Encyclopaedia Vampirica™

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Encyclopaedia Vampirica™

THE ROLL OF THE DAMNED

For centuries, the Kindred have hidden from the wary eyes of mortals. Enigmatic creatures, the Kindred's efforts to uphold the Masquerade have often succeeded even beyond their own desires, and few of the Damned in the modern nights even know those outside their immediate domains. But the long and terrible history of the undead is as broad and sweeping as the myriad Kindred who make it.

ENCYCLOPAEDIA VAMPIRICA INCLUDES

- A thoroughly researched collection of Kindred from past supplements
- Design suitable for use as a prop or as a reference volume
- Various other terms and concepts related to the Kindred, from Amaranth to the Zantosa

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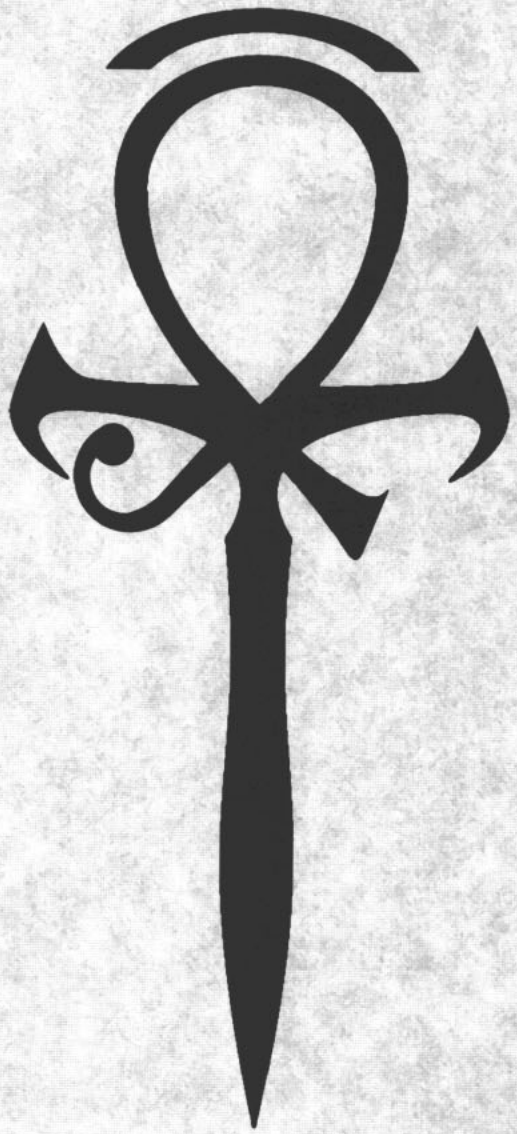

BY

BINDUSARA, ARISTOTLE DE LAURENT, LUCITA Y ARAGON, ALBERTUS MAGNUS, AND AISLING STURBRIDGE.

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Pieterzoon:

I know, I know, I know; I've stepped down. But that doesn't mean I'm not still responsible for certain things and this is one of them. I hate this shit — I should have never taken the bait and let you and your council talk me into stepping into the prince's shoes. In any event, the sheriff came across this book in the possession of a neonate who had just moved to town to sample the bright lights of the big apple. Luckily, he was too young to know what this book's very existence means but he won't be bothering us anymore, anyway; I took that precaution.

At first I was going to throw this out but then I looked over it. When you do the same, I'm sure you'll find some of the names attached to the work interesting to say the least.

Calebros.

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My august Kindred:

You hold in your hands one of the most egregious examples of the contempt with which certain Kindred regard others of their kind. This book is nigh unto a blasphemy. I cannot imagine what would convince a Kindred that committing such things to print is a good idea, and what galls me more is that this volume has so many contributors. Rumors of projects like this have always circulated apocryphally for as long as the Kindred have observed the tendency toward Masquerade, and indeed longer. I recall hearing whispers about the "Roll of the Damned" not long after my own Embrace.

The point, however, is that such is all they were: rumors, whispers, vague and ominous threats probably passed along to keep nervous Kindred from doing anything that might find them committed to the proposed pages of infamy. This, however, is a very real thing.

Several points suggest that we now have a significant problem on our hands.

First is the matter of the book's preparation. This bound folio is a standard print format — multiple copies of this title have, I suspect, left the presses.

Second, observing the text of the compilation, it appears that this English version is a translation, meaning that another edition existed previously. I hope that these previous printing consisted of only one copy, but I also believe that it would be highly optimistic to assume that to be the case. As always in unlife, one rarely achieves what one wants by invoking such false securities as hope.

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Third, and most unsettling, is the nature of the information within. This is no mere registry of certain Kindred and their activities. This is a full treatment of the Kindred condition, describing such key points as the importance of vitae and the abhorrent "alternate mortalities" to which many debased Kindred turn to steel themselves against the Beast. I fear that the preparation indicates the desire of the authors to expose the Kindred's presence to the world, or at least to specially chosen individuals. My own contacts among the media will make it easy for me to keep an eye on such things, but I won't presume to be so globally capable as to cover this up wherever it surfaces through favors alone.

We must all be vigilant as a result of this. I am well aware that my own history with certain contributors to this volume casts a pall over my own reputation, and will be pursuing the matter with pronounced fervor. While your own esteem has not been so blatantly called into question, I'm certain you all share the same concern for the race of Caine's well being and expect that your own efforts will turn toward putting this matter to rest as well.

