor), Disarm, Fast Reflexes 2, Fresh Start, Iron Stamina 1, Quick Draw (melee, guns), Resources 1

Virtues: Aye 5

Other Stats: Size 5, Initiative +10, Defense 3, Armor 1/2, Health 9, Speed 13, Willpower 8

Equipment: Several stakes (9L), sawed-off double-barreled 12-gauge (11L, phosphorus rounds 12A, 9-again, 15/30/60), beaded choke collar (preventing neck bites), salvaged armored vest, various gris-gris and talismans to ward off evil undead.

Many hunters pop up, crazed and driven individuals that try to rally others to their cause, but usually end up scaring the sane away. These fanatics are encouraged and baited by cunning Laibon, actually. This cat-and-mouse allows vampires to both weed out those that might later become genuine threats and to discourage imitators. Not surprisingly, few hunters survive for long, being easily isolated and led into ambushes.

Of course, sometimes this tactic backfires rather badly, with results much like the woman described above.

Animals

There's an enormous diversity of animals on the African continent. Following is a small sample of animals Laibon are likely to encounter and/or with which they may come into conflict. It should be no difficult matter for a Storyteller to extrapolate from the animals given if she wants to introduce other creatures.

Attributes: Presence, Manipulation and Intelligence aren't listed in most the stat blocks below, as they aren't terribly relevant; assume a single dot, if a rating must be assigned. I know this isn't consistent with critter stats in **WoD**, but really... a raven has a Manipulation of 3 while a cat has only 1, while dogs have Presence scores that rival that of many magaji? I understand these stats are contextual and relative, but rather than arbitrarily deciding which animals are friendly or smart or whatever, it's simpler to handwave the issue – especially considering how rarely a buffalo will have to use Presence in most games.

Skills: The skills reflect natural aptitudes and not formal training, though especially intelligent mammals and birds can be taught simple skills. For Intimidation rolls, use Strength or Size in place of a Social Attribute.

Frenzy: Animals aren't subject to Frenzy or Red Fear unless fed vampire blood; however, ghouled animals fall to these states as easily as vampires, and the same rules apply.

Defense: Unlike humans, Defense for animals is equal to the highest between Dexterity and Wits; not my rule, but I suppose sentience somehow makes you slower to react to danger.

BABOON

Baboons are intelligent primates with a complex social structure. However, they're also mean and territorial as hell, and troops are frighteningly effective killers. The stats here reflect the larger and more aggressive baboon varieties, such as the mandrill or Anubis baboons.

Baboons have hand-like paws, giving them limited manual dexterity and the ability to climb trees.

Attributes: Str 3, Dex 4, Sta 3, Com 1, Wit 3, Res 2

Skills: Athletics 3, Brawl 3, Intimidate 2, Survival 2

Other Stats: Willpower 3, Size 3, Initiative +5, Defense 4, Health 6, Speed 13

Attacks: bite (8L)

BUFFALO

Buffalo (and gnus, wildebeest and other hooved, horned ungulates) are bigger, stronger and more aggressive than domestic cattle. They come in herds, making them tricky prey at best.

Attributes: Str 6, Dex 2, Sta 5, Com 2, Wit 2, Res 3

Skills: Athletics 1, Brawl 1, Survival 2

Other Stats: Willpower 5, Size 8, Initiative +4, Defense 2, Health 13, Speed 18

Attacks: bite (8L), horn ram (9L, knockdown), hoof (9B, knockdown), trample (10B)

CHEETAH

The fastest land animals, cheetahs are capable of incredible bursts of speed for short distances. After running for a half minute or so, however, they must rest for a while before taking any strenuous action. These cats are very skittish, and want nothing to do with Laibon or their ilk. The few that remain in the wild may at sometimes be protected fanatically by their shifter cousins, so those who simply *must* have one as a nifty ghouled pet, do watch out.

Attributes: Str 3, Dex 5, Sta 3, Com 2, Wit 4, Res 2

Skills: Athletics (running) 4, Brawl 1, Stealth 2, Survival 2

Merits: Brawling Finesse (use Dex in Brawl die pools), Fast Reflexes +2, Fleet of Foot +5

Other Stats: Willpower 4, Size 4, Initiative +9, Defense 5, Health 7, Speed 20 (25)

Attacks: claw/bite (7L), grapple (6)

CHIMPANZEE

Chimpanzees are one of Africa's most popular animals. Man's closest relatives, they're about as intelligent as small children, able to use tools and (if taught) communicate via sign language. They're also mean, incredibly strong and dangerous, especially those in the wild.

Chimps have fully prehensile hands, giving them manual dexterity nearly on par with that of humans.

Attributes: Str 5, Dex 4, Sta 2, Com 1, Wit 3, Res 2
Skills: Athletics (climbing) 3, Brawl 2, Intimidate 1, Survival 2
Other Stats: Willpower 3, Size 3, Initiative +5, Defense 4, Health 6, Speed 13
Attacks: bite (8L, must grapple), grapple (7), bash (7B)

CROCODILE

Crocodiles like laying in wait under the surface of lakes, rivers and watering holes, launching out of the water and latching onto prey. It doesn't target humans or vampires specifically, but it's not particular about what it eats. A croc that fails its surprise attack won't pursue, unless it's desperate for food or pissed.

Attributes: Str 6, Dex 2, Sta 4, Com 3, Wit 2, Res 2
Skills: Athletics (swimming) 1, Brawl 1, Stealth 3 (in water only), Survival 2
Merits: Fast Reflexes +2 (one-turn burst), Fleet of Foot 3 (one-turn burst), Iron Stomach
Other Stats: Willpower 5, Size 6, Initiative +5, Defense 5, Armor 2/2, Health 14, Speed 13/swim 18
Attacks: bite (10L), crushing bite (see below), tail (9B)

Special: When a crocodile attacks from surprise, it gains Initiative and Speed bonuses (see Merits), and a +2 attack bonus; this lasts only for the first turn. If a bite attack hits, the croc remains latched on with a crushing bite and inflicts damage on subsequent turns equal to that done by the initial attack; the victim is allowed an opposed Strength check against the croc every turn to break free.

ELEPHANT

Africa's biggest land animals. While intelligent and resourceful animals, they can be aggressive during mating season or if they feel threatened. Only the most confident or suicidal Laibon hunt them. Elephants can pick up items in their trunk, including man-sized opponents, and toss them to the ground. They also never forget... how to maul some ass.

Attributes: Str 8, Dex 1, Sta 5, Com 2, Wit 2, Res 3
Skills: Athletics 1, Brawl 2, Survival 2
Other Stats: Willpower 5, Size 9, Initiative +3, Defense 2, Armor 1/1, Health 17, Speed 17
Attacks: tusk gore (12L), trample (13B, knockdown), trunk (11B, knockdown)

HIPPOTAMUS

One of the most dangerous animals in Africa, hippos kill more people each year than any other animal besides disease-bearing insects and, of course, other people). They're notoriously aggressive, and prone to charge and mangle anything that enters their radar. They're amphibious animals, dwelling in rivers and lakes; clumsy and lumbering on land, they swim with surprising grace.

Attributes: Str 7, Dex 1 (3 in water), Sta 5, Com 2, Wit 1, Res 3
Skills: Athletics (swimming) 1, Brawl 2, Survival 1
Other Stats: Willpower 5, Size 8, Initiative +3, Defense 1 (3 in water), Armor 1/1, Health 16, Speed 16 (swim 18)
Attacks: bite (11L), trample (12B, knockdown)

HYENA

Contrary to popular opinion, hyenas obtain most of their meat from hunting, not scavenging. Hyena clans are matriarchal, and hunt in big groups when taking down larger prey... or facing down their chief rivals, lions. Hyena jaws are inordinately strong,

able to pulverize zebra femurs and sheer limbs.

Attributes: Str 3, Dex 3, Sta 3, Com 2, Wit 3, Res 2
Skills: Athletics (running) 2, Brawl 2, Intimidate (creepy laugh) 1, Stealth 1, Survival 3
Merits: Iron Stomach
Other Stats: Willpower 5, Size 6, Initiative +5 (+7), Defense 5, Health 13, Speed 17
Attacks: bite (8L), crushing bite (see below)

Special: If a bite attack hits, the hyena may opt to remain latched on and inflict damage on subsequent turns; this damage equals that done by the initial attack. The victim may make an opposed Strength check against the hyena every turn to break free.

JACKAL

Jackals are canines who both scavenge and hunt small prey. They range across a wide variety of environments, including the outskirts of human communities, where they prosper from the refuse left by man. Jackals are only dangerous in large numbers, and usually aren't aggressive animals. They aren't easily domesticated, at least without such things as Animalism and vitae.

These stats can be used for stray dogs; drop Survival and Stealth to 1s.

Attributes: Str 1, Dex 3, Sta 2, Com 2, Wit 3, Res 1
Skills: Athletics 2, Brawl 1, Stealth 2, Survival 4
Merits: Fleet of Foot 2, Iron Stomach
Other Stats: Willpower 3, Size 3, Initiative +5, Defense 4, Health 5, Speed 13
Attacks: bite (3L)

LEOPARD

Lone ambush hunters, leopards rarely attack people – which isn't to say they don't. Leopards rarely “fight fair,” if they must – they prefer to pounce, go for the quick kill, and then run if the enemy doesn't drop right away. Leopards are strong enough to climb a tree while toting a dead gazelle, which they often do to eat undisturbed.

Attributes: Str 4, Dex 5, Sta 3, Com 3, Wit 3, Res 2
Skills: Athletics 4, Brawl 2, Intimidate 1, Stealth 3, Survival 2
Merits: Fast Reflexes 1
Other Stats: Willpower 5, Size 5, Initiative +9, Defense 5, Health 8, Speed 17
Attacks: claw/bite (8L), grapple (6)

LION

Lions are big cats like leopards, but their hunting strategy is very different, with lionesses running prey down in small groups. Their pride structure makes them unusual among felines. The split stats are for male and female lions, as the two genders serve very different roles: the females hunt, while the males stay behind and defend the pride.

Attributes: Str m5/f4, Dex 4, Sta 3, Com 3, Wit 3, Res 2
Skills: Athletics m2/f3, Brawl m3/f2, Intimidate m3/f2, Stealth m1/f2, Survival m1/f2
Merits: Fresh Start
Other Stats: Willpower 5, Size 6, Initiative +7, Defense 4, Health 9, Speed m17/f16
Attacks: claw/bite (m10L/f8L), grapple (m8/f6)

RHINOCEROS

Rhinos are big, tough, stupid and short-tempered. This makes them dangerous. The trick is to stay out of sight, which

considering their poor eyesight isn't too hard.

Attributes: Str 7, Dex 1, Sta 5, Com 2, Wit 1, Res 3

Skills: Athletics 1, Brawl 2, Survival 2

Other Stats: Willpower 5, Size 8, Initiative +3, Defense 1, Armor 1/1, Health 16, Speed 16

Attacks: horn gore (11L), trample (12B, knockdown)]

VULTURE

These winged scavengers will always flee from combat, unless compelled to fight through Animalism or other means.

Attributes: Str 2, Dex 3, Sta 2, Com 2, Wit 4, Res 1

Skills: Athletics (flight) 1, Survival 3

Merits: Brawling Finesse (use Dex in Brawl die pools), Iron Stomach

Other Stats: Willpower 3, Size 3, Initiative +5, Defense 4, Health 5, Speed 3 (flight 15)

Attacks: talon/bite (3L)

ZEBRA

Skittish animals, zebras will flee from anyone that tries to approach them. They may look like pretty horsies, but they do *not* take well to being ridden.

Attributes: Str 4, Dex 3, Sta 4, Com 1, Wit 3, Res 2

Skills: Athletics (running) 3, Brawl 1, Survival 2

Merits: Fleet of Foot 2, Strong Back

Other Stats: Willpower 3, Size 7, Initiative +4, Defense 3, Health 11, Speed 21

Attacks: bite (7L), hoof (8B, knockdown)

Ghouls

Ghouls are humans or animals that have been fed vampire blood. To make your very own ghoul, simply apply the following “template” to a mortal or animal.

Disciplines: Most ghouls have a dot of Potence, though some manifest Fortitude, Auspex or other Disciplines, based on their vampire masters' predilections. Few ghouls develop Disciplines beyond one or two dots, and never manifest powers outside their domitors' legacy affinities aside from the three previously mentioned. Those whose domitors have strong blood may improve their Disciplines beyond the first dot (at a cost of new rating x 15). A ghoul's Discipline cap is equal to the number of blood points her domitor can spend per turn (as per generation), maximum of 5.

Blood: Ghouls can spend one blood point per turn for Discipline activation, healing, or buffing Physical Attributes. They have a reserve of one extra blood point, giving them a total number of blood points equal to [Health +1]. However, every blood point they spend beyond this reserve inflicts a point of bashing damage. Once the reserve is gone, spending more blood points than one's Stamina inflicts lethal damage instead.

Frenzy: Ghouls run the risk of Frenzy and Red Fear. Human ghouls gain a +3 bonus to [Composure + Resolve] rolls to avoid these states, though animal ghouls don't gain this bonus.

Damage: Ghouls take damage as other mortals. But a ghoul doesn't automatically fall unconscious when his Health boxes fill up with bashing damage; spending a Willpower allows him to remain conscious and active for the scene, or until his boxes are filled with lethal damage. Lethal damage kills ghouls as surely as other mortals.

Aging: Vampire vitae retards the aging process, meaning ghouls re-main frozen at the physical age they receive the blood, as long as they receive it regularly; once a month or so goes by with-

out a “dose,” the ghoul's true age catches up rapidly (and of-ten dramatically, in the case of very old ghouls). Ghouls can no longer reproduce, at least for as long as they have Laibon vitae in them.

KHALA

Khala (known as “dhampir” among Kindred) are the mortal offspring of extremely thin-blooded vampires and mortals. Khala are very rare, but are appearing more frequently as thin-blooded Laibon infest Africa. Basically ghouls from birth, khala are treated as such in almost all respects. However, there are a few notable differences.

First, unlike normal ghouls, khala do age, developing normally until they hit puberty and for a few years after; after this, aging slows to one-third normal as their vampire heritage begins to manifest. They can reproduce, though their children are normal humans. Khala manifest Disciplines, the most common ones being Potence, Fortitude and Auspex; some develop other Disciplines, usually inherited from their vampire parents; few have more than two or three Disciplines. Further, they can't increase any Discipline past the first dot unless they become ghouls to a sufficiently potent-blooded vampire. Finally, khala produce their own vampire blood, at a rate of one per day. They can replenish this more quickly by consuming Laibon vitae.

Laibon

These are some quick sample characters, listed for convenience. If you need a vampire on the fly, just snatch one from the list below. They play heavily to stereotype, but Storytellers are free to flesh these characters out and alter them as she sees fit.

ARUNETE TRAVELER

This wanderer travels from domain to domain, collecting information, and parceling it out to those he feels are worthy or in need of it. If he decides he likes you, the Weaver might even offer something *useful*, instead of maddeningly ambiguous statements and enigmatic parables.

Nature/Demeanor: Judge/Loner

Attributes: Str 3, Dex 3, Sta 4; Prs 2, Man 3, Com 3; Int 3, Wit 4, Res 3

Skills: Animal Ken 3, Athletics 3, Brawl 2, Empathy 2, Investigation 2, Occult 3, Persuasion 1, Politics 1, Stealth 2, Subterfuge 2, Survival 4, Weaponry 1

Merits: Contacts, Direction Sense, Encyclopedic Knowledge (African cultures), Fleet of Foot 2, Status (Laibon) 2

Virtues: Aye 6, Orun 6 (nightvision goat eyes).

Disciplines: Auspex 2, Abombwe 3, Animalism 5, Cel-erity 1, Fortitude 4

Generation: 10th, blood pool 15 (2/turn)

Other Stats: Size 5, Initiative +6, Defense 3, Armor 2/2, Health 9, Speed 13, Willpower 7

Equipment: Artifact kerrie-stick (6B, 6L for one scene if one blood is spent), worn backpack full of travel necessities

Attacks: Abombwe 2 (1 blood, gazelle horns 7L)

Legacy Weakness: Social penalties.

