

Na Nion Ogham:

Ogham Branches

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The Ogham Discipline is unlike the more refined paths of Blood Sorcery, lacking structured paths. Ogham is more precisely a discipline composed of rituals. The “traditional” powers that form the main body of the discipline (as detailed in Vampire the Masquerade 20th Anniversary Edition) can be thought of as the trunk of a great tree. From this central pillar sprout various branches - rituals that build off of the primary powers.

Once a vampire learns a particular level of Ogham, they may subsequently develop new “branches,” or *na nion*. The *na nion* are alternate powers that expand the base power to include new effects. These effects are almost always in keeping with the original function of the base power, but

often expand the discipline’s purview to include new capabilities. There is theoretically no limit to the number of *na nion* that may exist, nor to how many of these branches a vampire may learn.

If anyone is practicing Ogham in the modern day, it’s more likely a Recaptor that rediscovered these powers as a new Discipline.

System: When a vampire learns a level in Ogham, they may subsequently purchase new branches at the same or lower level. The experience cost of new branches is the same as a discipline dot of the level of the branch. For example, a Lhiannan who learns Ogham 2 may choose to “repurchase” level 2 to learn a new power.

• Blōdmaercian

By drawing a mark in her own blood, the Lhiannan leaves a small, resonant echo of her supernatural aura on the surrounding area. The *blōdmaerc* infuses the area with an otherworldly atmosphere: the air is still and quiet, devoid of animal sounds, yet tree branches and leaves seem to sway in a wind that cannot be felt. Sunlight is muted in the area during the daytime, marking the place as the dwelling of a creature of night. In the nighttime hours, however, moonlight is brighter and more focused, bathing the area in a strange luminance.

System: The *blōdmaerc* requires one blood point, which is used to draw the ancient markings on a tree, stone, the ground, or any natural object. The blood, once painted and a brief incantation intoned, glows softly as if heated like hot coals, and then drifts away as smoke, leaving behind a dark, sooty residue in the shape of the *blōdmaerc*.

Roll the Lhiannan’s Charisma + Awareness at a difficulty of 5. Each success enhances the area affected by the *blōdmaerc*.

Successes	Area marked
1 success	one perch (30 sq. yards/meters)
2 successes	four perches (120 sq. yards/meters)
3 successes	ten perches (300 sq. yards/meters)
4 successes	one rood (1,200 sq. yards/meters)
5 successes	one acre (4,800 sq. yards/meters)

The area need not be perfectly round - often, it follows natural boundaries such as the edge of a wood, the clearing of a forest glen, or the winding and wending of a river, but the exact dimensions are up to the vampire. It is possible, for example, to create a ringed area surrounding the vampire’s cottage haven.

Those who come near the boundary know intuitively that this area is the abode of a supernatural creature, and animals become quiet and complacent. Courage rolls are made at +1 difficulty by those without a Lhiannan spirit shard while in the area affected, and mortals must succeed in a Courage roll (difficulty 8) to enter (because this roll is made outside the boundaries of the affected area, the +1 difficulty penalty does not apply to this roll). During the daytime, Fortitude difficulties to soak damage from sunlight are made at one less difficulty. All Animal Ken rolls made by the Lhiannan in the area likewise have their difficulty reduced by 1.

If used outside of the Lhiannan's chosen land, the effect lasts for one evening. In the Lhiannan's home territory, the mark remains active for one month.

• **Heathen Convocation**

The Lhiannan learns to speak to the spirits of an unfamiliar land through her blood by joining her vitae (and the Spirit locked within) to the earth. Once the Convocation is enacted and the proper introductions are made between the spirit shard in the vampire's blood and the spirits of the unfamiliar landscape, the vampire may utilize other Ogham powers as if she were standing within her home territory, even if she is outside of the 50 mile (80 km) radius.

Nature spirits are welcoming of those who follow proper etiquette, but that etiquette demands that the visitor not overstay their welcome. As such, the effects of this power are temporary, and if the Lhiannan wishes to enjoy the hospitality of the land, she must continue to feed the land with her blood.

