

Tome of Unlikely Rituals

Chill of the Wind Geoffrey

Source: The David Doctrine

Approval: Not likely...

This ritual's primary use is targeted for new Tremere looking for potential cheese and power. Upon casting, Geoffrey is flung at the target at unbelievable speed uttering such arcane phrases as, "Find out IC!"

Defense of the Sacred Venue

Source: The Geoffrey Codex

Approval: ST only, not common enough

This ritual is a closely guarded secret of successful STs and is used as a potent defense against attackers. To engage the ST must mystically inscribe a series of precautions and guidelines (a venue) onto a specially prepared form. While this form must be prominently displayed to take full effect it can successfully dismiss all but the most heinous threats. The contents of a Defense of the Sacred Venue is NOT subject to *The Open Rules Passage*.

Deflection of the Gothic Gloom

Source: The Geoffrey Codex

Approval: Not bloody likely

When properly invoked this ritual has the astonishing ability to force a gothic individual (Goth) to assume a mantle of joy, happiness and good nature. Furthermore, it brings a healthy tanned complexion to their skin, returns hair to its normal color and forces the body to eject assorted piercings (up to fifteen pounds worth). All targets are assumed to be unwilling and require a Willpower Trait version Angst Trait challenge to be affected. Advanced versions are said to be capable of transforming leather, vinyl, metal and velvet garments into mundane garb from Tommy Hilfinger. The ritual cost the caster nothing to invoke and actually bestows a temporary Humanity Trait upon them for doing the world a favor.

Deflection of the Morning Wood

Source: The David Doctrine

Approval: ST's often have given this ritual out for free (Male characters only, though)

This ritual is a must for newly embraced Tremere, or those "entertaining" guests to avoid embarrassing upon waking. Often used in conjunction with *Flesh of the Fiery Itch*.

Donning the Max von Sydow

Source: The Geoffrey Codex

Approval: Not bloody likely

This valuable ritual can provide the caster with a handy, if somewhat limited,

means of disguise. It requires just 10 minutes of casting (preferable from a couch) and bestows a startling resemblance to the actor Max von Sydow (Wild Strawberries, The Exorcist, The Greatest Story Ever Told).

Escape to a True Fiend

Source: The Geoffrey Codex

Approval: Not bloody likely, possibly Infernalist

Often employed by beleaguered officers, this ritual will mystically transported an offending player/character into the presence of the Chronicle's most notorious antagonist. If cast upon the Chronicle's most notorious antagonist, he or she is forced to listen to a justification tirade by the UK's foremost Mage advocate (test for Derangement).

Flesh of the Fiery Itch

Source: The Geoffrey Codex

Approval: Not bloody likely

Not to be confused with the more well known *Flesh of Fiery Touch*, this ritual is sometimes inadvertently cast at conventions and other Camarilla events. Two casters are required to engage in an intimate invocation, usually with the assistance of alcohol and a borrowed hotel room. The results are Thaumaturgical rash which can be treated by mundane means.

Nectar of the Bitter Rules

Source: The Geoffrey Codex

Approval: Not bloody likely

A semi-annual ritual cast by the mysterious Inner Circle, this ritual literally causes a fundamental upheaval in the nature of reality. Disciplines radically change, Challenge systems warp and character concepts are blown about like leaves in a hurricane. Bitter debates usually follow in the wake of a casting of *Nectar of the Bitter Rules*.

The Open Rules Passage

Source: The Geoffrey Codex

Approval: Not bloody likely

Popular among rules enthusiasts, this ritual twists and perverts the very fundamentals of the English language until a given section of the rules takes a form of the caster's liking. This ritual can be countered by the ST ritual, *Defense of the Sacred Venue*.

Pavis of the Stupid Concept

Source: The Geoffrey Codex

Approval: Not bloody likely

A handy ward prepared before hand to fend off characters with monumentally stupid or unlikely backgrounds and concepts. When one is encountered, the caster may produce a copy of Laws of the Night Revised and smack the offending party about the head repeatedly until the concept is repelled. The ritual

must be recast with each use.

Rutor's Glands

Source: The Geoffrey Codex

Approval: Not bloody likely

This ritual requires the user to sever [CENSORED] and then [CENSORED] with a [CENSORED] producing [CENSORED] that may [CENSORED] at [CENSORED] for an entire [CENSORED]. *Rutor's Glands* is not [CENSORED] by any [CENSORED] known.

Scent of the Passing Lupine

Source: The Geoffrey Codex

Approval: Not bloody likely

An often unappreciated ritual, *Scent of the Passing Lupine* creates a lingering odor common associated with the furry antagonists. The caster is required to consume six or more pints of ale and then stumble around in an alley of his choosing. The final invocation may be performed at any point afterwards (depending on the relative endurance of the caster). The details of the final invocation are best left to the imagination.

Scone of Flies

Source: The Geoffrey Codex

Approval: Not bloody likely

An extremely easy ritual, often learned by aspiring thaumaturges. The caster need only acquire a scone (some traditionalists prefer to bake their own). The scone is then smeared with jam or other condiments and placed in a warm moist place for several days, after which the enchantment should take full effect.

Staff of Belated Quiescence

Source: The Geoffrey Codex

Approval: Not bloody likely, possibly Infernalist

This highly reviled ritual can be cast on the staff of any administrative department or organization and quickly caused general lethargy. Reports will be late or not be done at all, projects will fall to the wayside and workloads will simply back up. Knowledge of this ritual is grounds for Membership Class reduction or, at the very least, Blood Hunt.