GIBBERY ORDERLY

This monster works the night shift at a charity hospital for the poor that have nowhere else to go. He's big and strong as a buffalo, so few people hassle him – and no one does it more than once. The orderly gets all the blood he wants, and has access to a lot of ghosts too. (Hell, he's made a couple of them.) He knows

Skills: Academics (obsolete) 1, Crafts (remains) 2, Empathy 2, Intimidate 3, Medicine (anatomy) 2, Occult 3, Science 1, Stealth 2, Subterfuge 2, Survival 2, Weaponry 2.

Merits: Ancestor Spirit, Divine, Iron Stamina

Virtues: Aye 4, Orun 4.

Disciplines: Auspex 5, Dur-An-Ki [Spirit Hand 1], Fortitude 4, Necromancy [Bone 5, Abambo 1, Ashes 2, Tomb 3], Obfuscate 2, Potence 1

Rituals: Black Sunrise, Call of the Hungry Dead, Cadaver's Touch, Grasp the Ghostly

Special: The Mla Watu wields unusual powers known only to his legacy, including the ability to cause Physical Attribute damage and inflict diseases, as well as other effects the Storyteller deems appropriate. Treat this as a Necromancy path with a rating of 5 for purposes of die pools; all effects cost a blood point.

Generation: 9th, blood pool 15 (2/turn)

Other Stats: Size 5, Initiative +7, Defense 3, Armor 2/2, Health 8, Speed 12, Willpower 8

Equipment: A cursed leather-wrapped bone (7L, inflicts rotting wounds that cost double to heal), the obligatory collection of morbid necromancy components and other creepy shit.

Note: This vampire has about a dozen zombu in his service at any given time, created through the Path of Bone.

Legacy Weakness: Social penalties.

NAGLOPER HUNTER

Not as atavistic and cruel as many of his ilk, this Nagloper is still a predator. However, he prefers hunting animals to man and other Laibon. Not recognized in any domain, this hunter travels through Africa, seeking new animals to hunt and test his mettle against. He prefers to avoid trouble, but is very capable of defending himself if he must.

Nature/Demeanor: Survivor/Survivor

Attributes: Str 4, Dex 3, Sta 3; Prs 2, Man 1, Com 3; Int 2, Wit 3, Res 2

Skills: Animal Ken 2, Athletics (throwing) 3, Crafts (improvised shelters) 2, Brawl 2, Empathy 1, Medicine 1, Stealth 3, Survival 4, Weaponry 4

Merits: Atlatl-Trained, Direction Sense, Fleet of Foot 3, Weaponry Dodge

Virtues: Aye 5, Orun 7 (hooves, +1 Speed).

Disciplines: Animalism 3, Auspex 1, Potence 1, Fortitude 1, Vicissitude 4

Generation: 13th, blood pool 11 (1/turn)

Other Stats: Size 5, Initiative +6, Defense 3, Health 8, Speed 16, Willpower 5

Equipment: Longspear (10L, 23/46/92; with atlatl 13L, 26/52/104)

Attacks: Wrist bone spurs created through Vtude (7L)

Legacy Weakness: Must sleep while interred.

OSEBO ENFORCER

The archetypal Osebo bruiser, the enforcer's role is not to question or think overmuch, but to obey the magaji's commands and enforce order in the domain. Embraced from a poor criminal background, this Leopard is happy he has this chance to redeem himself and plans not to screw it up by thinking for himself – that's what got him into trouble to begin with.

Nature/Demeanor: Conformist/Bravo

Attributes: Str 4, Dex 3, Sta 4; Prs 3, Man 1, Com 2; Int 1, Wit 3, Res 2

Skills: Athletics 2, Brawl 3, Drive 2, Firearms 2, Intimi-

date 2, Larceny 3, Streetwise 2, Weaponry 3

Merits: Disarm, Fast Reflexes 2, Fighting Style: Boxing [Body Blow, Duck and Weave], Fresh Start, Status (domain) 1

Virtues: Aye 5, Orun 4.

Disciplines: Auspex 1, Celerity 3, Potence 3

Generation: 14th, blood pool 11 (1/turn), Stamina is treated as Fortitude against sunlight

Other Stats: Size 5, Initiative +5, Defense 3, Health 9, Speed 15, Willpower 4

Equipment: Old but well-maintained AK 47 (8L, 150/300/600, clip 42+1), machete (12L)

Legacy Weakness: Penalized checks to avoid Frenzy.

SETITE DEMIGOD

You've been a divinity for just over a century. You cultivate a modest rural cult; you take their blood tribute, while Set is the focus of their faith... most of it, anyway. Your temple is on the outskirts of what a magaji claims as her domain. You offer token oblations and abide by the Tenets, so she must recognize you – her hands are bound by her own laws. And her eldest child advocates for you. – a foolish, skulking Laibon that found himself waking from torpor after an encounter with a roaming Nagloper went poorly for him, alone in the woods near your temple... and without his heart. You two have never spoken, nor is it necessary. He knows what he must do to keep his heart safe and his shame hidden.

The Nagloper was compensated well for his trouble.

Your strength is the cult of followers you've built around you. Any that would quarrel with you must fight their way through no less than ten trained ghouls and a cult of followers very invested in protecting their god. Even if your foes were to get to you before you escaped, you're confident your divinely augmented force of personality would help them see things your way.

You skate the very edge of The Secret Must Be Kept, but the vampires of the local domain apparently feel trying to get rid of you is more trouble than it's the effort it would take. You agree.

Nature/Demeanor: Conniver/Judge

Attributes: Str 2, Dex 2, Sta 2; Prs 5, Man 4, Com 3; Int 4, Wit 3, Res 2

Skills: Academics (Setite theology) 2, Animal Ken (serpents) 1, Empathy 2, Expression 3, Intimidate 3, Occult 3, Persuasion 4, Politics 2, Socialize 2, Stealth 2, Subterfuge 4

Merits: Herd 4, Retainers (bevy of ghouled cultists), Resources 3, Striking Looks (+1)

Virtues: Aye 3, Orun 8 (forked tongue, serpentine eyes, 9-again on Discipline rolls).

Disciplines: Auspex 2, Dominate 1, Majesty 5, Obfuscate 2, Serpentinis 5

Generation: 11th, blood pool 12 (1/turn)

Other Stats: Size 5, Initiative +5, Defense 2, Health 7, Speed 9, Willpower 6

Equipment: Unassuming clay urn with heart in it, secured away. For safekeeping.

Legacy Weakness: Increased sunlight vulnerability.

THANGO INVESTIGATOR

A former police investigator, this vampire has turned her skills toward protecting her domain, monitoring suspicious individuals and investigating problems. Her keen eye and gut instincts prove as valuable as her formal training and sorcery. When apprehending suspects or expecting other trouble, she won't hesitate to bring along Osebo muscle.

Nature/Demeanor: Traditionalist/Judge

Attributes: Str 2, Dex 3, Sta 2; Prs 2, Man 4, Com 4; Int 4, Wit 2, Res 3

Skills: Academics 2, Athletics 1, Drive 1, Empathy (suspicious behavior) 1, Firearms 1, Intimidate 2, Investigation 4, Larceny 2, Occult 3, Persuasion 2, Science 2, Stealth 3, Streetwise 2, Subterfuge 2, Weaponry 2

Merits: Contacts (police, university), Eidetic Memory, Meditative Mind, Resources 2, Status (domain) 2

Virtues: Aye 6, Orun 4.

Disciplines: Auspex 1, Celerity 2, Dur-An-Ki [Evil Eye 1, The Hunter's Winds 2], Obfuscate 3

Rituals: Touch the Earth, Turn the Impaling Shaft, Impassable Trail

Generation: 13th, blood pool 10 (1/turn)

Other Stats: Size 5, Initiative +7, Defense 2, Health 7, Speed 10, Willpower 7

Equipment: Sires M380 (5L, 20/40/80, clip 8+1), cheap forensics kit, blood magic components

Legacy Weakness: Strong mystical aura.

XI DUNDU TERRORIST

Not all young men swept into the tide of fundamentalist Islamic extremism martyr themselves in glorious Jyhad against the Western shaita'an. Some realize their talents lie in convincing others to do that. A Xi Dundu thought to reward such a promising manipulator with undeath, and now the terrorist focuses his rage at the local magaji and her domain, those who hoard their power and stronger blood – Allah is no longer a concern, as the Shadow is already Damned. Of course, this doesn't keep him from directing the hatred of his old friends against his new enemies.

And occasionally the Kuta somberly reflects that perhaps his causes never really matter to him... only the struggle.

Nature/Demeanor: Rebel/Crusader

Attributes: Str 3, Dex 3, Sta 2; Prs 3, Man 3, Com 2; Int 2, Wit 3, Res 4

Skills: Athletics 1, Brawl 2, Expression (angry oration) 2, Firearms 3, Intimidate 2, Larceny 1, Persuasion 2, Science (explosives) 1, Stealth 1, Streetwise 2, Subterfuge 2, Weaponry 1

Merits:

Virtues: Aye 5, Orun 4.

Disciplines: Dominate 3, Obtenebration 3, Potence 2

Generation: 14th, blood pool 9 (1/turn)

Other Stats: Size 5, Initiative +5, Defense 3, Health 7, Speed 11, Willpower 6

Equipment: IMI Uzi (8L, range 25/50/100, clip 30+1), AK 47 (8L, 150/300/600, clip 42+1), C4 (7L, blast area 4), extremist pamphlets

Legacy Weakness: Can't sleep while touching the earth, no shadow.

Kindred

Foreign vampires have always been a part of the Ebony Kingdom, whether they were welcome or not (mostly not). In fact, the Ishatarri and Kinyonyi, and almost all the minor legacies, are descendants of immigrants. Laibon populations have migrated from the Ebony Kingdom to take root elsewhere. (Some Akunese and other Laibon believe all vampires ultimately originated from Africa. A less popular theory put forth by some Laibon, however, claim the reverse...) And for the history of Africa, vampire outsiders – who call themselves “the Kindred” – have insinuated themselves rudely in the affairs of sub-Saharan Africa and its people,

and a few small groups have gained a toehold in recent centuries, legacies of colonial oppression.

These outsiders are very like Laibon, displaying familiar capabilities and powers. And to the astute eye, the Kindred clans share definite familial relations to certain legacies. However, they aren't Laibon. Kindred lack blood and spiritual ties to Africa, and don't enjoy the power and purpose granted by Orun... but neither are they burdened with its responsibilities and restrictions, which probably explains why they're so successful wherever they go.

Virtues: The Kindred fall into one of two extremes, reflective of their spiritual imbalance. Most follow Aye exclusively (even if they're often casual about maintaining it). Perhaps their denial of Orun keeps Kindred from cultivating their divinity, or their belief that they're descended from a cursed farmer is correct – in which case, they have precious little godly power to cultivate. However, a few especially inhuman Kindred eschew Aye entirely in favor of especially wicked analogues of Orun that exalt their monstrosity; rather than becoming divine as their Orun climbs, Kindred become more base, inhuman and feral.

If at any point that the Virtue the Kindred doesn't possess is called for in a Discipline roll or effect, use the other in its place.

MAUKAVIAN PROPHET

No one knows quite why this lady is here, or why the hell she insists on sticking around.

This Kindred has traveled across Africa for the last two decades, collecting information and books, and endlessly seeking fragments of some ancient book no one has heard of. She spouts doomsday prophesies to whoever listens (even if she has to force them!), pointing to thin-bloods, disasters, religious passages, war and seemingly random events as portents to some looming disaster. The Hyena believes Africa is somehow central to this event, and seems determined to educate the poor ignorant savages despite themselves. Neither her methods or her messages are appreciated, and she's been chased out of domain after domain, even attacked. Still, she persists. One must admire her tenacity, if nothing else.

The Malkavian prophet appears as nothing more threatening than some frumpy, disheveled middle-aged white lady with glasses, but she rarely fails to sow confusion and dissent wherever she goes.

Nature/Demeanor: Martyr/Crusader

Attributes: Str 2, Dex 3, Sta 3; Prs 2, Man 2, Com 2; Int 3, Wit 4, Res 4

Skills: Academics (religion) 4, Empathy 2, Expression 2, Firearms 1, Investigation 2, Occult 3, Stealth 1, Survival 2

Merits: Danger Sense, Divine (intuitive), Encyclopedic Knowledge (with a morbid twist, Retainer (ghouled thug)

Virtues: Aye 6.

Disciplines: Auspex 4, Dominate 2, Fortitude 1, Majesty 2, Obfuscate 2.

Special: In addition to their normal effects, the Malkavian's Dominate and Majesty powers inflict temporary insanity; vampire subjects are allowed an opposed Willpower roll to resist. Those “infected” by this madness are drawn into the Malkavian's delusions, and are prone to act irrationally afterwards (either hours or days, depending on the level of the power used and the net successes scored). (This special effect is basically Dementation; feel free to convert and use that Discipline if you prefer.)

Generation: 11th, blood pool 13 (1/turn)

Other Stats: Size 5, Initiative +5, Defense 3, Health 8, Speed 10, Willpower 8

Equipment: Battered collection of holy books, religious

texts and scrolls, notebooks filled with hastily penned and largely indecipherable treatises, a number of minor trinkets and artifacts.

Clan Weakness: All Malkavians are incurably insane.

LASOMBRA SULTAN

The Kindred have always inhabited the Middle East in great numbers, and historically have filtered down into other parts of north Africa. Territorial struggles between Kindred and Laibon (the rightful claimants) have been intense and brutal, though the latter group have the advantage of numbers and incumbency. Still, Kindred enclaves and individuals persist, and the Lasombra Sultan leads one of the few groups with the power and cunning to withstand everything the Laibon and fortune have thrown at them.

But the sultan's power base has steadily dwindled since over the centuries, worn away as his progeny have died (often by his own hand during failed coups) or fled to safer arenas. Now, while he is weak and before he can consolidate power, is the time for Laibon to strike. But the Lasombra is still a very tough nut to crack, and his remaining childer are very loyal.

Nature/Demeanor: Autocrat/Monster

Attributes: Str 4, Dex 3, Sta 4; Prs 5, Man 4, Com 3; Int 4, Wit 4, Res 4

Skills: Athletics (archery) 2, Brawl 3, Intimidate 4, Occult 3, Persuasion 5, Politics 4, Socialize 3, Stealth 2, Subterfuge 4, Weaponry 4

Merits: Disarm, Fast Reflexes 3, Fresh Start, Resources 4, Status (Kindred) 4, Weaponry Dodge

Virtues: Orun 6.

Disciplines: Celerity 1, Dominate 5, Fortitude 2, Obtention 5, Majesty 2, Potence 4

Generation: 9th, blood pool 16 (3/turn)

Other Stats: Size 5, Initiative +9, Defense 3, Armor 1/1, Health 9, Speed 16, Willpower 8

Equipment: Stake (13L), scimitar (14L), crossbow (10L, range 40/80/160).

Note: The sultan has the support of several younger clan members; to simulate these Lasombra, use adjusted versions of the Xi Dundu terrorist; bump up their generations a notch or two and use the clan weakness provided below.

Clan Weakness: Lasombra suffer an additional point of damage from sunlight, and cast no reflection.

TREMERE WITCH-HUNTER

No neurasthenic scholar, this Kindred styles himself as the Great White Hunter of repute, with an ironic twist on the concept: he hunts other witches, specifically Shango and Nkulu Zao. He intends to claim the magic of the Shango, which he arrogantly believes is the exclusive birthright of his clan. He's aware there are Salubri on the Dark Continent, however, and his primary goal is to track them down and diablerize them.

The witch-hunter has already gotten away with destroying a lone Shango and pilfered the belongings of two others. Once he comes to the attention to the Laibon, he's dead. The question is how much damage the Warlock can do before he's put down, and whether he alerts other members of his clan.

Nature/Demeanor: Martyr/Scourge

Attributes: Str 3, Dex 3, Sta 2; Prs 2, Man 3, Com 3; Int 4, Wit 3, Res 3

Skills: Academics 3, Crafts (auto repair) 1, Drive 2, Empathy (detect lies) 2, Firearms 1, Intimidate 2, Investigation 4, Persuasion 2, Occult 3, Stealth 1, Weaponry 2

Merits: Disarm, Fast Reflexes 1, Resources 2

Virtues: Aye 6.