System: The player spends a blood point, which is dripped or pressed into bare earth with a fingertip to draw out the necessary glyphs. This enacts the Convocation within a 10 foot (3-meter) radius. Each blood point expended when this power is used doubles the radius of this effect: 2 blood points creates a 20 foot (6 meter) radius, while 3 blood points extends it to 40 feet (12 meters). There is no upper limit to the size of the area that can be affected, but the Lhiannan must

continuously expend blood when initiating this effect. That is, the vampire cannot spend 2 blood points, stop to feed, and spend 3 more - once she stops spending blood points, the effect is locked in. She can, however, enact this power while feeding. Ancient Lhiannan could quickly adapt to a new land by consuming a blood sacrifice.

Heathen Convocation lasts for the rest of the scene. While in this radius, the Lhiannan suffers no increase in the difficulty of her Ogham powers, and her dice pool penalty for being away from her home territory (if she has incurred one) is temporarily negated while she stands in the area of effect. Note that this land is not the Lhiannan's true home territory, and Heathen Convocation does not reset the time the vampire has been away from her territory, it only alleviates the penalty for a scene (provided she stays in the area of effect).

If this power is used in the Lhiannan's home territory, she lowers the difficulty of all Ogham related rolls by 1 for the rest of the scene.

• **Wicked Veil**

Through Consecrate the Grove, the Lhiannan temporarily causes plant life to come alive and harry her enemies. The *unrihtwrigels*, the Wicked Veil, is a similar effect, but more subtle and far more widely spread. When cast in the Lhiannan's home territory (or an area "adopted" through Heathen Convocation), the land will come alive in quiet, barely perceptible ways that confound the senses of those who travel within. Even compasses will not function properly in the area (and in modern times, data signals and radio reception would likewise find themselves stymied).

Invoking the spirits of the land through her Spirit shard, the Lhiannan then chants supplications and pleads with them to "bend the ways." Tree branches will shift in subtle ways and block out the stars, small plants will uproot and replant themselves, stones will shift position, small brooks will widen or develop new bends, moss will appear on the wrong side of a tree-trunk, mushrooms will sprout, and patches of vines will slither and move - all of these effects occur only when the plants are unobserved. This has the unnerving effect of altering the landscape in subtle

ways that make it difficult for travelers to keep their bearings.

System: The Lhiannan drips a blood point of her vitae in a cross-pattern, signifying the meeting place of the spirit world and the world of flesh - the crossroads. She then spends a Willpower point to make the land come alive. The effect lasts for the rest of the evening, though a Willpower point and a Blood point may be spent each night to maintain the effect.

Roll the vampire's Manipulation + Occult, difficulty 6. This is an extended roll, and can be continued, but each roll requires a blood point. Once blood points are no longer spent to enact the effect, the Wicked Veil is in place.

The area of effect is one square mile (2.5 sq km) - all who enter this locations must make an extended roll of Wits + Survival and score more successes than the vampire's. The difficulty depends on how fast the victim is moving: 5 if walking, 7 if running, and 9 if fleeing in terror.

One roll can be made every 20 minutes of walking, one roll per 5 minutes of running, or one roll per minute of fleeing at top speed. A botch at any point erases any existing successes, requiring the victim to begin accumulating successes from scratch.

Until they have matched the vampire's successes, they cannot leave the Veiled area. They double-back on unfamiliar ground they have already covered.

• Scír Ungeþwære

Where as Heathen Convocation allows the Lhiannan to speak to the earth and soil, and make the proper introductions needed to walk as part of the land, this branch allows the vampire to listen to these wild and untamed places which speak to her in the sound of the branches in the wind, the bounding of the startled deer, or the flutter of the night bird's wing.

The Scír Ungeþwære (*"skeer oon-geth-why-ree"*) often translated into "Voice of the Land" but more precisely meaning something closer to "Shining Dissonance," can speak of many things, informing the vampire of nearby happenings or intrusions by

outsiders that stink of human crafts, or warning the Kindred of spiritual unrest.

System: So long as the Lhiannan is in her home territory, or provided she has communed with the land using Heathen Convocation (if in a location other than her home territory), the vampire can place her hand to the ground, or to any natural formation or plant that is rooted to or embedded in the ground (a boulder, a tree, a stream) and roll Perception + Etiquette, difficulty 5.

