

THE WHITE WIDOW

A technique that is rumored to come from old Banu Haqim sorcerer's rites with a special plant, Khalif. Though ones who are able to get this particular ritual are astounded to find that Lukas doesn't need such a plant for his work. It seems he has found the proper method and incantations to not only allow kindred to taste food again, but to also reach a high like they had in their human years. A businessman from Austria who uses his employees to help peddle his goods to kindred, he has gotten quite the name for himself and suspicion from others.

Posing a Banu Haqim, this Minister, Lukas Wagner, is playing a dangerous game that he knows he is winning. Spreading a chance for kindred to relive old highs, lower vampiric inhibitions, and make decent coin and boons from his endeavors; Lukas has no regrets in the game he plays. With a reputation for always providing and being a proficient blood sorcerer, no one questions his past only want to know what he is offering this week.



Lore



••**Delivery:** A casual customer who likes to dabble in Lukas' wares. Once a month you may arrange a buy between yourself and Lukas or one of his associates for a single weed brownie. If stored it will stay usable for a month before effects fade. The kindred can also enjoy the taste of the brownie.

•••**Variety:** At this level Lukas will give the inquiring kindred access to better stuff and allow special orders. Cookies, energy drinks, gummy bears, most candies, pastries, and non-alcoholic drinks can be infused with the weed and kindred enjoy the

taste. He will sell in 4-packs at this level, shelf life is 1 month as well.

••••**Choose Your Poison:** Having so much of this Minister's blood infused drug snacks have changed something in you. Furthermore choose one drug when taking this sheet; once per story when drinking tainted blood, you can ignore the negative effects of the drug.

•••••**Secret Recipe:** Something about you has gotten a smidgen of trust from Lukas or perhaps he trust you will be a good scion of debauchery. Lukas will teach the kindred the secret to infusing weed and blood into food. He

will be a (●●) Mawla for the purposes of learning the ritual. However if you try start to muscle in on his business he turns into an adversary (●) other consequences at Storyteller discretion. This will net the Blood Ritual at no exp cost for The Ministry. Lukas will not teach the corresponding Blood Sorcery level or the Discipline itself unless you are a Minister.

••••••**Hedonist:** The ways of the Ministry and the power of blood sorcery has affected you even deeper. While your high may only last a scene or two it affects your beast as well. Once a month, you can ingest a bledible and for a scene of the same

night you may choose one effect to use once:

- Auto resist a Frenzy.
- Convert a Messy Critical into a normal Critical.
- Convert a Bestial Fail into a normal Fail.



Level 3

BAKED ICHOR

Imbuing blood into baked goods, homemade candies, and non alcoholic drinks, the ritual allows that item to not only contain its taste, but also carry the effects of marijuana to the kindred. It doesn't slake Hunger. Also it makes the blood used inert to other magics.

- **Ingredients:** A rouse check's worth of blood (This rouse can sustain batters and drinks up to 4 cans worth or a 9x9 tray), finely ground marijuana buds, and whatever batter/mixture/dough it needs to be laced in.
- **Process:** The caster slowly mixes the ingredients with their mind focused on the mixture and while saying a low string of peculiar incantations. The item has to be exposed to heat afterwards, cooked fully, and left untouched for an hour. Quality of the item is dependent on the skill of the cook and the potency depends on skill of the sorcerer.

- **System:** While caster cooks their concoction, make a ritual roll. On a win, the caster had made a perfectly good drink or baked good that yields 4 servings. Look at rules on p. 310 of the core rulebook. On a critical win, the batch can give a bonus die to resist frenzy when consumed for the night. All goods have a shelf life of a month before the effects fade.