Disciplines: Auspex 3, Dominate 2, Dur-An-Ki [Flames of Wrath 3, Spirit Hand 2], Potence 1

Rituals: Turn the Impaling Shaft, Impassable Trail

Note: Tremere practice blood magic treated as Dur-An-Ki, but with Hermetic Western trappings and theme.

Generation: 12th, blood pool 11 (1/turn)

Other Stats: Size 5, Initiative +7, Defense 3, Health 8, Speed 11, Willpower 6

Equipment: Several stakes (6L), ensorcelled knife (6L, or 6A for one turn if a blood point is spent), shotgun (8L, 9-again), well-maintained Jeep.

Clan Weakness: None that would impair what he does, apparently.

VENTRUE BENEFACTOR

The young childer of a Ventrue that came with the Dutch more than two centuries ago, this particular Kindred seems to be an exception to the general stereotype of her clan. Instead of being haughty and patronizing, she's humble and soft-spoken, happy to take what Laibon (and even mortals) say under advisement. She seems to care about Africa and its people. She's pumped a great deal of money into the economy and charitable organizations, and has noticeably improved the welfare of the people in her province. Oddly enough, she doesn't appear to profit from any of this, and is even on the outs with her sire (whose lucre has footed much of the bill for her causes). The local Laibon don't know what to think of her, but are content to let her continue as she's doing for now.

The caveats in all this are "seems" and "appears to." No one but the Ventrue benefactor knows her ultimate agenda.

Nature/Demeanor: Pedagogue/Director

Attributes: Str 2, Dex 2, Sta 2; Prs 4, Man 3, Com 4; Int 3, Wit 3, Res 3

Skills: Academics 3, Computer 1, Empathy 2, Intimidate 1, Firearms 1, Persuasion 3, Politics 4, Socialize 2, Streetwise 1

Merits: Allies (media), Contacts (local govt.), Resources 3, Retainers (three payrolled thugs)

Virtues: Aye 7.

Disciplines: Dominate 3, Fortitude 3, Majesty 4.

Generation: 10th, blood pool 13 (2/turn)

Other Stats: Size 5, Initiative +6, Defense 2, Armor 1/1, Health 7, Speed 9, Willpower 7

Equipment: While she rarely carries much with her, this lady is rich and persuasive enough to get what she wants.

Clan Weakness: Ventrue can only feed from certain mortals; in this case, Afrikaners.

Hungry Demons

The ways of Kindred are strange, but stranger still are the vampires that hail from Eastern lands. Laibon believe themselves to be descended from a god, but Asian bloodsuckers claim infernal heritage. Some might scoff at such claims, but the Laibon know better than to take such claims lightly – more than a few of Kagn's progeny express demonic characteristics and behaviors, and the idea of demons flying forth from strange hells and claiming corpses isn't so strange, especially in this wicked world.

The Hungry Demons are rarely seen in the Ebony Kingdom. Several move through the continent's sizable Asian enclaves, people that either immigrated there on their own or were imported by colonial powers. Demons travel to Africa for reasons known only to them, hailing mostly from Afghanistan, Pakistan, India and

Southeast Asia; they rarely stay long.

Meetings between Laibon and Hungry Demons are rarely friendly, and often result in shoving matches and even bloodbaths; these foreigners are typically rude and arrogant beyond the ken of the worst Kindred. Lucky for all concerned that such meetings are rare. The two types of vampire have little to offer one another, and mutual avoidance is probably the best policy.

A couple of things mark the Hungry Demons as different from either Laibon or Kindred to the astute observer. First, they either lack the ability to Embrace, or have very stringent requirements on who they Embrace; in any case, no Demons of non-Asian extraction have been encountered.

Second, Demon vitae is an unsettling mixture of cold, black, languid ichor and burning scarlet froth; it provides sustenance as well as any other vitae, but it's unappetizing. It lacks the ability to create the blood bond or to ghoulishly mortals – good for Laibon that don't want Demons using that tactic to gain beachheads in their homeland. However, they have ways around this, as some Hungry Demons can create effects that mirror the blood bond or ritually create empowered servitors.

HOLY WARRIOR

A Pakistani Muslim, this Holy Warrior is an exception to the rude and wicked sorts one usually sees among the Hungry Demons. He's humble, quiet and devout, if aloof and still somewhat arrogant. Such a focused individual doesn't traipse through Africa for no good reason; if encountered, the holy warrior is most likely on a quest of some sort, possibly hunting someone, killing demons or searching for an artifact.

Nature/Demeanor: Visionary/Curmudgeon

Attributes: Str 3, Dex 3, Sta 4; Prs 4, Man 2, Com 4; Int 3, Wit 3, Res 3

Skills: Academics 2, Brawl 1, Empathy 2, Firearms 2, Intimidate 1, Occult (theology) 2, Persuasion 3, Politics 2, Socialize 2, Weaponry 2

Merits: Ancestor Spirit, Danger Sense, Fresh Start, Holistic Awareness

Virtues: Aye 6, Orun 7.

Disciplines: Auspex 2, Celerity 1, Dominate 3, Dur-An-Ki [Spirit Manipulation 2], Fortitude 2, Majesty 1, Obeah 2 (Redeemed effects only), Potence 1

Generation: 10th, blood pool 15 (1/turn)

Other Stats: Size 5, Initiative +7, Defense 3, Armor 1/1, Health 9, Speed 12, Willpower 7

Equipment: Scimitar (7L), kaja strips with Q'uraan verses (inflicts 5L to evil spirits, even those not manifested)

UNHOLY SCOURGE

Equal parts vampire, bloodthirsty demon and gun-wielding martial arts movie villain, this infernal thing openly proclaims its vicious intentions and nature. If such a fiend has any redeeming qualities beyond this honesty, its that it seems to focus its sadistic attentions on the wicked (perhaps being unable to oppose the virtuous), and that there aren't enough unholy scourges in Africa to cause much trouble.

Nature/Demeanor: Scourge/Monster

Attributes: Str 4, Dex 4, Sta 3; Prs 2, Man 2, Com 1; Int 3, Wit 3, Res 3

Skills: Athletics 3, Brawl 3, Drive 1, Firearms 3, Intimidate 4, Larceny 2, Medicine (poisons) 1, Occult (infernal lore) 3,

Stealth (ambush) 2, Streetwise 1, Subterfuge 2, Weaponry 2

Merits: Fast Reflexes 3, Fighting Style: Kung Fu [Focused Attack, Iron Skin], Gunslinger, Iron Stamina, Quick Draw

Virtues: Aye 3, Orun 7.

Disciplines: Abombwe 2, Celerity 2, Majesty 2 (Banishment only), Obeah 1, Potence 2, Vicissitude (self only) 4

Generation: 11th, blood pool 13 (1/turn)

Other Stats: Size 5, Initiative +8, Defense 3, Health 8, Speed 15, Willpower 4

Equipment: Twin Skorpions (9L, 20/40/80, clip 20+1),

Note: As if he weren't vile enough already, the scourge has slaved a weak version of a demon-ridden (pg. 49) to his will.

SORCERERS

The Laibon flex their vampiric powers, the inheritance of a god, and pride themselves on their inherent divinity. With Disciplines, vampires control men and beasts, crush the mightiest of foes, and rule others with supernatural puissance ...and often find themselves similarly outclassed by mortals with sorcery.

Which is maddening and, of course, entirely unfair.

No one knows why mortals, normally weak and easily controlled, command such power when they develop (or are granted) mystical powers. Some Laibon believe all people have a store of magical power, and the Embrace is only one means to unlocking it; the living can call upon ancestral and totem spirits, gods and demons, rigorous training, and other means to realize their innate potential. Since so much of one's energy is invested in keeping vampires in their undead states, these theorists maintain, mortals have more "free" potential to develop their mystical prowess.

Virtues: As mortals.

Sorcery (equivalent Disciplines): It's difficult to emulate mages' universal potential with Disciplines, so bear in mind the equivalents offered are rough simulations only.

Whenever possible, sorcerers prefer to create subtle (coincidental) effects to overt magic. In a nutshell, any effect one can pass off as a stroke of luck (good or bad) or chance can be considered coincidental: for example, a ricocheting bullet hits someone in the side, a nearby gas leak ignites, winning at a game of chance, a graze hit leaving only a flesh wound, having a bullet lodge itself in a medallion. Effects that are obviously magic are referred to as "vulgar," and are harder for mages to cast (-2 to relevant die pools), and often create unforeseen side effects if less than three successes are rolled on the effect: examples of vulgar magic include shooting fire from one's fingertips, flying, winning at a game of chance 100 times in a row, shrugging off bullets, shapeshifting, mind reading, and punching through brick walls. Violent magical backlashes are almost assured if vulgar effects are used while mortals are present, or when a critical failure is rolled during casting. It's your call what's coincidental and what's vulgar, Storytellers, depending on the desired effect and present circumstances, though the magic-friendly worldview of Africa allows more leeway than one might have in more "civilized" areas. Note that most sorcerers are smart enough to create coincidental effects whenever possible, and often stage battles in magical strongholds where backlashes aren't as much of a danger.

Finally, use the Discipline equivalents as guidelines for a sorcerer's capabilities; if you want to create an appropriate effect for a character, just wing it. Just remember to be fair to the players and not go overboard with this approach; if you overuse the "pull it out of your ass" trick too much, you risk mutiny. To balance this flexibility, you may want to impose a -1 or -2 die pool penalty for casting on the fly.

Note: Sorcerers use the same die pool for all magical effects; the listed [Attribute + Ability + Discipline] die pools for a given effect are ignored. This is listed as the “Sorcery Pool.”

Mana (blood pool): Mana serves as a mystical battery through which sorcerers channel their magic, similar to the blood pools of vampires. However, while Laibon often must expend blood for certain powers or effects, all “blood point costs” are waived for sorcerers, potentially allowing them to create any effect for free; Celerity is the exemption to this rule, which costs a Mana point each turn to use. Instead, sorcerers may opt to spend Mana to add extra dice to sorcery pools, up to the limit listed per turn.

THE INYANGA

The inyanga – also sangoma or medicine man – wields less spectacular powers than many mystics, though he’s intimately tied to his township and attends their needs. He’s who they go to when they are sick, in need of blessings, tormented by spirits, and require guidance from the ancestors. This sorcerer can levy potent curses, as well, he though reserves the worst of them for enemies – such as Laibon.

Nature/Demeanor: Judge/Caregiver

Attributes: Str 2, Dex 2, Sta 2; Prs 3, Man 3, Com 3; Int 4, Wit 2, Res 3

Skills: Crafts (talismans) 1, Empathy 2, Intimidate 2, Investigation 2, Medicine (traditional) 2, Occult 2, Persuasion 2, Politics 1, Science (herbalism) 1, Streetwise 1, Subterfuge 2

Merits: Allies (township elders), Divine 3, Holistic Awareness, Meditative Mind, Resources 2, Unseen Sense (spirits)

Virtues: Aye 6.

Sorcery: Auspex 3, Dur-An-Ki [Evil Eye 3], Majesty 1, Obeah 3 (normal and Redeemed effects)

Mana: 7 (2/turn)

Other Stats: Size 5, Initiative +5, Defense 2, Health 7, Speed 9, Willpower 6; eq. gen 11th

Equipment: Ritual knife (2L), gris-gris, cowrie shells for divination, medicinal plants, and various ritual implements.

NEWLY EMPOWERED HUNTER

Unlike the trained hunter, this man didn’t set out to become a hunter of vampires and other demons. Hell, he didn’t even know they existed until recently. This laborer lived a simple life: he built houses, went home to his family, attended the local missionary church, and got by like other normal people.

However, this man happened upon the scene of an attack one night, a Laibon assaulting some stranger... and the next thing he knew, the once mundane man was awakened to the dark truths of the world, empowered and mandated by the archangels to defend the victim and kill the undead abomination that threatened her. This newly empowered hunter has since been compelled to hunt and destroy other vampires and evil spirits, despite the fact that’s precisely what he *doesn’t* want to do. He just wants to close his eyes again and get his life back.

The stats below reflect someone inexperienced at fighting, a common laborer granted miraculous and deadly new powers. Thus, his Attributes and Skills are unimpressive, while his sorcery offers him several deadly advantages. An empowered avenger that lasts long enough to adapt to his new life will grow in knowledge, and in mundane and supernatural talent... and will end up with an eroded Aye.

Nature/Demeanor: Martyr/Scourge

Attributes: Str 3, Dex 3, Sta 3; Prs 2, Man 2, Com 2; Int 2, Wit 4, Res 2

Skills: Athletics 2, Crafts (carpentry) 2, Brawl 1, Drive 1, Occult 1, Socialize (carouse) 1, Streetwise 2, Weaponry 2

Merits: Danger Sense, Fast Reflexes 3, Fresh Start, Iron Stamina 2, Quick Healer, Resources 1, Unseen Sense (anything)

Virtues: Aye 6.

Sorcery: Abombwe 1 (no Mana cost), Auspex 3, Celerity 1, Dur-An-Ki [Hunter’s Winds, Unassuming Pose only], Odu [Soul of Radiance 4], Potence 2; Sorcery Pool 6

Special: The empowered hunter automatically shrugs off any and all effects that target the mind or influence emotions, including Dominate, Presence and the blood bond. Also, a point of Mana invested in a weapon allows it to inflict aggravated damage for one turn, even to unmanifested spirits.

Mana: 7 (2/turn)

Other Stats: Size 5, Initiative +8, Defense 3, Health 8, Speed 13, Willpower 4; eq. gen 13th

Equipment: Claw hammer (7L, or 7A for one turn if one Mana is spent).

Wait, Imbued Aren’t Mages!

Technically, imbued are indeed entirely different thing-amabobs from mages. But that metagame knowledge aside, it probably doesn’t really matter to a vampire if a particular hunter is powered by magic or Edges – someone wielding either set of powers can detect and hurt her. Ultimately, I see no need to separate the two “supers” types here, as from a Laibon perspective (the only one that matters here) the distinctions between them hardly matter, especially since we’re using dumbed-down vampire stats to model them anyway. Recategorize as you see fit.

SHAMAN

A shaman is a master of the spirit world and its denizens, though is inclined to not treat them with disrespect or make excessive demands of them. She can and will, however, when she must. As a consequence of her spiritual focus, the shaman is rather weak in the physical world. However, the shaman and her numerous spirit allies are adept at stacking the deck in their favor, and lucky is the vampire that can get the drop on this sorceress.

Nature/Demeanor: Traditionalist/Pedagogue

Attributes: Str 2, Dex 2, Sta 3; Prs 2, Man 3, Com 3; Int 3, Wit 4, Res 3

Skills: Animal Ken 2, Crafts 2, Empathy 1, Expression (dance) 1, Intimidate 2, Medicine 1, Occult (spirits) 4, Persuasion (again, spirits) 1, Subterfuge 1, Survival 1, Weaponry 1

Merits: Ancestor Spirit (three moderately powerful spirits), Status (village 1), Unseen Sense (spirits)

Virtues: Aye 6.

Sorcery: Animalism 1, Auspex 5, Dur-An-Ki (Spirit Manipulation 5), Necromancy (Ashes 4, Tomb 5), Odu (Orisha Dance 4)

Sorcery Pool: 9

Mana: 9 (3/turn)

Other Stats: Size 5, Initiative +5, Defense 2, Health 7, Speed 9, Willpower 7; eq. gen 10th

Equipment: Kerrie (5B, enchanted to “ward” evil spirits and Laibon), ritual tools and equipment (including chiminage, fetters and spirit tokens).

WITCH

As Christianity and Islam spreads and traditions slowly die, once-honorable shamans, wise women and medicine men once devoted to serving their people have lost their standing and driven to desperate secrecy. While some continue as they always have, more than a few fall to bitterness and anger. Others make pacts with darker spirits, following a hidden and long-standing tradition that has dwelt in the shadows of respectable magics. Perhaps the nature of the corruption doesn't matter, ultimately; the sorcery of these fallen mages invariably reflect their twisted spirits.