1 success With one success, the vampire will know if anything "unusual" has occurred or is occurring that evening within the area. While the vampire does not know the exact nature of the event, it can include outsiders trespassing, a natural event like a sink-hole or lightning strike, or a sickness among plants or animals in the area.

2 successes The Kindred gets an indication of how distant, how long ago, and in what direction the event transpired.

3 successes The vampire knows something unusual has occurred, and also gains a rough idea of what event has transpired. No specifics are given, a simple one-word impression: "Intruders" or "Fire," for example.

4 successes The Lhiannan can see the event as if she herself were present.

5 successes The vampire can sense an event before it takes place, as long as this power is used in the same evening that the event will transpire. She has a vague sense of how long until the event will happen ("When the moon has nearly set." for example.)

•• Cruthin Mask

The Lhiannan coats her face in her own blood, using her vitae as war paint to adopt the fierce

mien of a spirit of battle. Those who wish to harm her are startled and stymied by the spirit in the mask, which appears to them briefly as a horrible vision overlaid atop the vampire's face.

System: The vampire spends a scene applying a blood point's worth of her own vitae to her face in an elaborate design. The Lhiannan can apply the Cruthin Mask in the same scene she applies a Crimson Woad, but must expend the blood point cost for each.

Once the Cruthin Mask is applied, the vampire then rolls Appearance + Occult, difficulty 7. For each success rolled, she can increase the difficulty of an attack roll made against her. As many successes as desired can be used to increase attack difficulty (up to a maximum of 10), but each success can only be used once.

While the Cruthin Mask is in effect any 10's rolled on Intimidation checks count as 3 successes. Suffering 4 or more health levels of damage removes the Cruthin Mask.

•• Mark of the Dolmen

This Branch allows the Lhiannan to weave protective runes over her flesh using her own blood, warding her as she slumbers. Should the vampires be endangered while slumbering (her haven is infiltrated, for example), the Mark of the Dolmen will immediately bubble into a cloud of smoke that billows from her skin. This is painful and searing to her flesh, causing no injury, but awakening the vampire from her daytime rest.

If the vampire's rest is undisturbed, she awakens empowered by the glyphs inscribed upon her flesh.

System: Inscribing the Mark of the Dolmen on her body requires a blood point and one scene of work. If, during her daytime slumber, the vampire would be subject to potential harm from intruders or events that affect her haven, she will awaken immediately without a roll. Because of the searing pain, she must make a Self-Control roll to avoid frenzying. Whether she frenzies or not, the vampire can operate for 1 turn per dot of Humanity or Path rating without penalty from daytime fatigue when so awoken.

If the vampire is not awoken during her daytime rest, then the glyphs steam from her body gently, imparting on her a special boon that depends on the moon phase during which she awakens:

New Moon: Awaken with an Arcane rating of 1 (or 1 higher, if you already have the Arcane background). This lasts until the sun rises.

Crescent Moon: Awaken with an additional Willpower point restored. This may temporarily exceed your maximum Willpower (if your Willpower points were full when you rested), but if the vampire's Willpower points exceed her maximum rating, the excess point is lost at sunrise.

Half Moon: Awaken early, as if you had the Early Riser merit, and gain a -1 difficulty to your first Hunting roll of the night.

Gibbous Moon: Awaken with a life-like flush that lasts for three hours, giving you the appearance of mortality. Difficulty to resist frenzy is 1 less during this time.

Full Moon: Awaken healed of 2 health levels of normal (Bashing or Lethal) damage. This can exceed your normal health level maximum: if you were fully healed when you slept the prior evening, you awaken with two additional Bruised (OK) health levels. Once these health levels are lost, or when the sun rises, the excess health levels are removed and cannot be healed back. For the rest of the evening, you also subtract 1 from the difficulty of all Feats of Strength.

•• Scynn fram se Wudwas

The Lhiannan draws glyphs and markings on her flesh in her own blood, and to this she applies a crude lattice of leaves, tree bark, moss, and vines. Her blood hardens like sap and infuses the plant matter adorning her into the Skin of the Woodwose, granting her a frightful appearance that protects her from harm and makes her movements through her land unseen.

