

that is useful to the thaumaturge, and has been known to be completely misleading, as is often the case with dream-symbols. Let the diviner beware.

System: Where broken and unguided imagery is the hallmark of Portents, Augury provides more direction and continuity. The augury comes to the Warlock in the same dreamlike imageries but the events are better understood. Thaumaturges who achieve this level of skill in the Path of Oneiromancy often have little use for lesser powers.

Note that the subject must have the knowledge the thaumaturge seeks, or the power is useless. The Storyteller has the final say on whether an Augury provides any beneficial information, and should not provide any revelations that will ruin a chronicle or plot.

••••• REVEAL THE HEART'S DREAMS

This power of divination works on a much more immediate means, the thaumaturge gaining an immediate insight into the dreams and desires of a person just by observing them directly. The innermost desire of the target becomes instantly apparent to the magus. With this information, a magus is able to approach a person with offers that are next to impossible to deny. It is hard to say no to the thing that you desire most. According to legend, even the hero-king Gilgamesh left his people in his desire for immortality.

This revelation of the soul occasionally reveals even more information about the target — that of his greatest of fears. It is this aspect of revelation that some say is the power the Followers of Set use to destroy the souls and virtue of their victims.

System: This power requires the expenditure of a point of Willpower (two, in the case of Kindred subjects) in addition to the normal blood point to activate and the subject must be within sight of the thaumaturge. If any successes are scored on the activation roll, the innermost desire of the target is revealed to the oneiromancer. Additionally, if more successes are gained on the activation roll than the subject has Willpower, the oneiromancer gains an even deeper understanding of the target's soul and learns the victim's innermost fear. The subject's reaction to being confronted with this information is up to the Storyteller (or the player), but remember that it is their ultimate driving passion.

When confronted with her inner horror, the subject may be completely paralyzed with fear, or she may frenzy in the tradition of Röttschreck. Again, the exact results are up to the Storyteller, but they should be consistent with confronting one's worst fears.

PATH OF THE BLOOD'S CURSE

Elder vampires have forever flaunted their powers over their lessers, the ancillae and neonates. With the approaching threat of Gehenna, young Kindred actively pursue ways to circumvent the stranglehold these powerful elders possess in the Jyhad. With this desire driving their ambitions, a few rogue Pander and Caitiff thaumaturges gathered together and developed this thaumaturgical path as a means of ousting those above them.

These rebels resorted to a very basic concept for this path of thaumaturgy by exposing the inherent disadvantages that accompany the vampiric Embrace. The elders' paranoia has only increased exponentially due to this movement toward a new method of usurping their power and vitae. These new thaumaturges give rise to the whisperings of the Day of Reckoning soon at hand in the courts of Elysium.

• RAVAGES OF THE BEAST

From the moment a Kindred is Embraced, he suffers the rage and instincts of a primal Beast; it is the first bane to accompany the Change. If provoked, the Beast Within sends a vampire into a mindless, berserk frenzy. Some Kindred struggle to keep their Beasts in check, while others enjoy riding the waves of this violent rage. A thaumaturge invoking this power coaxes the Beast to surface within his target, unleashing a rampant killer.

System: The subject of this power must make a frenzy roll (Self-Control, difficulty 7), as per page 228 of **Vampire: The Masquerade**. If the victim cannot resist the Beast, he immediately enters a frenzy the Storyteller deems appropriate to the situation, whether rage, Röttschreck, hunger, etc. A thaumaturge may affect any target within her line of sight.

•• WEIGHT OF THE SUN

A concomitant curse of the Embrace is an inability to remain awake during the daytime. Forced to maintain a surreptitious existence at night, a Kindred loses the opportunity to ever again see the sun. As that fiery-white globe rises in the east, Kindred feel its pressing weight as it drives them down into slumber. This power allows a thaumaturge to invoke the same type of lethargy that the sun imposes during the long hours of the day.

System: This power lasts for one scene per success on the thaumaturge's Willpower roll. Suffering the same penalty as if awake during the daytime, a Kindred reduces his maximum dice pool to equal his humanity (or Path of Enlightenment). Characters who have achieved Golconda are immune to this power.



••• ABATED TOOTH

All vampires require blood to survive; they depend on mortal vessels for sustenance and the Kiss to maintain their unives. When Kindred do feed, they usually extend their fangs, to more easily pierce their victim's flesh. By invoking this power, a thaumaturge mystically dulls a subject's fangs, robbing him of the ability to use them effectively. His fangs become so severely blunted that it becomes nearly impossible to effectively pierce flesh, causing affected Kindred to search for alternate methods of feeding.

System: Each success the thaumaturge scores dulls the fangs of his subject for a night. Victims may make a Stamina (plus Fortitude, if any) roll (difficulty 8) to subtract successes from the thaumaturge. While affected by this power, a Kindred may not use the Bite close combat maneuver, and her Kiss ceases to cause ecstasy, instead becoming a "normal" bite.

Storytellers may decide to throw as many obstacles as deemed necessary at the victim in this sticky situation. The police do not look kindly on psychopaths who bite others in the middle of the Rack, and anyone who feeds carelessly is almost sure to arouse the ire of Kindred interested in maintaining the Masquerade.

•••• TREACHEROUS BONDS

One of the most potent properties of Kindred vitae is the ability to create a blood bond. A regnant offering his blood to a victim on three separate nights floods a thrall with a powerful attraction and devotion to him. Under a blood bond, the thrall becomes a most loyal and subservient tool of the regnant and will do anything to appease him.

Traditionally when the connection of a bond becomes unstable or weak, emotions of hate may cloud the mind of the thrall, though it may possibly span lifetimes before these feelings become evident. The thaumaturge invoking this power incites an instantaneous, hate-induced emotional state within a regnant's thrall; where once there was love, now only loathing drives his emotions. This power creates a backlash in the target's blood, temporarily twisting any bonds he is under, from the newest to ones built over years' time.

System: The vampire must touch his intended subject for this power to take effect. For the duration of one night per success a thaumaturge scores on his Willpower roll, and depending on whether the magus chooses to affect a regnant or his thrall, a blood bond becomes corrupt and unstable. Should a thaumaturge