The witch described here is a middle aged woman living in a shanty slum surrounding one of Africa's cities. Her haunted eyes are dark and wary. She uses a great deal of magic, herbs and makeup to conceal her age and retain her appearance, though the facade is slipping. She still performs a few of the ancient and legitimate duties of the medicine woman, making a modest living hocking potions, tending minor ailments and auguring. When night falls, however, her magic takes a sinister cast: poison brewing, animal sacrifice and demon summoning. The sorceress isn't strong in direct confrontations, as most of her effects rely on alchemy and rituals, and foes (Laibon and otherwise) that would face her are apt to ensnare themselves in a net of allies and magic-smitten lovers as she flees to a safe place.

Nature/Demeanor: Tempter/Caregiver

Attributes: Str 2, Dex 3, Sta 2; Prs 3, Man 4, Com 4; Int 4, Wit 3, Res 2

Skills: Academics 2, Crafts (talismans) 1, Intimidate 3, Medicine (traditional) 1, Occult 3, Persuasion 2, Science (herbalism) 1, Stealth 2, Streetwise 1, Subterfuge 3, Weaponry 2

Merits: Ancestor (minor demon), Fighting Finesse (knife), Holistic Awareness, Resources 1, Retainers (four love-smitten thugs)

Virtues: Aye 3.

Sorcery: Auspex 2, Dominate 4, Dur-An-Ki [Evil Eye 5, Flames of Wrath 2], Majesty 4, Obeah 3 (no Redeemed effects), Vicissitude 2; Sorcery Pool 8

Special: Dramatic failures while casting causes sudden and painful lesions to appear on the witch's body.

Mana: 8 (2/turn)

Other Stats: Size 5, Initiative +7, Defense 3, Health 7, Speed 10, Willpower 6; eq. gen 11th

Equipment: Cursed sacrificial knife (6L, knife wound will bleed for 1B each turn until Stamina roll succeeds)

For those interested, the **Guide to the Traditions** and several Tradition books explore African mages in some detail. Dreamspeakers exist in abundance in the Dark Continent, and to a lesser extent Madzimbabwe Euthanatoi and smatterings of other Traditions. And Crafts and secret magical societies beyond counting are spread throughout Africa.

Shifters

Ultimately, Laibon have always been creatures of civilization, dwelling among mankind and feeding. They may survive in the wilderness individually or in small groups, but they must keep their heads low so as not to attract the attention of the true masters of those domains. Shifters – the werebeasts – are terrifying monsters, able to take a range of forms between man and animal. Even more diverse are the animals represented among them: Laibon have reported shifters bearing the forms of hyenas, wolves,

the great cats, rats, even birds and crocodiles. Werebeasts dwell in the jungles, savannas and deserts of Africa, and among the rural people to whom they have blood ties. They also bear the undead great enmity, and fights are common when the paths of beast-men and vampire cross.

In any case, despite the great potency of shifter blood (reputedly as sweet as that of elder Laibon!), there's little vampires can expect to gain from interacting with them.

Virtues and Paths: Shifters are as subject to Frenzy and Red Fear as Laibon, and Willpower is rolled to resist these states. Frenzy or Red Fear provoke an immediate shift to war form (for fight or flight).

A beast-man's Aye reflects her “human” side; like vampires (and unlike most other night walkers), Aye limits the shifter's social die pools when she interacts with mortals. Those born as men tend to possess well-developed Aye, while those of animal stock have low Aye (though this is a tendency and not a hard rule).

Shifters, like Laibon, follow an Orun-like code centered around living in harmony with the natural world, honoring spirits of nature and ancestors, and acting in accord with their animistic faith. The higher a shifter's Orun, the wiser she is in the ways of her people and the more accord other shifters are likely to give her. Those with low Orun are very much the brutal, unforgiving monsters Laibon tell tales of. Not that any shifter can be trusted not to rip vampires apart: the brutal religion werebeasts follow drive them to kill “unnatural” things like undead, and certain shifters apply this antagonism to technology and the trappings of civilization as well.

Shapeshifting: Shifters can assume a variety of shapes: all have a human form, an animal form, and a large hybrid “war” form that combines the strengths of both shapes. It takes one turn to assume another form, though a Rage point allows an instantaneous shift. Stats for either the human or animal form are given, depending on which is the “base” form for that beast-man; the war form stats are offered in parentheses.

Note that certain Merits may not be usable in animal or war shape (Gunslinger is right out, for instance, and a lion using Kung Fu is rather silly); each Merit should be judged on a case-by-case basis. All Merits are usable to shifters in human form.

The human form is just that: a great beast may swim beneath the skin, but the mortal guise is an effective ruse. The animal form is a large but mundane-seeming animal; oddly, this is the default form for some shifters, and they revert to this form after they are knocked unconscious or killed. The war form is an enormous, upright-standing, monster up to 9' tall with a beast's head and jaws, furred coat, digitigrade legs, and muscular arms ending in wicked claws. A shifter in this form intends to kill something, likely any vampire nearby. The war form drives mortals to panic, and later causes them to rationalize the werebeast sighting as the attack of a normal wild animal or hallucination and forget the event; thankfully, this doesn't affect Laibon.

Gifts (equivalent Disciplines): The beast-men wield an array of potent spirit-powers, many of which augment their already insane combat prowess. All have Celerity (or its analogue), and many possess a predilection for Auspex that allows them to detect vampires (and whatever the hell else they hunt and kill). Many shifters have powers mimicking the Dur-An-Ki path Spirit Manipulation, and spirits are more prone to cooperate with werebeasts than vampire sorcerers (so it's easier for them to use those powers). Some (but not all) shifters can enter the spirit world, and far more easily than Laibon. They utilize a smattering of other Gifts, reflecting the qualities of their animal souls and spirit pacts.

Laibon and beast-men have always quarreled, but that conflict has recently escalated. The shifters have mobilized in recent years, working with greater unity and efficiency. Before, the varied beast-clans fought one another as much as they did the undead; now a Laibon attack on a shifting cheetah might earn the retribution of an enraged dog-warrior pack, while a pride of lion-men direct werehyena mobs against a Xi Dundu domain in Barundi – creatures that were blood enemies less than a decade ago! Ancient Setite holdings in North Africa have been annihilated, with terrified survivors of the purges speaking of witch-cats and terrible black wolves. While things seem to be stirring up all over, most activity seems concentrated in East Africa, and things have become perilous for Laibon in certain areas.

This seems to follow the death of a great, night-black lion-god that once ruled the Serengeti. His tenure was brief for a god, but he made his presence felt: he was every bit the equal of the ancient vampires that met their ends trying to stop him, and before his fall he boasted his own werelion pride and the service of numerous mortal sorcerers and spirits. The great black lion even formed alliances with several magaji... or dominated them, more likely, as it's difficult to imagine any other circumstance in which a magaji would so slavishly do a shifter's bidding. In any case, the god has fallen and his Laibon servants have followed suit, as those domains are gutted by rampaging shifters.

Perhaps the werebeasts blame Laibon for the death of their king, and seek to avenge his death on the entire race. The treachery of vampires being what it is, it's certainly possible they had some hand in his fall – though it's unlikely that any but a Guruhi lord could have dealt the killing blow. But the Akunese of the area claim the black lion fell to his own people in some sort of bloody civil war. Only the beast-men know for sure, and it's not like they're prone to discuss such matters.

Rage (blood pool): Part primal anger and part mystical energy gained from communion with the world of spirits, Rage is a mystic battery that functions as a blood pool for purposes of powering Gifts; this “blood” isn't available for Laibon consumption.

Damage and Healing: Shifters automatically recover a point of bashing or lethal damage per turn outside combat (in that order); this costs no Rage. However, they take aggravated damage from silver weapons.

BEAST-WARRIOR

This is the classic werebeast, a hot-blooded, aggressive creature on a short fuse; warriors take the form of wolves, giant jackals, African wild dogs and hyenas. While not mindless, such a shifter isn't likely to try and reason with a vampire, and is likely to take a straightforward approach to problems – a category in which they place Laibon. Worse, these monsters travel in packs.

(The base stats are for the human form, with the values in parentheses that of the war form.)

Nature/Demeanor: Martyr/Bravo

Attributes: Str 3 (7), Dex 3 (4), Sta 3 (6); Prs 3, Man 2, Com 2; Int 2, Wit 3, Res 3

Skills: Athletics 2, Brawl 3, Intimidation 2, Occult 1, Survival 2, Weaponry 1

Merits: Fast Reflexes 1, Fresh Start, Status (shifter) 1

Virtues: Aye 5, Orun 4.

Gifts: Auspex 5 Celerity 3, Dur-An-Ki [Spirit Manipulation 2], Majesty 2 (Banishment only), Potence 1.

Rituals: Spirit Travel (costs only one Rage)

Rage: 6 (1/turn)

Other Stats: Size 5 (6), Initiative +7 (+8), Defense 3, Health 8 (12), Speed 12 (17), Willpower 6; eq. gen 12th

Equipment: Big silver knife (6L/war form 10L), presumably for dealing with enemy shifters.

Attacks: War form bite/claw (11L).

CROCODILE SHAMAN

The crocodile shaman is something of a contradiction. She's thoughtful and placid, unlike many other beast-men, and prefers meditating upon spiritual matters to roaming around and killing things. In fact, one might be inclined to overlook her, as she spends her life lounging around rivers as an unassuming crocodile. However, when enraged, she becomes a beast of primal fury, assuming the form of a great and terrible dragon of legend. Of all the shifters, the crocodile-folk are perhaps the least likely to kill first and ask questions later, though any Laibon that acts threateningly is dealt without hesitation. But a vampire that could win an audience with this shaman could learn a great deal, for she has much lore regarding spirits, history and other matters.

(The base stats are that of the crocodile form, with the values in parentheses that of the war form.)

Nature/Demeanor: Visionary/Curmudgeon

Attributes: Str 5 (7), Dex 1 (2), Sta 6 (7); Prs 2, Man 3, Com 3; Int 4, Wit 2, Res 3

Skills: Academics (history) 4, Animal Ken 2, Athletics (swim) 1, Brawl 1, Occult 4, Persuasion (spirits) 2, Survival 2

Merits: Fast Reflexes +2 (one-turn burst), Fleet of Foot 3 (one-turn burst), Iron Stomach, Status (shifter) 3

Virtues: Aye 6, Orun 7.

Gifts: Animalism 2, Auspex 4, Celerity 1, Dominate 1, Dur-An-Ki [Spirit Manipulation 5], Serpents 1.

Rage: 10 (2/turn)

Other Stats: Size 7 (Size 9), Initiative +4 (+5), Defense 1 (2), Armor 2/2, Health 13 (16), Speed 11, swim 14 (14, swim 17), Willpower 6; eq. gen 10th

Attacks: Bite (9L, war form 11L), tail lash (8B/war form 10B), war form trample (11B).

Special: When the crocodile shaman attacks from surprise, she gains bonuses to Initiative and Speed (see Merits) and a +2 bonus to her attack; this lasts only for the first turn. If a bite attack hits, the monster remains latched on with a crushing bite and inflicts damage on subsequent turns equal to the damage done by the initial attack; the victim is allowed an opposed Strength check against the werecrocodile every turn to break free.

LEOPARD ASSASSIN

The Leopard Assassin gives lie to the “big dumb beast” stereotype. She's a master of moving into an area unseen, and prefers sneak attacks and dirty fighting. She operates best when she's alone, but it's her prerogative whether to work with allies or not; while your brood is trading blows with a pack of snarling dog-warriors, it just might be this beast-woman that's creeping up, stake at the ready...

(The base stats are that of the leopard form, with values in parentheses for the war form.)

Nature/Demeanor: Conniver/Loner

Attributes: Str 4 (5), Dex 5 (4), Sta 4 (5); Prs 1, Man 1, Com 4; Int 3, Wit 3, Res 2

Skills: Athletics 4, Brawl 2, Occult 2, Stealth 3, Subterfuge 3, Survival 2, Weaponry 2

Merits: Fast Reflexes 1, Status (shifter) 2

Virtues: Aye 3, Orun 5.

Gifts: Auspex 2, Celerity 2, Dur-An-Ki [Spirit Manipulation 1], Obfuscate 3, Obtenebration 1.

Rage: 8 (1/turn)

Other Stats: Size 5 (6), Initiative +10 (+9), Defense 4, Health 9 (10), Speed 18 (14), Willpower 6; eq. gen 11th

Equipment: Stake (9L), usable only in war form.

Attacks: Bite/claw (8L/war form 9L), grapple (6/war 7).

WARLORD

A werelion that has survived for two decades in the violent society of the werebeasts, the Warlord is a prime specimen of his race. He's aggressive and devout, but not stupid or easily tricked. He leads his pride with brutal efficiency. The warlord would as soon not trifle with the Laibon, whom he considers less worthy opponents, but he'll happily slay them anyway if they provoke him; his preferred targets are rival werelions and demons.

The Warlord wields a deadly fetish shortspear that unerringly reappears in his grasp the turn after it's thrown.

(The base stats are for the human form, with the values in parentheses that of the war-lion form.)

Nature/Demeanor: Autocrat/Soldier

Attributes: Str 4 (7), Dex 4 (7), Sta 4 (7); Prs 4, Man 2, Com 3; Int 3, Wit 4, Res 4

Skills: Athletics 3, Brawl 4, Firearms 1, Intimidation 4, Occult 3, Persuasion 3, Politics 2, Survival 2, Weaponry 3

Merits: Disarm, Fast Reflexes 3, Fresh Start, Retainers (pride), Status (shifter) 4

Virtues: Aye 4, Orun 8.

Gifts: Abombwe 4, Auspex 2, Celerity 4, Dominate 3, Dur-An-Ki [Spirit Manipulation 3], Fortitude 4 (mitigates silver damage), Majesty 3, Potence 2.

Rituals: Spirit Travel (no cost, but only possible within home territory)

Rage: 12 (3/turn)

Other Stats: Size 5 (6), Initiative +10 (+13), Defense 4, Armor 2/2, Health 9 (13), Speed 15 (24), Willpower 7; eq. gen 9th

Equipment: Fetish shortspear (11A, 22/44/88; war form 14A, 34/68/136), modified AK-47 (8L, war form 11L, range 150/300/600, clip 42+1)

Attacks: War form bite/claw (15L), grapple (10/war 13)

The **Werewolf: the Apocalypse** core barely mentions Africa or its native Shifters, but both **A World of Rage** and **Players Guide to the Changing Breeds** explore them in detail. Check out the Ahadi chapter in the back of the latter book.

The Spirits

Here are some basic rules for spirits. I've taken liberties with the mechanics and terminology a bit to streamline the system, eliminate redundancy, and reflect a more "African" feel for the spirits. All spirits are described with the same basic stats, from ghosts and animal spirits to the low demons that plague mankind.

Auspex allows a vampire to detect spirits (though unreliably), and at advanced levels allows her to travel the spirit world. Specialized applications of blood magic can accomplish the same sort of tasks, and with less expense. Abambo speak the languages they did in life (and have the ability to learn more), but spirits that never were people (like nature-spirits) may be unable to communicate with man or Laibon at all – or may simply choose not to.

THE SHROUD

The Shroud is the omnipresent veil between the world of the living and the spirit world. Areas saturated with death, faith or magic have a weak Shroud, easily permeated by spirits and spirit magic like Necromancy. Meanwhile, heavily populated areas and those associated with life and order are resistant to spirits and spiritual magic.

The Shroud rating of a given area is rated from +1 to -3 – the lower the adjustment, the "thicker" the spiritual wall, and the harder it is for spirit magic or the powers of spirits to be used. The Shroud adjusts all Necromancy path and ritual casting rolls, as well as Dur-An-Ki's Spirit Manipulation and Odu's Orisha Dance. Further, the Shroud adjusts any charm rolls a spirit makes to affect any part of the living world.

Areas very potent in spirit-energy give a slight bonus to these rolls (Shroud +1); however, these are very rare.

Shroud +1: Rare places where the spirit world is close to the living world: the site of a massacre; sacred shifter lands.

Shroud 0: Places associated with death or spirituality: a graveyard; a battlefield; a blessed glade; secret witch meeting area.

Shroud -1: Mystically touched places, but no strong influence: an abandoned building; a lonely rural road.