System: It requires a blood point and a full scene to apply the Skin of the Woodwose, after which the vampire must succeed in a roll of Stamina + Occult. A success means the power lasts for one

scene. With 3 or more successes, the effect lasts until the vampire awakens the next evening. The difficulty of all damage rolls made against the Lhiannan are increased by 1 while this power is active. Fire, sunlight, and magical attacks are rolled at the normal difficulties, however.

The Lhiannan can also remain unseen while in her home territory (or an area adopted through Heathen Convocation). The difficulty of dice pools rolled to notice the Lhiannan protected by Skin of the Woodwose increases by 1 if she is moving, or 3 if she is motionless.

Lastly, a vampire employing this power leaves no trace of her passing - no footprints, broken leaves, scents, or any other lingering effect is left behind. Animals likewise do not take special notice of the vampire, despite being aware of her presence - to them, she is as natural a part of the background as a tree or stone. This does not affect werecreatures or vampires in animal form.

••• Curse the Land

The same wicked spirits that the Lhiannan enlist to curse their foes can also be commanded to curse the very land itself. Corrupting the land is a tactic the embattled Lhiannan use to drive off their enemies, making their settlements bleak and soul-wearying, their crop-lands barren, making the creatures of the wilderness no longer afraid of the smell of human beings, and the domesticated livestock mutinous.

Only in the most dire circumstances would a Lhiannan curse their own home territory.

System: The Lhiannan spends three blood points and inscribes an accursed glyph somewhere in the vicinity of the location she is trying to affect. She then rolls Willpower, difficulty 7. Each success affects a 1 mile (1 and ½ kilometer) radius around the inscribed glyph.

The specific glyph determines which curse will affect the area. The glyph does not activate until someone other than a member of the Lhiannan bloodline sees the inscription, although the Lhiannan often employ a mortal cultist or ally, called a *Wids*, or “witness” to activate the curse at the time of casting. The effects last until the glyph

is removed or washed away. Lhiannan (who possess a fragment of a nature spirit in their blood) are not affected by these curses.

Beasts of the Wild: Usually inscribed on an animal carcass or bones. The creatures of the Earth become emboldened. Wild animals that would normally shy away from human settlements begin to sojourn through city streets and suburban backyards. Domesticated animals become unruly and may attempt to run free. All Animal Ken rolls are at +2 difficulty in the area, including Animalism rolls that rely on that Ability. Animals in the area will treat Humans without Animal Ken as if they were Vampires, and even Kindred with Animal Ken or Animalism will offend animals as if they lacked those disciplines. Ghouled animals and vampires in animal or bestial forms have their Frenzy difficulty increased by 1.

Blight: Usually inscribed on a fallen tree. The land becomes sickened and distorted. Plants wither, but do not die, producing tainted fruit and twisted, gnarled seedlings. Animals and mortals in the area feel weak: while they remain in the vicinity, both 1's and 2's subtract successes from their rolls (although 2's do not count for botches). Death among the sick, elderly, infants, and mothers during childbirth become far more common. Vampires gain only half the number of blood points taken when feeding in a Blighted Land.

Gloom: Usually inscribed on a rock or stone that is not touched by sunlight (such as inside a cave or a cellar). A brooding air of dismay descends upon the land. Lights seem dimmer, colors are less vibrant, and animals are hushed, leaving a strange silence in the area. Mortals who dwell in this area tend toward depression and dour cynicism. Spending Willpower points while in the area of Gloom adds only an extra die to a character's dice pool, rather than offering an automatic success. Additionally, Willpower points may not be regained by resting while in the area while the Gloom is in effect.

Rain of Blood: Usually inscribed on a ritually slain human corpse. The area is plagued by unnatural weather, during which time the sky becomes pregnant with a mist of red, blood like

rain. This liquid has the appearance of blood, although modern scientific testing will find concentrations of iron giving the water droplets their coloration. Perception rolls have their difficulties increased by 1 while the red rain falls. Additionally, mortals are disconcerted, succumbing to fear, anxiety and madness, while Kindred in the area find their beasts aroused by the thick metallic aroma, and all Virtue rolls are reduced by 1 die while in the midst of a Blood Rain.