Shroud -2: Places largely devoid of spiritual influence: a church or mosque; an embassy building.

Wait...

Yes, fellow World of Darkness nitpickers, I know wraiths dwell in the Underworld, and are distinctly different entities from the spirits that inhabit the Umbra, and the two realms are very different places. The Gauntlet, not the Shroud, inhibits Umbral spirits. So on and so forth.

Despite the Ebony Kingdom's spiritual themes, vampires spend far more time worrying about the physical world than plumbing the mysteries of spirits, and so I don't focus on them or their planes of existence much. The fine differences between a cat-spirit and an ibambo are ultimately academic and unimportant, at least as far as this game is concerned, and so I handle all spirits with a simple, unified system.

For a detailed exploration of ghosts, check out **Wraith: the Oblivion**. The **Wraith Players Guide** has a writeup on abambo, the wraiths of Africa.

SPIRIT TRAIT

Aye: Aye is a spirit's overall social ability. Those with moderate to high Aye often (but not always) have the linguistic facility to communicate with people and Laibon. Those that don't can make an Aye roll to express themselves or understand others, but in very simple terms; assume one word or simple image is communicated per success on the roll. Aye serves as the default Social Attribute for spirits; in any roll that would call for such an Attribute, roll [Aye + Rank]. Aye is used when Composure would normally apply, and so may subtract from certain rolls.

Orun: Orun is the spirit's higher nature, reflecting its strength of purpose in the scheme of things. Those with high Orun are intelligent and insightful (even if often strange), and act with clarity and intent. Orun serves as the default Mental Attribute for spirits; in any roll that would call for such an Attribute or Willpower, use [Orun + Rank]. Orun is also used in place of Resolve when the spirit is compelled by Necromancy or similar effects.

Beast: Beast measures the spirit's strength and aggression. This trait quantifies a spirit's ability to harm fellow spirits

and others, and measures its spiritual strength and “physical” presence; a high Beast doesn't necessarily indicate wickedness or hostility, though that's often the case. [Beast + Rank] is used in any roll for which a Physical Attribute would be used, including attack rolls. Spirit attacks typically do lethal damage, with exceptions noted otherwise. While spirits may carry weapons or display fearsome natural accoutrements, these are reflections of those beings' natures, and offer no bonus to the Beast roll when an attack is made – the Beast rating takes such armaments into account.

Rank: Rank is a measure of a spirit's overall power, as well as its status and station among spirits. Rank is used in place of Skill in die pools (adding to Aye, Orun or Beast), and it adds to a variety of rolls and values. It ranges from 1-5, though truly epic spirits may have even higher ratings.

Size: The “mass” of a spirit. Most abambo are Size 5, while nature spirits come in a variety of sizes.

Corpus: Corpus is equal to [Beast + Size + Rank], and serves as the spirit's Health. Corpus is lost as the spirit takes damage, and recovers as the spirits heals. Spirits take damage as mortals. A point of Essence can be spent to heal two boxes of bashing damage or one lethal; restoring a point lost to aggravated damage takes five points of Essence.

Normally, when a spirit is destroyed by reducing its Corpus to zero, it's reabsorbed somewhere in the spirit world where it recovers slowly; during this time, it can't be summoned, attacked, communicated with or affected in any way. After a number of hours equal to [30 minus (Orun + Rank)], it reforms in a safe area with 1 Essence; ghosts always reincorporate at a fetter (an object of great personal significance while it was living). A spirit taken to zero Corpus by lethal damage must make an Orun roll; failure indicates it's destroyed permanently, while success allows it to reincorporate after double the normal time. A spirit that loses all its Corpus to aggravated damage is destroyed permanently except in the case of the most powerful spiritual beings, like orisha, totem spirits and angels.

Essence: Essence serves the spirit's power reservoir for charms; Essence is lost as the spirit spends it, and recovers at a rate equal to (Orun + Rank) per day. The maximum Essence of a spirit is equal to its [(Rank x 10) + Orun]. Essence may also be spent to add extra dice to rolls and resistance traits in precisely the manner Willpower does.

Derived Stats: Defense = Orun or Beast (whichever is lower); Corpus [Beast + Rank + Size] (no wound penalties); Initiative = [Aye + Beast]; Speed = [Beast x 2 + Size].

SPIRIT COMBAT

Spirits fight much like other characters, though have simplified traits. Spirits can only be physically engaged when a vampire is in the spirit world, when the spirit manifests in the material world, or when special Discipline powers or blood magic allow interaction. While in the spirit world, Laibon are fully subject to spirits' attacks and charms, and are very often at a disadvantage on their opponents' turf. A spirit uses its [Beast + Rank] to attack and damage other spirits or visitors. The lowest between Orun and Beast is used for Defense. [Aye + Beast] is used for Initiative, and [Beast x 2] + Size equals Speed. Physically manifested spirits use Attributes, Health and some other traits possessed by material creatures; see the Manifest charm. Laibon destroyed in the spirit world suffer the Final Death.

Spirits can act once per turn to attack, defend, move, or use a charm (the Alacrity charm being an exception to this rule).

CHARMS

Charms are mystical powers that spirits possess, allowing them to affect one other and their spiritual environment as well as the physical realm and those that dwell therein. Each charm is listed with a Essence cost (if any), range and duration (if applicable) and a brief description of its effects. Any charm with no listed range affects only the spirit, while no listed duration means the effect is instantaneous. Using most charms is a standard action, though any that are reflexive actions are listed as such; in no case may a spirit activate more than one charm per turn.

Charms that target the physical realm or those in it suffer a penalty to their rolls equal to the local Shroud. Targets apply their Defense against any charm that has an immediate physical effect, assuming they can see the attack coming (Defense would apply against Lightning Bolt, for example, but not Corruption).

Alacrity (1 Essence): The spirits' answer to Celerity, this charm grants the spirit unnatural speed. The spirit spends one Essence, and gains its Rank in Alacrity actions that turn; activating this charm is a free action. An Alacrity action may be used to “purchase” any one of the following effects:

- Make an extra attack or action (not including charm activation). Each action that turn is made at a penalty equal to the number of extra actions taken; Defense is retained.
- Each Alacrity action devoted to Speed adds [Strength + Dexterity] to the spirit's Speed.
- Each Alacrity action spent toward Defense increases it by 1.
- Each Alacrity action spent for Initiative adds 2 to the spirit's Initiative result (meaning the spirit can act at different times on different turns).

Animate (4 Essence): The spirit can animate and control an inanimate object or element in the physical realm with a successful [Orun + Rank] roll. Exactly what the spirit controls reflects its origins or nature, so a river-spirit might manipulate water, while an ibambo might animate bone or a fetter. While the spirit animates the material, he can attack with it using its [Beast + Rank]; the specifics of the damage are left to the Storyteller, but should reflect the item or substance – for instance, animated fire would cause aggravated damage to vampires, while sand blasts would only inflict bashing but could temporarily blind.

Appear (1 Essence): The spirit can manifest to those in the physical realm without taking on material form; this requires an [Aye + Rank] roll, with successes on that roll the number of turns it can appear. It can't affect the physical world, however, at least without the use of other charms that would allow it to do so.

Armor (2 Essence per dot of Armor): The spirit may augment its defenses by granting itself up to three dots of Armor for the duration of the scene; some abambo manifest wraithly suits of armor, while other spirits sprout scales, carapaces and stranger things. This Armor offers protection against all physical attacks except those causing aggravated damage.

Banishment (2 Essence): As the Majesty ●● power; roll [Aye + Rank].

Create Flame (5+ Essence): The spirit may attack with flame – exhaling it, conjuring it and sending it forth, or whatever is appropriate. Each success on a [Beast + Rank] roll inflicts one point of lethal damage (agg for Laibon); each additional 2 Essence spent on an attack increases the attack pool (up to +5). Attacking enemies on the physical plane from the spirit world costs an extra Essence point. A less destructive use of this charm is to conjure simple fires, with the size and heat of the fire depending on the successes on the [Beast + Rank] roll.

Control Electrical Systems (1 Essence): This charm is possessed by a number of modern ghosts. An [Orun + Rank] roll allows a spirit to control a single electronic device for a number of turns equal to the successes rolled. The spirit can make the item do anything within its normal parameters: a radio could be made to play music or make noise, but not pick up television broadcasts. Most devices can be controlled with 1 or 2 Essence, but larger electrical systems require greater expenditures.

Corruption (2 Essence): A favorite of demons, a spirit using this charm can whisper in the ear of a victim from beyond the Shroud, causing the subject to act on her worst impulses for a scene. The spirit rolls [Aye + Rank]; Laibon and other night walkers can roll Willpower or Orun to resist (whichever is higher), but mortals can only resist if they understand what's happening and spend a Willpower to sublimate their dark urges.

Emotion Feeding (no cost): Some spirits feed on the emotions of others. This charm is always attuned to a specific emotion, and the spirit can only use Emotion Feeding when a mortal feels that particular emotion strongly. All ghosts seem to possess this charm, though certain conceptual spirits and low demons have it as well. Once per scene, a spirit can roll [Aye + Rank]; the successes on this roll is the number of Essence points the spirit gains.

Phantasm (4 Essence): This charm duplicates the effects of the Chimerstry powers Major Conjunction (●●) and Summon Life (●●●), with successes on the spirit's [Orun + Rank] roll determining the realism of the illusion.

Float (0/2): A spirit with this charm can hover just above the ground and float at normal speed, at will and with no Essence cost; many spirits travel this way by default. Full flight ability and +10 speed can be attained for 2 Essence.

Influence (2 Essence): The spirit can subtly shift a victim's mood toward a specific emotion with an [Aye + Rank] roll. Only small changes are possible, though with repeated use of Influence radical mood shifts are possible; however, each subsequent use of this charm on the same victim in a scene imposes a cumulative -2 penalty to the spirit's roll. This effect lasts for a scene.

Purify (10 Essence): This charm cleanses any spiritual corruption in a small area, restoring it to a "balanced" state; this requires an [Orun + Rank] roll, with the successes determining the degree of cleansing. Some extremely damaged areas, like toxic waste dumps and polluted rivers, can't be cleansed by Purify, and require more epic restorative magics.

Manifest (Essence cost varies): This charm allows the spirit to manifest and act in the material realm. While it's not an uncommon charm among powerful spirits, Manifest is expensive and difficult to use, and so spirits use it sparingly. Note the spirit is using this charm very visible to mortals and animals (and everyone else), who may react strangely to seeing departed relatives or household gods in the flesh. Once manifested, a physical body will last for a scene.

First, an [Orun + Rank] roll must succeed to create a link to the physical world. Once this is done, the spirit may begin spending Essence to "build" a body for itself. The appearance and capabilities of the materialized spirit reflects its basic nature. While a spirit can choose to distribute Essence differently each time it uses Manifest, most have a "default" form they favor; sample spirits are listed with their default forms' stat blocks if they have this charm.

Essence may be spent to buy:

- 1 Essence per Physical Attribute dot (trait can't exceed Beast rating)
- 0 Essence for Size 1-3, 1 Essence for Size 4/5; 1 Essence per

extra level of Size (trait can't exceed [Beast + 3])

- 1 Essence per two Physical Merit dots
- All manifested spirits have a 1B attack by default, this can be increased to 3B for 1 Essence, or 4B for 2 Essence. A lethal damage attack costs Essence equal to base damage (2 Essence = 2L). An attack that does aggravated damage costs [base damage x 2] Essence (4 Essence = 2A). No attack can have a base damage higher than 4.

Mental and Social Attributes default to the Spirit's Orun and Aye, respectively. Rank serves as Skill in die rolls (including attacks). Derived traits (Health, Speed, etc) are calculated from their base traits; Initiative = [Aye + Orun], and Defense equals the lowest of Dexterity or Orun. Health damage doesn't carry over to Corpus damage, though wound penalties do apply. Manifested spirits may freely use their charms in the physical world without extra Essence cost or interference from the Shroud.

Mind Speech (1 or 3 Essence): A spirit with this charm can speak directly into a subject's mind, regardless of language barriers, with a successful [Aye + Rank] roll. The message must be brief, able to be delivered in a concise sentence, for a cost of 1 Essence; however, if 3 Essence is spent, the telepathic link lasts for a scene. An unwilling Laibon can resist with a Willpower roll.

Possession (Essence cost varies): A popular charm among both wraiths and minor demons, the spirit can enter and take control of a living creature. After entering the victim's body, the spirit must attain a number of successes on an extended [Orun + Rank] roll equal to the host's Willpower; one roll may be attempted each hour, and one Essence must be spent by the spirit per attempt. Once the required number of successes are attained, the spirit takes over the subject's body. The spirit uses the victim's Physical Attributes, but Social and Mental Attributes equal the spirit's Aye and Orun, respectively; no charms can be used during this time. Some spirits with advanced Possession capability can merge with their victims and overtake their souls, resulting in terrible monsters (fomori in **Werewolf** terms).

Rend (Essence cost varies): The spirit may attack a victim in the physical realm. Victims may be scored with bites, claw marks, bites, hemorrhaging or mysterious wounds, depending on the spirit and nature of the attack. Each success on a [Beast + Rank] roll inflicts a point of damage; Defense doesn't protect against this unless the victim can somehow see the attack coming, though Armor usually does. The type of damage inflicted depends on how much Essence the spirit spends: 2 Essence for bashing, 4 for lethal, and 6 for aggravated; note that agg attacks penetrate Armor. Further, each additional 2 Essence spent on an attack increases the Rend pool by one (up to +5). Thus, a lethal attack that inflicts [Beast + Rank + 4] dice costs 12 Essence (4 for the lethal attack, +8 Essence for the four additional dice).

Reform (10 Essence): The spirit may instantaneously disappear and reappear in another place in the spirit world familiar to it (almost always a safe place); this charm requires an [Orun + Rank] roll, is normally used to escape enemies.

Rejuvenation (no cost): Spirits tied to elements, locations or aspects of nature – spirits of fire, tree-spirits, shrine guardians and the like – can restore themselves by resting within the appropriate substance, element or area and making an [Orun + Rank] roll; each success restores a point of Essence. This roll may be made once an hour.

Spirit Hand (Essence cost varies): Functions similarly to the Dur-An-Ki path of the same name (pg. 21). The spirit spends a variable number of Essence (up to its Beast rating); this is the effective dots in the path the spirit has that turn (so two

Essence allows the spirit to move up to 25 pounds).

Summon Wind (Essence cost varies): The spirit can create gusts of wind with an expenditure of 1 Essence per 10 miles per hour; this effect lasts for a number of turns equal to the successes on an [Orun + Rank] roll.

Shapeshift (Essence cost varies): The spirit can change its appearance and form with an [Orun + Rank] roll. The more radical the change, the higher the Essence cost: 2 for minor cosmetic alterations (man to woman), and up to 5 for drastic alterations of shape and size (monkey to crocodile). Its capabilities don't change, just its appearance: a monkey-spirit that mimics a crocodile-spirit gains none of its strength or swimming ability. Spirits using Appear or Manifest may use Shapeshift in conjunction.

Short Out (3 Essence): This charm targets electronics and other electrical systems with a [Beast + Rank] roll, temporarily shorting them out; particularly fragile items may be ruined.

Snatch (Essence cost varies): A spirit with this charm can remove an inanimate object from the physical world and take it into the spirit world. Living things, or objects inhabited by spirits (like fetishes and reliquaries), can't be targeted. The Essence cost usually equals the item's Size +1, and it requires an [Orun + Rank] roll; this cost is doubled for enchanted objects.

Spirit Away (20 Essence): A dreaded power thankfully limited to the most powerful spirits, Spirit Away allows a spirit to snatch a victim and whisk her away to its home spirit realm (along with the spirit). After grappling the victim, the spirit rolls [Orun + Rank]; if the number of successes attained exceed the victim's Wits, the victim and demon disappear. The victim may attempt to escape, though this is left for the Storyteller to puzzle out...

Tracking (5 Essence): The spirit can unerringly track its prey, or find a specific item; in both cases, the spirit must have touched the quarry, tasted its Essence or blood, or otherwise have some sort of trace to "lock onto." This requires an [Orun + Rank] roll. A new roll must be made each day of tracking.

ANCESTOR

There are a multitude of ancestor spirits; almost every existing tribe is thought to have its own ancestor spirits, though they're more active in where people venerate them and follow tradition. Many ancestor spirits are well over a hundred years old, and some speak of the coming of slavers to Africa's shores in their lifetimes. All ancestors are themselves the abambo of those who respected tradition in life, and took council from the ancestors of ages past. They provide examples and guidance to those who follow the old ways. The most forgiving ancestors might council a Laibon, if he offers respect and performs the proper rituals. Ancestor spirits are reserved and well-mannered, and expect the same of those who would address or supplicate them.

Image: Ancestor spirits appear as idealized, ghostly representations of what they looked like in life. They always appear garbed in traditional clothing and are well-groomed.

Traits: Aye 4, Orun 5, Beast 2, Rank 5, Size 5, Essence 55 (Initiative +6, Defense 2, Corpus 12, Speed 14)

Charms: Animate, Appear, Emotion Feeding (respect), Influence (fear), Mind Speech, Possession, Reform (at fetter), Rend (spirit-spear), Spirit Hand

DEMON ELEPHANT

An elephant spirit driven mad by the slaughter of herds by poachers and others, this blood-soaked brute attacks anything and everything it considers a threat – and it's irrational enough that pretty much anything can fall into that category, especially Laibon

with a taste for pachyderm. Its tactics are simple: manifest from out of nowhere and attack. This monster is a lethal foe, and easily a match for an experienced brood of Laibon.

Image: A big bull elephant with orange glowing eyes, soaked with blood. It acts and fights with a feral, malign cunning.

Traits: Aye 1, Orun 2, Beast 6, Rank 3, Size 9, Essence 32 (Initiative +7, Defense 2, Corpus 18, Speed 21)

Charms: Armor, Banishment (a "free" effect when the spirit first physically manifests), Manifest (cost 22; Str 8, Dex 1, Sta 5; Size 9; Initiative +2, Defense 1, Health 15, Speed 21; tusk gore 13L; Armor 2/2), Rend (tusk gore)

ABAMBO

Abambo are the common ghosts of the Ebony Kingdom, the souls of the living that remain behind after death. There seem to be lot of them lately, though their paths cross those of Laibon only rarely. However, this isn't always the case – careless feeders often find themselves stalked by the shades of those they killed, while practitioners of unwholesome Necromancy deal with these spirits as a matter of course. And family ties exist unto death, undeath and beyond; sometimes ghosts will approach relatives in the lands of the living for favors or information, or perhaps (rarely) to offer them.

Image: Ghosts appear as they did in life, though drained of color and vitality. Many display wounds or other marks of their deaths.

Traits: Aye 2, Orun 2, Beast 3, Rank 1, Size 5, Essence 12 (Initiative +5, Defense 2, Corpus 9, Speed 11)

Charms: Appear, Emotion Feeding (vengeance), Reform (at fetter), and one or two of the following: Animate, Manifest (cost 9; Str 2, Dex 3, Sta 3; Size 5; Defense 2, Health 8, Initiative +5, Speed 10), Possession, Spirit Hand

MONKEY-SPIRIT

No wise and sagacious tricksters these, monkey-spirits run the range from mischievous to mean. Some are happy stealing stuff, tripping people up or passing themselves off as other spirits, others attack "trespassers" in their territory. None are safe from their depredations, but they seem to target Laibon in particular. Thankfully, there aren't many monkey-spirits, and they aren't powerful enough to cause much devilry in the physical world.

Traits: Aye 2, Orun 2, Beast 3, Rank 1, Size 3, Essence 12 (Initiative +5, Defense 2, Corpus 7, Speed 15)

Charms: Rend (bites), Spirit Hand, Shapeshift, Snatch

Image: These spirits usually appear as some sort of tree-dwelling monkey, though through use of the Shapeshift charm they can present themselves demons, beautiful ghost-maidens or other sorts of spirits. They're rarely clever enough to pull off such ruses convincingly.

RIVER-SPIRIT

A typical nature spirit tied to an element and location – in this case, a secluded stretch of river. "Typical" doesn't mean "common"; these spirits only manifest in unpolluted waters, and such places are disappearing rapidly. River-spirits have little to offer the undead, and vice-versa.

* **Image:** A roughly humanoid being of water.

Traits: Aye 3, Orun 4, Beast 2, Rank 3, Size 5, Essence 34 (Initiative +5, Defense 2, Corpus 10, Speed 9)

Charms: Appear, Animate (water only), Reform, Rejuvenation, Shapeshift

SINKINDA

That there's life after death should be no surprise to anyone – obviously, ghosts do exist. But few know that there is death after death, as well: a force of anti-existence that seeks to pull everything into nothingness. Sinkinda – spectres – are ghosts that have fallen under the sway of this implacable force, and serve its interests until such time they are consumed. They are entities of pure destruction, existing only to tear down and inflict despair. Thankfully, there are few sinkinda more than a few years old, either through destruction (by their own actions as often as not) or as they eventually fall to the void they serve. On the down side there are lots of them, especially in recent nights.

Image: Spectres may appear hollowed-out and starved or sport black eyes, marked by the nothingness they serve. But just as often they appear indistinguishable from normal abambo, and these are the most dangerous sinkinda.

Traits: Aye 3, Orun 2, Beast 4, Rank 2, Size 5, Essence 22 (Initiative +7, Defense 2, Corpus 9*, Speed 13)

* Corpus is lower than the spirit's traits suggest, due to the corrosive effects of Oblivion

Charms: Alacrity, Appear, Banishment, Corruption, Emotion Feeding (fear), Influence (sorrow), Rend (blast of black, cold lightning or bloody bone-shards), and one of the following: Possession, Spirit Hand

TEMPTER

These minor demons might be disregarded by some, as they have no direct sway over the physical world. That would be a mistake. Their playground is the human mind and soul, and they drive others to acts of vice, inequity and slow cycles of self-destruction. While vampires are largely resistant to tempters' fleshy blandishments (with the possible exception of Ishtarri), they find it easy to drive mortals to shameful behavior. These spirits provoke their victims to ever greater hedonism, and abandon them when they burn out or die, moving onto the next victim. The only thing that can stop tempters is starving them – a demon that's bound or trapped can't feed, and it will gradually waste away.

Image: Tempters can look like pretty much anything, though monkey- and goblin-like forms seem to be common. Mortals almost never see them for what they are, only hearing these spirits' urgings in their minds.

Traits: Aye 3, Orun 1, Beast 2, Rank 2, Size 3, Essence 21 (Defense 1, Corpus 7, Initiative +5, Speed 7)

Charms: Corruption, Emotion Feeding (vice fulfillment), Influence (desire), Mind Speech, Phantasm, Reform

Incarnates

Many beings that inhabit the Ebony Kingdom have spiritual qualities or origins, yet exist in the physical world. These are known collectively as incarnates. Some spirits possess mortals; in many cases, part or all the host's identity remains, while other spirits subsume their hosts' identity entirely. Sometimes the body in question is the spirit's own: Risen are revenant ghosts who occupy their former bodies, animating their corpses through force of will. And some spirits apparently manage to create their own bodies, permanently manifesting forms of flesh.

A variety of distinct entities fall under the incarnate category, reflected in their individual writeups. The statistics will be a strange amalgamation of creature and spirit rules – only logical, as that's what these beings are. All die rolls are handled by normal rules, not those for spirits – an incarnate punching somebody rolls [Strength + Brawl], not [Beast + Rank].

Virtues: These qualities are almost entirely subjective, and reflect the original spirit's nature. An incarnate may possess Aye or Orun, or both; what these Virtues mean varies, and is based on the entity in question – the Orun of the fallen star is entirely different from that of the jackal-trickster.

Powers (equivalent Disciplines/charms): Because incarnates are simultaneously physical and spiritual entities, many possess both charms and mystical abilities that mimic Disciplines. Charms are listed with die pools, if applicable.

Essence (blood pool): All Incarnate powers are fueled by Essence. Use the listed blood point and Essence costs for Discipline powers and charms, as appropriate. Essence is usually recovered through the Emotion Feeding charm, reflecting the spirit's needs before its incarnation as a physical being.

Combat: Incarnates take and heal damage as mortals, with exceptions noted in individual writeups.

DEMON-RIDDEN

Like any living creature, sometimes nature itself sickens and goes bad, and spiritual infection may fester in some wound. Some minor demons thrive in these malignancies, and one came to roost in this logger's body some months ago. The man he was is gone, consumed bodily and mentally by the demon, and only a nightmarish, barely sentient atavism remains. Huge, scaled, pale-skinned and tentacled, it dwells in the swampy ruins of a clear-cut jungle, eating whatever it manages to snag.

Like, for instance, you.

Nature/Demeanor: Monster/Monster

Attributes: Str 4, Dex 2, Sta 4; Prs 1, Man 1, Com 1; Int 1, Wit 2, Res 2

Skills: Brawl 2, Intimidate 3, Stealth 2, Survival 2

Merits: Brawling Dodge, Giant, Quick Healer, Natural Immunity, Toxin Resistance

Virtues: Aye 2. The human this once was is mostly gone; just crude demonic impulses remain.

Powers: Potence 4; Rejuvenation (while immersed in polluted, festering water) [Sta + Survival]

Special: Can vomit a stream of corrosive bile once per scene (see attacks).

Essence: 5 (1/turn)

Other Stats: Size 6, Initiative +3, Defense 2, Armor 2/2, Health 10, Speed 12, Willpower 3; eq. gen 14th

Attacks: Barbed tentacle rake (12L), grapple (14), bile (5L, 1L for four additional turns unless wiped off, 8/16/32)

ESHU STORYTELLER

A venerable traveler, this svelte woman is almost six feet tall, with night-black skin, exquisite Nubian features and haunting violet eyes; however, among humans, she adopts a more mundane appearance... though, like so much about this enchanting Eshu, the guise is illusory. Draped in flowing finery that never seems to get dirty or restrict her movement, she walks wherever she goes, visiting various parts of Africa and sharing stories and lore with those she deems worthy. Her storytelling skill is unparalleled, and she can draw a rapt audience into the tales she weaves, casting them as characters in the stories. Sometimes one will wake from the reverie minus some trinket, or embarrassed by some secret truth expressed through his dream-actions... and the storyteller of course is nowhere to be found. Only the crass would complain; such is the price of a great story.

In other words, she hedges into the Weavers' niche, even surpassing them in some respects. And they don't need the help or

competition, thank you. Still, it's difficult for even them to not appreciate or trade lore with the Eshu, even if they won't admit it.

Nature/Demeanor: Visionary/Celebrant

Attributes: Str 2, Dex 3, Sta 3; Prs 4, Man 3, Com 3; Int 4, Wit 3, Res 2

Skills: Academics (stories) 3, Athletics (archery) 1, Empathy 4, Expression (storytelling) 5, Occult 4, Persuasion 4, Politics 3, Science 2, Socialize 4, Stealth 2, Streetwise 2, Subterfuge 2, Survival 3, Weaponry 3

Merits: Direction Sense, Eidetic Memory, Encyclopedic Knowledge (stories and folklore), Fleet of Foot 3, Status (Eshu) 4, Weapon Dodge

Virtues: Aye 7, Orun 5. Aye is the changeling's connection to the mundane world and human society; Orun reflects how strongly chaotic fae forces and motivations motivate her.

Powers: Auspex 3, Celerity 1, Chimerstry 5, Dur-An-Ki [Evil Eye 3, The Hunter's Winds 3], Majesty 3, Obfuscate 3; Emotion Feeding (wonder) [Prs + Empathy], Float, Influence [Man + Empathy].

Special: Unless the Eshu uses Chimerstry offensively, feel free to waive Essence and Willpower costs, especially for dramatic and creative uses. Not like the players will know, right?

Essence: 15 (3/turn)

Other Stats: Size 5, Initiative +7, Defense 3, Health 8, Speed 14, Willpower 8; eq. gen 9th

Equipment: Scimitar (7L, +1 Weapon Dodge), longbow and yew arrows (9L, 50/100/200), small backpack that somehow holds everything the Eshu needs.

Special: Pure iron "damages" Essence to the same extent it inflicts Health damage.

FALLEN STAR

This spirit claims it was once a star, but was cast from the sky. If that is so, then this star has certainly dimmed. Western scientists say that all stars will eventually dim and cool as they consume their fuel. Perhaps this is so, for any star forced to seek refuge within a mortal shell must be close to heat death. Though marvelous and terrifying in its unbound glory, the light this star sheds has a red cast, and the flames that form its body and wings are a bruised orange-scarlet. Those flames still burn, however, and a fallen star is still a star, worthy of reverence.

But most of the time, this spirit of fire and radiance is far more mundane, having taken the identity of a mortal for itself – the daughter of an unpopular dictator killed in a coup years ago. Her force of personality considerably augmented, she has gathered about her the remnants of a moribund Protestant apocalypse cult, restoring their faith and giving them new purpose. They gain from their veneration, and so does the fallen star.

The celestial spirit has little use for Laibon, and it's easy enough to see why they'd stay away from her. However, they may fight over mortal followers, trade lore on a common foe, or come into contact for any number of reasons.

Nature/Demeanor: Visionary/Pedagogue

Attributes: Str 2, Dex 3, Sta 3; Prs 5, Man 4, Com 3; Int 4, Wit 3, Res 4

Skills: Academics (theology) 3, Empathy 3, Expression (oration) 1, Intimidate 2, Occult 2, Persuasion 4, Politics 3, Socialize 3, Subterfuge 4

Merits: Allies (cultists), Inspiring, Resources 3, Retainers (thralls), Striking Looks +1

Virtues: Orun 7. The fallen star has adopted its host's form and mannerisms, but the essential identity of the host (Aye)

is no more. Orun measures the strength of the star-spirit's alien perspective and cognizance of its true nature despite its earthly internment.

Powers: Dominate 4, Dur-An-Ki [Flames of Wrath 5], Majesty 5, Odu [Soul of Radiance 5]; Emotion Feeding (faith) [Prs + Empathy], Float (only in star form)

Rituals: Blood Contract

Essence: 15 (3/turn)

Other Stats: Size 5, Initiative +7, Defense 3, Health 8, Speed 11, Willpower 7; eq. gen 10th

Equipment: None, really. She doesn't need much.

Special: The fallen star remains in her human form most of the time, but can briefly slough off that crude flesh and manifest her full, radiant glory. Assuming this visage costs 3 Essence, or 1 if in the presence of her cult or those who believe in her celestial nature. All powers can be used to full effect while wearing the star-visage, but takes a -2 die penalty when used in human form.

This character usually heals and takes damage as mortals do, but can spend Essence to heal faster (use Laibon blood costs). While wearing the star-visage, however, she's immune to fire and heat damage, and to all bashing damage.

The fallen star is immune to any effect that targets her mind or emotions, as well as to illusions, making Chimerstry, Dominate, Majesty and Obfuscate useless against her.

As if being an entity of burning death wasn't enough, the fallen star has blessed four of her worshipers with power. These thralls' capabilities vary, but they're about on par with ghouls. Use a mortal template and add a minor power from those available to the spirit, increase key Attributes, or give them some other simple and appropriate advantage.

JACKAL-TRICKSTER

This individual looks like a normal, well-fed jackal until one notices his clean, golden coat... and upon closer inspection, the cunning gleam in his eyes and a slight upturn in the corners of its mouth. And it usually starts trying to sell you something, if you look like a prospective customer.

The jackal-trickster is a gleeful salesman, yammering on about whatever magical trinket it currently has: the medal- and gold-encrusted hat of a deceased Ugandan dictator, or a tooth said to have been pulled from Shokpona's own mouth. He'll assume his human guise if his audience is so crass as to receive a talking animal poorly; a sale is a sale, after all. But most of the trickster's customers regularly deal with (and are) weirder things than he, and so most get used to the little jackal, trotting to and fro and espousing the virtues of this cloak made from Anansi's silk, enchanted drum or whatever. It's actually rather endearing. It helps that his magical trinkets are genuine and his prices quite reasonable.