●●● Embrace the Land

While Heathen Convocation allows the Lhiannan to make a hasty introduction in a time of need, Embrace the Land is a solemn and binding oath - through this Branch, the vampire bids a permanent farewell to her existing home territory and attunes her spirit shard to a new Domain.

This power is often taught by a Sire to their Childe when the two ultimately part ways.

System: The rituals to both sever the vampire's ties to her existing home territory and forge a lasting pact with the spirits of a new land can only be performed on the nights of a new moon - this is a time for transition, for new beginnings. Because of this restriction, the Lhiannan will often endure great hardship as traveling to her new domain may mean that a full lunar cycle could pass before she is able to find and attune to a new location. During this time, her dice pools will shrink, so she may need to spend Willpower to ensure a successful binding at her new chosen location.

To bind her spirit shard to the new land is also a harrowing process: the Lhiannan must bleed herself completely of any blood points retained from hunting in her previous site and must ensure that all blood points currently in her blood pool come from creatures and mortals that live in the area she wishes to attune to. In desperation, some Lhiannan bleed themselves or burn away their blood to enhance their traits, drawing in enough blood from captured animals or mortals to sustain them through the ritual.

With the above conditions met, the Lhiannan must cut open her flesh and bleed three blood points onto the earth below her. The Lhiannan often chant this incantation in Old English as they conduct the ritual, saying the lines as they let their blood spill to the earth, turning clockwise each time they finish the incantation, starting from the North:

"One for the Land, by my blood on the ground.

"One for the Spirits within and around.

"One for the Crone from whence springs the red vine,

"Take root to bare earth where spilled blood I consign."

This done, the Lhiannan rolls her Path or Humanity rating. This roll suffers from the dice pool reduction from the Lhiannan's clan weakness, but additional blood points may be spent to appease the spirits, adding additional dice to this roll. The difficulty is 8, but unless Heathen Convocation is enacted first, the roll also suffers the difficulty increase from the Lhiannan's clan weakness (making it 9). Elder Lhiannan who wish to attune to a site of mystical power will often drink of the site's energy to bolster their dice pool as well.

This is an extended roll, with each roll representing about 20 minutes of chanting. The Lhiannan needs 5 successes total. Once completed, the 50 mile (80 km) radius around the Lhiannan is now considered her new home territory. Her previous land is now foreign to her, but the proper rituals being done in parting, the difficulty for the Lhiannan to use Heathen Convocation in her previous domain is considered 1 less for at least a century after leaving (the land has a long memory).

●●● Storm and Stars

The Lhiannan learns to inscribe the sigils of the Stars, which guide her way in the nighttime sky, or the Storm, which shields her from the sun's scorching rays.

System: The Lhiannan spends 15 minutes and three points of blood to inscribe either one of the Storm or Stars sigils on an exposed part of her body, or that of a willing subject. Inscribing more than one sigil (such as both the Storm and Stars, or the Storm and Sun, for example), requires another 15 minutes and another 3 blood points for each sigil inscribed.

The sign of the Storm allows the vampire to remain active during the daytime without making Awakening rolls for a number of hours equal to her Willpower. She still suffers damage from sunlight as normal.

The Stars symbol adds a special effect based on which astrological sign you impart. In addition, each sign imparts a new Nature on the vampire for as long as the sign remains: she may regain willpower by fulfilling this new Nature, not her true nature for as long as the sigil lasts. If the vampire already possesses the Nature in question, then this part of the sigil has no effect. Only one sigil of the Stars can be inscribed at a time:

Birch: +1 to Leadership and Performance dice pools. Your nature changes to Director.

Rowan: +1 to Alertness and Investigation dice pools. Your nature changes to Visionary.

Ash: +1 to Expression and Intimidation dice pools. Your nature changes to Loner.

Alder: +1 to Etiquette and Politics dice pools. Your nature changes to Perfectionist.

Willow: +1 to Awareness and Occult dice pools. Your nature changes to Guru.

Hawthorn: +1 to Empathy and Subterfuge dice pools. Your nature changes to Enigma.

Oak: +1 to Academics and Courage dice pools. Your nature changes to Celebrant.

Holly: +1 to Leadership and Self-Control dice pools. Your nature changes to Competitor.

Hazel: +1 to Academics and Science dice pools. Your nature changes to Pedagogue.

Vine: +1 to Etiquette and Finance dice pools. Your nature changes to Chameleon.

Ivy: +1 to Streetwise and Survival dice pools. Your nature changes to Survivor.

Reed: +1 to Investigation and Subterfuge dice pools. Your nature changes to Judge.

Elder: +1 to Brawl and Conscience dice pools. Your nature changes to Thrill-Seeker.

•••• Blood and Soul

This Branch allows the Lhiannan to break off a sliver of the Spirit within her blood, as she does when embracing a new Childe. By marking the recipient (called a *witega*, or “prophet”) with the sigils of Blood and Soul, be they a mortal, an animal, another Kindred, or even an object, the Lhiannan infuses a part of her twin soul into that recipient. The spirit-sliver is small, not enough to weaken the vampire permanently, but enough to empower the recipient in a number of ways. This ritual also binds the two inseparably through the connection of the spirit.

System: Enacting the ritual requires a full scene in which glyphs of Blood and symbols of the Soul are painted on the recipient of the spirit shard. This costs 2 blood points and one point of Willpower.

The recipient of Blood and Soul gains a number of effects:

- The ritual includes drinking a blood point of the Lhiannan’s blood (factored into the cost of the discipline). Because the spirit shard is transferred, even in a small part, this counts as a 2 step blood bond. The recipient, if mortal or animal, becomes a Ghoul.
- They are ever after identifiable to Auspex and to mortals in the same way as a Lhiannan, but in a less severe way. Auspex has a -1 difficulty to detect them as somehow supernaturally “touched.” Mortals will not be uneasy around the recipient but will note something strange about them.
- The *witega* can learn Ogham up to a level allowable to their generation (ghouls are restricted by the Lhiannan’s generation as normal). As they have no home territory, all Ogham difficulties are increased by 1. The

storyteller may forbid such *witega* from learning Ogham Branches, if desired.

- The *witega* counts as a Lhiannan for any Ogham effects that specifically exclude or pertain to Lhiannan vampires (such as Curse the Land).

The Lhiannan and the *witega* can sense each other when near (within 1 mile or 1.5 kilometers) with a Perception + Awareness roll. General emotional state can be determined with 3 or more successes. Should the recipient or the Lhiannan die, the other will instantly be aware.

••••• Heal the Land

Land sucked barren through Drink Dry the Earth can provide no power to the Lhiannan. As the bloodline is loathe to leave their domains, where their power is greatest, some Lhiannan have learned to revitalize the parched land by feeding it the blood of the living.

This act of ritual sacrifice replenishes some of the lost power that is faded from the land through the energy feasting of the Lhiannan. Such power is quite expensive, and requires copious amounts of living blood.

The dark aspect of this ritual to empower the earth casts a morbid veil across the land so tainted with blood. The site begins to take on a spiritual aura similar to that of the Lhiannan's clan weakness - mortals shun the place, and those sensitive to the supernatural (or vampires with Auspex) will be able to identify the corrupting influence.

System: To replenish some of a mystical site's spent power, the Lhiannan must perform a ritual requiring an entire scene, which culminates in the sacrifice of a living creature. The ritual must occur when the stars align, requiring a successful Intelligence + Occult roll to plot (difficulty 8). If this roll fails, the Lhiannan must wait another month to replot the astrological alignment before proceeding. A botch means that a terrible portent has been glimpsed in the stars, and the Lhiannan must immediately check for fear frenzy.

Once the date for the ritual has been plotted (the more successes on the Intelligence + Occult

roll, the more auspicious and convenient the date is), the Lhiannan can perform the rite of replenishment.

During the rite, roll the vampire's Charisma + Occult, difficulty 7. This can be done as an extended roll, with one roll per hour of the ritual.