And so no one notices how much conflict and death lay in the diminutive changeling's wake. Bidding over Idi Amin's hat ended in a West African bloodbath, leaving three Guruhi and two werelions dead; the "winner," a Xi Dundu witch doctor, went mad soon after claiming his prize and is rumored to have fallen to his Beast. A now-deceased Mla Watu bought a shard of Lion's Tenth Mirror from the jackal-fae; the shard has since changed hands several times, that succession of owners all coming to ill ends. The changeling's tracks lay through sites of genocide, nations full of civil unrest, and domains where thin-blooded masses strain the fabric of Laibon society. And the amusing little jackal with its knowing half-grin always comes out unscathed.

Nature/Demeanor: Tempter/Jester

Attributes: Str 2, Dex 4, Sta 3; Prs 3, Man 4, Com 3; Int

4, Wit 4, Res 3

Skills: Animal Ken (jackals) 1, Athletics 2, Crafts (elements) 1, Empathy 4, Larceny 2, Occult 2, Persuasion 2, Socialize 3, Stealth 4, Streetwise 2, Subterfuge 3, Survival 2, Weaponry 3

Merits: Danger Sense, Fast Reflexes 2, Fighting Finesse (bite), Fleet of Foot 3

Virtues: Aye 4, Orun 7. Aye is the changeling's connection to the mundane world and human society; Orun measures how strongly chaotic fae forces and motivations motivate him.

Powers: Auspex 4, Celerity 3, Chimerstry 3, Fortitude 2, Obfuscate 4; Animate [Int + Crafts], Emotion Feeding (greed) [Prs + Empathy].

Essence: 9 (1/turn)

Other Stats: Size 3 (5), Initiative +9, Defense 4, Armor 1/1, Health 6 (8), Speed 17 (14), Willpower 5; eq. gen 11th

Equipment: Any fetish you think might be interesting.

Attacks: Bite (6L)

Special: The trickster's natural shape is that of a jackal, but he can assume the human disguise at will; statistics in parentheses reflect that form. Each change costs an Essence. Pure iron "damages" Essence to the same extent it inflicts Health damage.

RISEN REVENANT

A man and his family were brutally massacred in an ethnic purge; his wife and daughters were violated as he was held down, helpless to save them. The man became a revenge-driven shade, with the will and arcane means to reanimate his corpse. The revenant now relentlessly stalks the Ebony Kingdom, killing everyone that had anything to do with his family's death – from the gang that did it to the leaders of the uprising to their allies. He's killed eight so far, and he isn't done yet. Don't try to reason with him or get in his way – he's an implacable force of nature now, will given form, and he will not relent.

And if you can directly tie the player characters or their allies to the murder of his family... you don't hate your players *that* much, do you?

Nature/Demeanor: Scourge/Scourge

Attributes: Str 4, Dex 2, Sta 5; Prs 1, Man 1, Com 3; Int 2, Wit 2, Res 5

Skills: Brawl 3, Intimidate 3, Investigation 2, Occult (abambo) 1, Stealth 3, Streetwise 1, Survival 2, Weaponry 2

Merits: Iron Stamina 3

Virtues: Aye 4. The Risen retains fragments of the man it once was, but is mostly just deathless hate now; people don't respond to that sort of thing well, and his Social die pools suffer appropriately.

Powers: Auspex 1, Fortitude 4, Majesty 2 (Banishment only), Obfuscate 1, Potence 2, Serpents 1 (quarry only); Emotion Feeding (vengeance) [Prs + Empathy]

Special: Once a quarry is engaged, the revenant gains one free Celerity action each turn.

Essence: 11 (1/turn)

Other Stats: Size 5, Initiative +5, Defense 2, Armor 2/2, Health 10, Speed 11, Willpower 8; eq. gen 12th

Equipment: Machete quarry used to slay family (10L, 10A vs. quarry).

Special: Risen take damage as vampires, except they aren't vulnerable to sunlight and take only lethal damage from fire.

They must spend Essence to heal, using vampire blood costs. They're immune to Necromancy powers.

UNDYING CRUSADER

This is one of the mummies with which Followers of Set sometimes tangle, an immortal spirit reborn continually on earth; this one has been active about a decade. If Setites were the only ones that earned his ire, perhaps the mummy would be more preferable for the rest of the Laibon. However, he considers all vampires violations of the sacred order he champions, regardless of their individual merits, though he targets Vipers before all others. Never mind his own immortal state may be no less inherently "unnatural" than that of Laibon. Little separates this fanatic from the beast-folk in his simplistic crusade, save his tendency to chastise vampires at length before slaying them, invoking Horus and his other gods. Of course, he prefers isolated targets, isn't above ambushes and sneak attacks, and won't face stronger undead or groups of them unless forced; an honorable crusader, indeed.

And if a Laibon manages to kill him, he can look forward to facing the vengeful mummy some decades down the line.

Nature/Demeanor: Bravo/Martyr

Attributes: Str 4, Dex 3, Sta 4; Prs 4, Man 2, Com 2; Int 2, Wit 3, Res 4

Skills: Academics (history) 3, Athletics 2, Brawl 3, Intimidate 2, Medicine (embalming) 2, Occult 2, Weaponry 4

Merits: Disarm, Divine, Fast Reflexes +2, Fresh Start, Holistic Awareness, Meditative Mind, Natural Immunity, Quick Draw (melee), Quick Healer

Virtues: Orun 8. The mummy's Orun reflects his devotion to Ma'at, a concept of cosmic balance based on the ancient faiths of Khem.

Powers: Dur-An-Ki [Evil Eye 3, Hunter's Winds 4], Fortitude 2, Majesty 3, Necromancy [Ashes 5, Bone 3*], Obeah 2 (Redeemed effects), Odu [Soul of Radiance 4]

Special: *The undying crusader can create and animate clay ushabti-golems; while not zombies, their capabilities can be roughly approximated with rules for the Path of Bone.

Essence: 17 (3/turn)

Other Stats: Size 5, Initiative +7, Defense 3, Health 11, Speed 12, Willpower 8; eq. gen 10th

Equipment: Khopesh (10L, +2 Disarm), longbow and arrows (8L, 50/100/200), various talismans and clay statuettes

Special: Mummies take damage and heal as mortals, but can spend Essence to heal faster (use vampire blood costs).

As you've probably figured out, I used "incarnates" as a catch-all for supers that didn't fit neatly into the other categories and didn't merit their own sections. The Eshu should be familiar to **Changeling: the Dreaming** fans, though the jackal-trickster bears only a passing resemblance to Pooka, and is perhaps more akin to the darker fae of **Dark Ages Fae**. Risen are described in **Wraith**, and **Werewolf** players will recognize the demon-ridden as a fomor. The fallen star might as well have had **Demon: the Fallen** written in red print in the writeup. And there are numerous mummy books for the WoD; I can't recommend any of them, personally, but **Mummy: the Resurrection** is the newest rules set out there for them.

GEAR

The Cost of Living in Africa

WoD is written with Western assumptions, namely the levels of income and that major medium of exchange is money. The listed costs apply well enough in the more cosmopolitan and modernized areas, but this doesn't reflect the majority of Africa. The level of poverty that grips the continent is hard to overstate; most people there have never seen a credit card, nor do they carry bundles of cash around to buy goods, food, autos, guns, livestock or what else they need. This would lead one to believe no one has anything, but that's clearly not the case. Malnourished twelve-year olds patrol Botswana with assault rifles the envy of many U.S. gangstas, despite not having the required Resource dots for it. So what gives? How can Storytellers model this apparent chaos?

It's not that hard. It just requires a different approach.

Adjusting Costs: One fix is tweaking Resource requirements. For example, guns are ridiculously common in many parts of Africa, so drop their Resource minimums a dot, at least for the more common firearms; Magnum revolvers, Colt 45s, MAC-10s, AK-47s and a range of rifles are easy enough to come by. Pricey, factory customized and cutting-edge firearms may be even harder to get in Africa than in the U.S., though, and things like reliable automobiles, cell phones, computers and the like are also precious, so bump up Resource requirements appropriately.

Non-Monetary Exchange: Barter and trade of services is rife in Africa. This isn't hard to simulate, and is familiar to any veteran of fantasy games: party does favor for NPC, gets magic item/spell/whatever. Likewise, doing a run for a smuggler can get the brood some guns or a truck.

For a more defined system, Storytellers and players can use other traits as "stand ins" for Resources, using them to meet the cost of an item entirely or partly. Membership and Status are ideal for this, as one can either obtain stuff from those groups or have them help him get it. The Storyteller should keep track of how many times a character imposes on his comrades like this, as those favors will have to be repaid at some point.

A Storyteller may allow Crafts to stand in for Resources, but only if the character has the ability to make the item he wants, has the time and materials, and makes the necessary rolls. So a character with Crafts ●● and an appropriate Specialty (like woodworking) can fashion his own javelins (cost ●●).

Don't abuse this approach, as we don't want to devalue Resources by letting everyone get everything they want without it. But be creative. If a character really wants something, chances are the key to obtaining it is somewhere on his sheet.

Abdo is in dire straits in the Central African Republic and needs a pistol (cost ●), but doesn't have much cash. He does have ties to a local revolutionary militia (Membership ●), though, and it doesn't take long to obtain a gun from a comrade. Abdo knows he's been slacking lately and they expect him to put in more work for the cause, and the Kinyonyi plans to. Later.

The Nomad now needs a silencer for his gun (cost ●●). Not willing to beg any more favors, he breaks into a metal shop one night and uses Crafts ●● and his gunsmithing Specialty to make his own. His player makes his rolls, and now he has his silencer.

Back in Chad, Abdo is doing a big job for the Ishatarri kholo of a familiar domain, and this big job requires a big tool: an antiaircraft rocket launcher. He has a respectable amount of money (Resources ●●●), but not quite enough to get the rocket launcher (cost ●●●●). He's respected in this domain (Status ●) for helping run some Kindred out of town, and he finds an Osebo he's worked with before willing to chip in on the toy (●●● + ●), giving him just enough. Another favor owed, but the payoff will be worth it.

Weapons and Armor

Many weapons and accessories below have missile applications. Refer to pg. 67 of WoD for rules on throwing, and adjust for special rules below. Note that Potence adds to throwing ranges.

Atlatl: This isn't a weapon in itself (though I suppose it could be used as a light club), but a simple lever used to maximum the effectiveness of spears and javelins. It looks like a club with an indentation set into the fat part. The butt end of the spear or javelin is set into the atlatl's cup, and the wielder then uses the atlatl to launch the missile in an overhand motion. This takes practice and skill (minimum Athletics ●●), but once that trick is learned an atlatl greatly increases the momentum the attacker can invest in a throw; users have been known to send spears through small trees and fell large game with a single, well-placed shot.

In game terms, an atlatl used to launch a spear or javelin adds a +3 bonus to attack rolls and ranges; an atlatl isn't effective with other weapons and doesn't affect melee capabilities. Further, atlatl-launched missiles count as ballistics for purposes of Armor. Normally, one action is required to set and prepare the atlatl and weapon before an attack (a Celerity action can be used for this); however, the Atlatl-Trained Merit allows a character to set-and-launch in the same action. Using an atlatl requires either Athletics ●● or an Athletics Specialty in atlatl. Cost: ●●

Blowgun: Blowguns launch darts that cause negligible damage, and so are used only to deliver poisons. See WoD, pg. 180, for rules on these. A blowgun uses [Dexterity + Athletics] to hit, but never does more than 1B (though an exceptional success might place the dart where it does 1L instead). Short range equals [Stamina + Athletics] in yards; medium range (-2) is double this, and long range (-4) is double that.

Bows: Traditional weapons of Africa, bows come in a variety of sizes. It takes a turn to notch an arrow, and on the next turn the character can fire; but the Rapid Fire feat—er, Merit, allows an archer to notch and fire in the same turn. Arrows are ideal for staking, making them popular with both Laibon and their foes.

A *compound bow* uses the same mechanics as a standard bow, but works on a pulley system that makes it easier to draw back the string but with no loss in power. They use the rules for normal bows, but reduce Strength requirement by two. Compound bows are impossible to craft without specialized tools and a Crafts of less than ●●●, are expensive (add to ● cost), and are more fragile and prone to foul up under strain.

The crossbow isn't a traditional African weapon, but I figured I'd mention it here because its WoD stats need revision.

Ignore the Strength requirement for crossbows. The wench requires little effort to wind (though it's time-consuming), and that function is what provides the tension that launches the bolt — no musclepower goes into firing, and recoil is minimal. So if you're strong enough to lift a crossbow, you can fire it without penalty.

Game Pistol: A massive revolver designed for hunting small to medium game, though it sees other uses on the war-torn continent. Most notable in this category is the Ruger Redhawk. The Super Redhawk has a longer barrel and fittings for a scope; the similar Freedom Arms Casull is a built on the basic Redhawk. Revolver or not, beware the recoil — don't try firing one-handed unless you have the Strength (or Potence) to back up your tude.

Javelin: A slender, spear-like weapon specifically designed to be used as a missile. Outside of Olympic events, they have great hunting and military applications. Javelins are generally too fragile to use as melee weapons, and doing so will likely compromise their aerodynamic properties. Despite their Size, javelins are specifically designed to be thrown; a Strength of ●●● is sufficient to throw one without penalty, and a javelin's Size doesn't impact its range. Javelins can be used to stake Laibon.

Kerrie: A traditional walking stick used throughout Africa. It's basically a club or staff, depending on its size and configuration. Kerries are widely believed to possess inherent mystical properties, including the ability to ward Laibon and evil spirits. While the veracity of this is questionable, no doubt some kerries have been enchanted for that purpose. Some smaller kerries are balanced for throwing.

Large Game Rifle: A category that includes the Weatherby Mark V and such high-powered rifles. These are used for hunting behemoths like buffalo, rhinos and elephants; they punch through engine blocks, aircraft and walls quite nicely, too. Due to their great power and large caliber, a big game rifle inflicts lethal (rather than bashing) damage to vampires – any man-sized target hit with one of these babies will probably lose a limb or part of a torso, undead or not. Recoils are brutal, and those not properly braced while firing risk breaking arms, shoulders and ribs.

Spear: The time-honored and versatile spear. It can be used for both hunting and war, is designed for both close combat and ranged attacks. A spear-wielder gains reach and parry advantages against unarmed opponents and those wielding small weapons (like knives), resulting in a +1 bonus to Defense. And spears can be used to stake pesky vampires (even if you are one).

Shield: Shields are rarely used nowadays, but Laibon with a strong traditional streak still employ them, as well as modern ones that manage to get their mitts on riot control gear. Most archaic shields are made of wood or treated and hardened leather. The usefulness of archaic shields against firearms is limited, but

they're good against most archaic weapons.

A shield held and actively used to block incoming blows offers an Armor bonus, and possible concealment versus small fire. Attacking a defender from the side opposite the shield or the back negates the shield's benefits.

A shield bash uses [Strength + Weaponry], and a shield offers an attack bonus equal to half its Size (rounded down); further, a bash with a shield Size 3 or larger can inflict a possible knockdown (pg. 168 of **WoD**).

type	rating	Size	Def	Speed	cost	concealment
buckler	1/0	1	–	–	●	–
medium	2/1	3	-1	–	●	partial (-3)
body	3/2	5	-2	-1	●●	substantial (-3)
riot*	3/3	4	-2	-1	●●●	partial

* Riot shields composed of clear plastic reduce penalties for firing from concealment by 2.

- **Rating:** The Armor bonus provided by the shield.
- **Size:** The minimum Strength needed to use the shield; a wielder with less Strength than this suffers an additional -1 Defense penalty.
- **Defense:** The Defense penalty while holding the shield.
- **Speed:** The Speed penalty while holding the shield.
- **Concealment:** The degree of concealment the shield offers against bullets and arrow fire; normal penalties apply to firing from concealment if the shield obscures the target. If an attack misses because of concealment, treat the shield as cover. See **WoD**, pg. 162, for rules on concealment and cover.

type	damage	ranges	clip	Str	Size	cost	special
Bow, shortbow ♥	2L	40/80/160	1	3	3	●●	
Bow, longbow ♥	4L	60/120/240	1	4	4	●●●	
Blowgun	1B*	[Sta + Athletics]/x2/x4	1	–	1	●	blowgun darts can only inflict one point of damage
Game pistol, basic ♠	4L	35/70/140	6	4	1	●●●	
Game pistol, long-barreled ♠	4L	50/100/200	6	4	2	●●●	
Javelin ♥	2L	see pg. 67*	–	3	4	●●	Size doesn't impact range
Large game rifle ♠	6L*	150/300/600	3+1	5	3	●●●	does lethal damage to vampires
Kerrie, small	2B	see pg. 67	–	2	2	●	
Kerrie, large	3B	–	–	3	3	●	
Spear, shortspear ♥	2L	see pg. 67	–	3	3	●	+1 Defense vs. unarmed foes
Spear, longspear ♥	3L	see pg. 67	–	4	4	●●	+1 Defense vs. unarmed foes

♥ Weapon can be used to stake vampires; attacker must target the heart (-4 penalty) and inflict at least three points of damage in a single attack.

♠ Weapon requires two hands to fire properly; if fired one-handed, the Strength requirement goes up by 1.

Artifacts

Note that with few exceptions, there are no stock artifacts, no equivalents to *longwords +1* or *rings of protection*. Artifacts are usually unique items, though some share similarities (for example, many ensorcelled weapons are spears). But some items are universally useful or easy to create, and that have been adopted by a variety of Laibon. And even "standardized" items drift from their original capabilities and become individualized over time, reflecting their use, the personalities of their owners, and other factors; artifacts might gain or lose qualities, weaken or (in the case of fetishes) change personalities. So after a century of use by different owners, two Blood Shields made by the same sorcerer may be completely different items.

Most artifacts hail from the mists of time, with legendary or obscure origins. They're inherited from a dead (or less likely, very generous) sire, or taken from a foe; no one ever just "stumbles upon" such a valuable possession. With few exceptions, each artifact has a history, reputation, and in some cases even a personality. They've passed through legend and countless hands, and tales both fanciful and true are told of them. **V:tEK** games shouldn't feature Shango mass-producing amulets and fetish weapons (few of this deeply traditional line would be so crass, anyway). Making characters work for artifacts, and accentuating their value, serves the setting better than having it overrun with them. Even letting characters know how artifacts are made may compromise some of the mystery surrounding them. For it to have any meaning at all, such knowledge should be desired strongly, and hard-won.

That having been said, there are many ways that an item can come to be ensorcelled, and not all of them intentional. First, the mysticism, spirituality and the lack of domination by "sterile" Westernization allows for a bit more ambient magic in the Ebony Kingdom there is in many other parts of the world. An item that is used often, taken care of, and is very important to someone may well develop minor mystical properties on its own, as a result of the invested belief and exposure to the eldritch power of the Dark Continent; the older an item is, the greater the chance of this happening. For example, a headdress worn by a generations of kings might develop a presence all its own, granting the wearer a +1 bonus to Persuasion; a spear wielded by an Osebo hero for centuries, and that has tasted the blood of countless enemies, may well come to sip the blood of foes. There's no counting the number of such minor artifacts in the Ebony Kingdom, overlooked or in the hands of mortals, vampires or others. Some such items may not even be recognized for what they are by their owners, being locked away or overlooked.

AMULET WARDING AWAY WITCHERY (●)

This useful item is popular in Africa despite its unreliability, and it actually sees more use among superstitious mortals and sorcerers than vampires. However, they're not terribly hard to come by, as the ritual used to create them is fairly widespread among witches, sangoma and other hedge magicians.

When a character is targeted by blood magic or other sorcery, the player rolls one die. If this comes up a 8 or higher, one success is removed from the caster's roll; a result of 10 allows another die to be rolled, and the same rules apply. However, a roll of 1 actually adds a success to the effect. These amulets are ineffective against standard Disciplines and advanced magics wielded by powerful sorcerers. (In **Mage: the Ascension** parlance, these items are ineffective against Sphere magic.)

YANQUING BEAD (●) As described on pg. 113 of **KotEK**, but the penalty to track the user is -4 dice.

THE FROCK OF FATHER JOHANSON (●●)

Father Johansen was a noted Catholic priest that lived in Liberia during the late 1800s, a devoted and respected convert to the religion brought by the French. Loyal to his people, he used his religious insight and skill as a spokesman to win political and legal rights for his people, shelter those fallen out of favor with the French occupiers, and spread his faith as a means of empowering native Africans. It's widely believed Father Johansen was killed by French who resented his "rabble-rousing," but perhaps this isn't a fair accusation. He's known to have run afoul of Laibon, for the priest recognized them for what they were and kept the monstrous ones at bay by invoking his God. So they would have as good a reason as the French to see him dead...

It seems Johansen's spirit has passed into his trademark religious garments. Seemingly denied his Heavenly reward, perhaps the father sees that the world still needs him and chooses to remain behind. Unlike other reliquaries, the Frock of Father Johansen may be used by anyone, regardless of blood relation. Well, not just anyone, actually, as the priest is wary of who he passes his favor to. While he accepts those of faiths other than Catholicism, and may even lend his blessings to a vampire, the character must believe in the goodness of God (whatever he might call that deity) and maintain an Aye of 6 or higher. Further, the frock's benefits must be used for the good of the Liberian people, and not to fulfill the selfish motives of the Laibon wearing it. The Frock of Father Johansen adds two dice to Empathy rolls, as well as to Academics as it pertains to theological matters.

The frock is now thought to be in the possession of a Muslim Guruhi by the name of Khalid ibn-Albani, who has fore-sworn political power to tend to the sick and destitute in Liberia.

IRIN OF THE KING (●●)

As artifact on pg. 114 of **KotEK**. This is an illusionary effect, similar to that produced by *Hide in Plain Sight* (**Obfuscate** ●●); no actual transformation takes place.

BLOOD SHIELD (●●●)

See description of artifact on pg. 114 of **KotEK**, but use the following rules: the wielder of the shield gains a +2/+2 Armor bonus, but suffers a -1 Defense penalty. When the Blood Shield "tastes" the blood of a vampire, it thirsts for more vitae from that legacy (or clan, in the case of Kindred) for the rest of the night; it can only thirst for one type of blood at a time, which is the vintage it first tastes that night. Any vampire of that lineage that comes into contact with the artifact loses three blood points as vitae is pulled from pores and open wounds and is absorbed entirely into the shield; successes on a Stamina roll reduces this loss.

GHOST MASK (●●●)

This mask is the length and nearly the width of a man's chest. It's constructed of bleached wood and carved in the likeness of an Underworld deity whose name has been long forgotten. It is obviously very old, but in good repair. The Ghost Mask smells of old earth and is always cool to the touch. When worn, the mask allows the wearer to perceive the world of ghosts. During this time, the wearer sees the features of the spirit realm superimposed over that of the living lands, and can see (but not hear) any abambo in the area; everything is tinged with the gray pallor of decay, and a character must make a successful [Wits + Occult] roll to

determine whether someone or something he sees exists in this world or the land of shadows (though he can always take the Ghost Mask off, or ask a possible apparition to speak, either act can be risky). Abambo treat the wearer as one of them, acknowledging him when spoken to and moving out of his way as he passes by, which further confuses the wearer about whether they're "real people" or ghosts.

A secret ability of the Ghost Mask (Storytellers, characters won't just intuit this function by donning it) allows the wearer to defend against spiritual attacks. The item is nearly impervious to spiritual attack; the powers and attacks of ghosts bounce right off of it, and they can't pass through it. In addition, by spending a Willpower point, the wearer can "borrow" some of the shield's protective properties for a scene; resistance traits and opposed rolls gain a +1 bonus against ghost charms.

This item is believed to be possessed by a Nubian Shango, who uses it to good effect in ferreting out wraithly spies sent by the local treacherous Mla Watu. However, the Shango has recently gone missing, and her current whereabouts (and that of the Ghost Mask) are unknown.

HYENA HIDE <●●●●>

This cured pelt is obviously that of a hyena, for its ugly head remains attached; the skull and jaws are the only bones left. It has polished black stones for eyes, and the forelegs have been reinforced with worn leather straps, allowing it to be tied on like a grotesque cape. While not a fashion statement (as the hyena isn't known for either nobility or beauty), the utility of this flexible artifact becomes clear once it is fed blood (which is absorbed through the skin). The Hyena Hide is believed to have been stolen from the particularly lucid and magically skilled Nagloper Witch that created it – and from all accounts, she's very angry that the pelt was taken and wants it back.

The wearer may communicate with hyenas as if she had Animal Speech (Animalism ●); this involves "talking" to them by laughing, yapping and growling. The Hyena Hide also gives the user a +3 Speed bonus, as long as she runs in a loping, hunched gait. These effects are automatic, and require no blood.

The wearer may opt to increase her bite damage (to 2L), and make bite attacks without having to grapple; however, she can't drink blood or inflict the Kiss during this time. This effect costs one blood point, and lasts for a scene.

Finally, the vampire can gain sustenance from animal corpses while wearing the pelt; such blood remains good for up to 48 hours after death, and offers normal blood point value. However, the character must make a [Stamina + Survival] roll to overcome her revulsion at committing this base act, and not vomit up the foul blood as soon as it's consumed.

KDUVA'S MASK <●●●●>

As described on pg. 114 of KotEK, with the following changes. The wear of the mask gains a +2 bonus to Persuasion rolls when interacting with Laibon, but can only terrify mortals; a +2 Intimidation bonus is gained, instead. Using the mask causes

nearby flammable materials to burst into mystical green flames; these flames only burn mortals, inflicting two points of lethal damage. (Laibon that aren't hip to this may be provoked into Red Fear, however.) Finally, all those that attempt to scrutinize the wearer of Kduva's Mask though supernatural powers (Such as Auspex or blood magic) suffer a -2 penalty.

PLEDGE SWORD <●●●●●>

As described on pg. 115 of KotEK, though the following systems are used. The weapon inflicts 3L, and is Size 3; spending a Willpower point allows it to deal aggravated damage for a single turn. The Pledge Sword's greatest power is, by using it to strike the earth or strike at the sky as it rains and shouting the name of the subject, the wielder can attack any Laibon she's ever touched with the sword, wherever he may be – as long as he's in contact with the element the sword strikes (touching the earth or in the rain). This attack is resolved normally, save that Defense doesn't apply (how would one see the attack coming?), and that this effect can only be used once, ever, against a particular Laibon. Versions of this artifact are held by a handful of Guruhi, some of whom ceremonially "christen" those that belong in their domain with the Pledge Sword (hence its name), as a means of secret insurance.

WIND-JAVELIN <●●●●●>

These weapons (eight in number, by popular accounts) were crafted by shaman named Bim'we a little more than a century ago, a man on good terms with all manner of spirits. Before he went hunting, Bim'we talked spirits of wind and sky into inhabiting the javelins so they would fly far and his aim would be true. At the end of the day's hunt, he would pour libations of palm wine on the javelins for the spirits, then release them so they could go home to their families. However, one evening Bim'we was ambushed on his way back from hunting; the identity of the assailant varies depending on who tells the tale, and is usually of a legacy and/or mortal tribe the tale-teller doesn't like. Without Bim'we to release them, the wind spirits remain within the javelins to this day, helpless to escape until some kind soul sets them free. (That might be a while – the javelins are just too useful.)

Wind-Javelins are slender and made of mahogany, with a sharpened stone head. As a side effect of the powerful magic in them, the wood never rots, and the points always stay sharp. Even the blue and white feathers at the end never fray or tear off. They function as normal javelins (see pg. 53), except ranges are doubled and penalties for medium and long range are halved (to -1 and -2, respectively). Penalties for wind are ignored (within reason; no gazelle hunting in a hurricane).

Another benefit of the javelin is gained from merely holding it in one's hand. The possessor gains the clarity and perception of the spirits of wind, and when outdoors the character's range of vision is increased. Add two dice to perception die pools relating to vision, which stacks with Ancestors' Vigilance (Auspex ●); if some character is fortuitous enough to come across more than Wind-Javelin (very unlikely), visual benefits don't stack.

VAMPIRE THE EBONY KINGDOM

Name:

Nature:

Legacy:

Player:

Demeanor:

Concept:

Attributes

Power	Physical Strength ●○○○○	Social Presence ●○○○○	Mental Intelligence ●○○○○
Finesse	Dexterity ●○○○○	Manipulation ●○○○○	Wits ●○○○○
Resistance	Stamina ●○○○○	Composure ●○○○○	Resolve ●○○○○

Skills

Merits

Disciplines

Physical (-1 unskilled)

Athletics	○○○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

Social (-1 unskilled)

Animal Ken	○○○○○
Empathy	○○○○○
Expression	○○○○○
Intimidate	○○○○○
Persuasion	○○○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

Mental (-3 unskilled)

Academics	○○○○○
Computer	○○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	○○○○○
Science	○○○○○

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Size	_____
Speed	_____
Initiative	_____
Defense	_____
Armor	_____

Virtues

Aye

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Orun

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Willpower

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Blood Pool

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Health

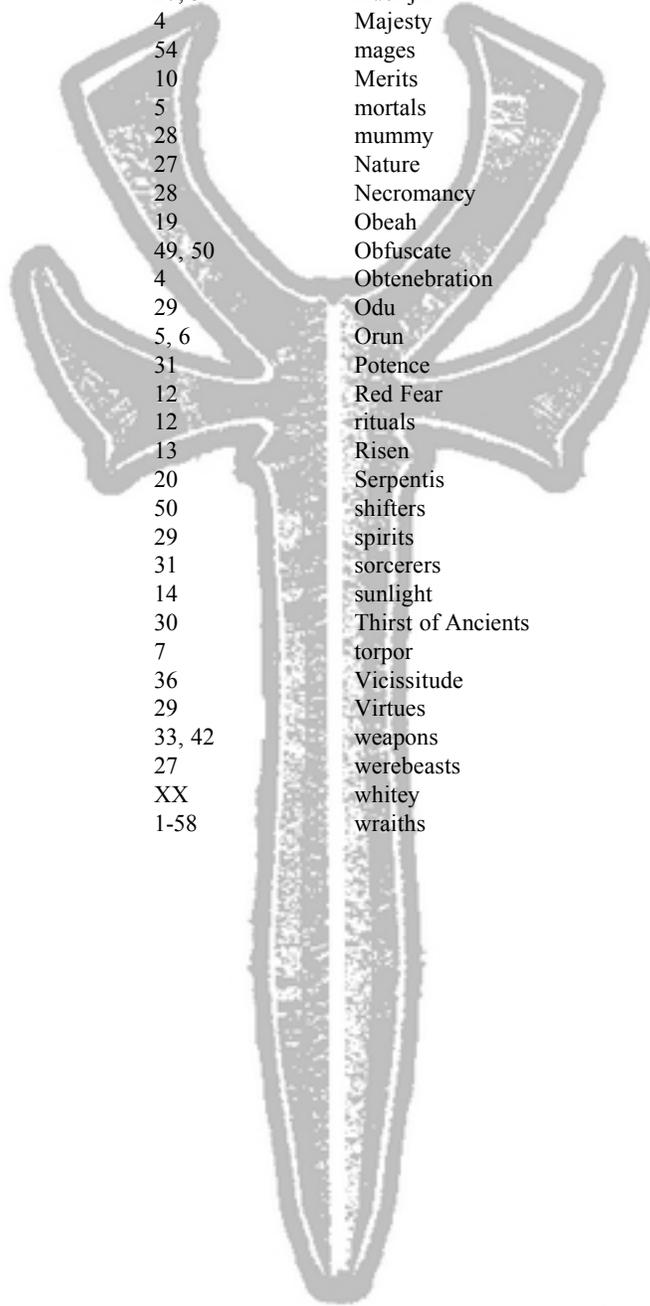
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VAMPIRES *the* EBONY KINGDOM

THE TENETS OF THE EBONY KINGDOM

THE GURUHI ARE THE LAND
THOSE WHO ENDURE JUDGE
BELONGING GRANTS PROTECTION
THE SECRET MUST BE KEPT
NO SECRETS FROM THE MAGAJI
SIRE'S COMMAND, CHILDREN INHERIT
THE ELDEST COMMAND UNDEATH
TRAVELERS OBEY THE TENETS
THE ELDEST ARE KHOLO