At the culmination of the ritual, one or more living creatures (mortals, ghouls or animals) are sacrificed, their blood spilled on the earth at the heart of the sacred site. Such creatures sacrificed do not return as ghosts or spirits, and performing this rite results in the loss of at least one Humanity point for all present. The Lhiannan presiding over the right must make a Conscience check at difficulty 8 or lose a second Humanity point. All human participants of the ritual, whether they are mortal processionnaires or ghoulish acolytes, gain a muted form of the Lhiannan clan weakness: other humans become uncomfortable in their presence, and vampires can detect the mark of the supernatural on them through Auspex at -2 difficulty.

Each success scored on the initial, extended ritual roll is one spilled blood point that is transferred to the site's number of stored successes. The maximum number of successes that can be replenished at one time is the number of blood points spilled in the ritual. The site's power rating increases as befitting its new number of available successes (for example, a site that went from 17 to 24 stored successes would go from Rank 1 to Rank 2).

A site that has been completely drained of power cannot be replenished unless the blood sacrificed is that of a vampire.

••••• Walk the Dodman's Line

The places of power that resonate with the spirit shard within each Lhiannan are connected by invisible lines of force that channel their energy and direct it like the flow of vast, invisible delta system. This Branch of Ogham allows the vampire to recognize these lines of power, and with great effort to travel them without the aid of beast or carriage.

System: When at a place of power identified through Drink Dry the Earth, and the Lhiannan scores three or more successes on her Perception + Occult roll to determine if the site is suitable for feasting, she also learns of any lines of power connecting that site to another pool of mystical energy. The Lhiannan will know the direction of these lines of power, and more successes can grant additional information: four successes reveals the rough distance between the two sites, and five successes allow the vampire to gauge the general power level of the remote site (on the power scale of 1 to 5).

When the direction of a connected site is known, the Lhiannan may pay points of blood to transport herself bodily from the site of power where she stands to the remote location. 2 blood points are necessary to ingratiate herself to the spirits that live at the site where she stands. As the spirit inside of her must make contact from a distance with the spirits at the remote site, 3 blood points are required to supplicate those entities.

Once the price is paid, the Lhiannan rolls Stamina + Etiquette, difficulty 8. Success allows her to step from this realm briefly into the realm of spirits. She seems to fade as she steps forward, disappearing as if her body were mist in the morning sun. She appears at the destination site in much the same way. The journey is swift, as spirit travels faster than flesh, taking roughly 1 minutes per 5 miles (8 kilometers). Each success allows the Lhiannan to appear closer to the destination site:

1 success	Within a mile (1.5 km) of the site, along the line of power.
2 successes	Within a half mile (0.75 km)
3 successes	Within 100 yards (meters)
4 successes	Within 10 yards (meters)
5 successes	Directly at the site

A Lhiannan who appears at a distance from the site can follow the line of force through a sort of sixth sense until she reaches the place of power, or the sun rises (whichever comes first).

A botch on the travelling roll means the Lhiannan enters the spirit realm but does not travel. This is a predicament as the Lhiannan has already made the parting farewells to the spirits of

the origin site as part of the ritual to enact this power. The spirits will not look kindly on a dawdling Lhiannan, so re-entering the flesh-world from the site of origin is generally forbidden within the same night. As such, the Lhiannan must follow the line of power on foot to reach the destination site (where she can step through to the physical world unimpeded), or she must discover another way to return.

••••• • Ancient Invocation

The spirit shard within each Lhiannan possesses many secrets. Inscribe the Forgotten Names allows the vampire to “extract” the secret names of supernatural beasts, but there are other secrets that the spirit shard can unveil.

The Ancient Invocation forces the spirit within the Lhiannan’s blood to surrender some of its otherworldly power, investing the vampire with strange abilities like those of a spirit.

System: The Lhiannan rolls Manipulation + Occult, difficulty 8, and expends 3 blood points. The blood pours from her eyes, nose, ears and mouth over the course of half an hour’s time. Each success grants the Lhiannan one of the powers listed below.

Breath of Leaf and Breeze: The vampire gains the following powers:

- The Lhiannan can fly at her normal movement speed for one scene. Maneuvering while flying utilizes Dexterity + Athletics.
- For the scene in which *Breath of Leaf and Breeze* is active, the vampire may expend a blood point to cause a powerful gale of wind to buffet enemies. This requires a roll of Willpower (Difficulty 7). The gust strikes in a column 5 yards (meters) wide and 20 yards (meters) long. All in its path must make a Strength + Athletics check or be knocked back (or up into the air) a number of yards equal to the successes on the Willpower roll (suffering 1 level of bashing damage per yard thrown). The damage can be greater (or lethal) if the target is pushed from a great height, or

lands on jagged terrain. Each turn following the initial use of this power, those in range must make another Strength + Athletics roll to remain standing, although each subsequent turn following the first reduces the number of successes rolled on the initial Willpower roll by 1. If there are no successes left on a turn, the gust of wind subsides.

- For the remainder of the night, the Lhiannan will appear to breathe, as if she had expended blood points to mimic the appearance of life.

Warmth of Sun and Flame: The Lhiannan gains the following powers:

- For one scene, each time the vampire comes in contact with fire, sunlight, or extreme heat, no damage is suffered on the first turn of contact. Thus, if the vampire is capable of moving through the fire in one turn, she will suffer no damage.
- By expending a blood point and rolling Willpower (difficulty 7) during the scene in which *Warmth of Sun and Flame* is active, the vampire may expel a roiling heat-haze from her outstretched hand. Anyone within a 3 yard (meter) arc in front of the vampire, out to a range of 5 yards (meters) suffers one health level of aggravated damage. If the vampire scores 3 or more successes, 2 health levels of aggravated damage are inflicted. 5 or more successes inflict 3 health levels of aggravated damage. A botched soak roll causes the target to light on fire, suffering an additional level of aggravated damage each turn until the fire is put out.
- The vampire's flesh is warm to the touch, and she has a life-like flush to her skin for the rest of the evening.

Flesh of Bark and Stone: The vampire gains the following powers:

- The vampire may draw life from the earth. While standing barefoot on open ground (whether covered by grass or soil), the vampire regains one level of normal

(lethal or bashing) damage per turn. She must make a healing roll (Stamina + Survival, difficulty 8) to take any other action during the turn in which she heals. This effect lasts for one scene.

- By expending a point of blood and rolling Willpower (difficulty 7) during the scene in which *Flesh of Bark and Stone* is active, the vampire may cause the earth, stone and plant life nearby to attack everyone within a 10 yard (meter) radius. The land attacks with a dice pool equal to the Lhiannan's Willpower, which is applied to each enemy separately. The land may perform various attack maneuvers, like striking, tripping or grappling, as rocks fall, trees collapse, vines, branches and roots grasp, thorns grip and rend, and tree limbs splinter and skewer. The number of successes on the initial Willpower roll determines how many turns the land will attack, and each target struck in a turn suffers Bashing or Lethal damage equal to 2 + the maneuver successes beyond the first needed to strike.
- During the scene in which this power is active, the vampire may eat food and drink fluids, although she does not actually digest this and only holds it down until she can purge the offending gruel when the scene ends.

Blood of Sap and Rain: The Lhiannan gains the following powers:

- The vampire has complete control over her buoyancy and the flow of water around her for one scene, being able to travel at twice her movement speed while underwater and act freely. While completely submerged in water during this time, the vampire is immune to damage from sunlight, even if it would touch her through the surface of the water.
- By spending a blood point and rolling Willpower (difficulty 7), the vampire may cause nearby water to lash out at anyone within a 10 yard (meter) radius for one

turn per success. If no water is available, the vampire's very blood will flow across the ground to reach her victims. The water will flow up a target's body and into their mouth, filling their lungs. Mortals die if they are drowned for more turns than they have dots of Stamina. Vampires are unable to speak during this time, and lose one point of blood per success as it is forced out of their veins as sweat by the invading water. This is an unnerving experience, and the affected vampire must check for fear frenzy (difficulty 5).

- The vampire may engage in sexual intercourse for the remainder of the evening without needing to spend blood points.