Respectfully,

Jan Peterzoon

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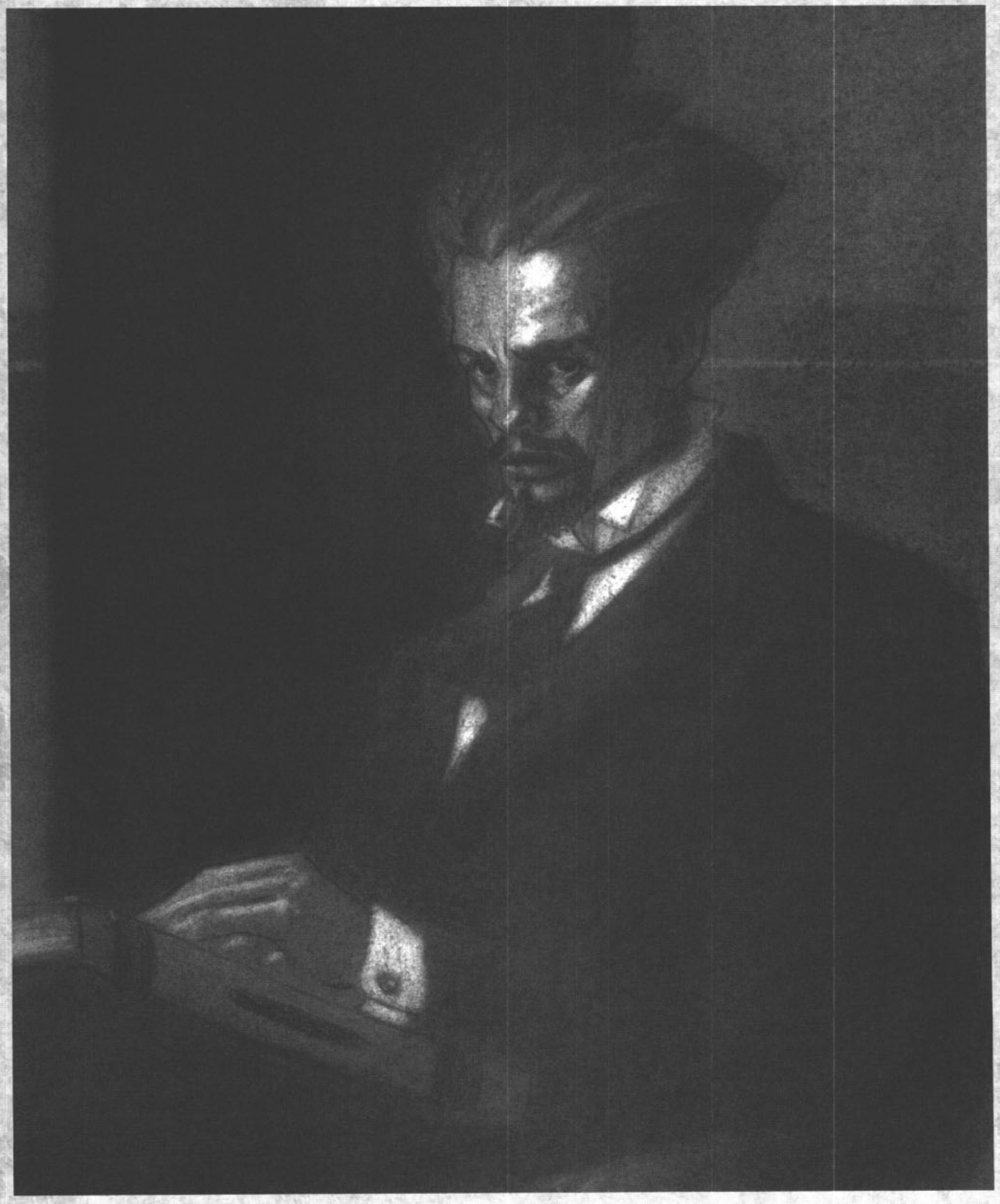

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INTRODUCTION: HOW TO USE THIS BOOK

ENTRIES AND ARTICLES

The work you hold in your hands, the **Encyclopedia Vampyrica,** [Ed: Spelled "Vampirica" elsewhere.]is divided into entries and articles arranged in alphabetical order. The former are headwords as seen in the kine's encyclopedias, such as *Aaron's Feeding Razor*, followed by a brief explanation. Different senses are separated by numbers. If different senses exist, explanations referring to items always come first, followed by personal and then geographical names. The latter conversely offer a brief overview of a topic, such as the *Vienna Timeline*. Hyphenated keywords consisting of several independent parts are treated as one word; the same applies to abbreviations consisting of more than one letter. *Æ* is treated as two letters, just like *ae*, *oe* and *ue*, even if they are pronounced as one sound. Special letters like *à*, *û*, *í* or *ê* are treated like the respective regular letters.

Entries consisting of several words are listed in the natural order of their parts. In geographical names, common parts like *Bad*, *Ciudad de*, *Djebel*, *Gulf of*, *Kap*, *Mount*, *Piz*, etc. were not taken into account, and neither was the article *al* in Arabic names (as opposed to in Spanish and American ones). In such cases, the full geographical name follows the headword. Geographical names starting with *Sankt*, *Saint*, *San*, *Sao* or *Porto* are listed at the respective alphabetical spot.

In case of doubt, finding an entry is aided by cross-references.

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SPELLING OF HEADWORDS

For headwords with different spellings, we have chosen the one someone would probably look up first for the **Encyclopedia Vampirica;** possible other spellings are added after the headword in italics.

Names from languages using Latin script thus are usually used in the form common to their country of origin, including language-specific letters. For names and words from other script systems we chose the form of writing closest to the actual pronunciation. Wherever a spelling different from those basics is the usual one, we preferred it.

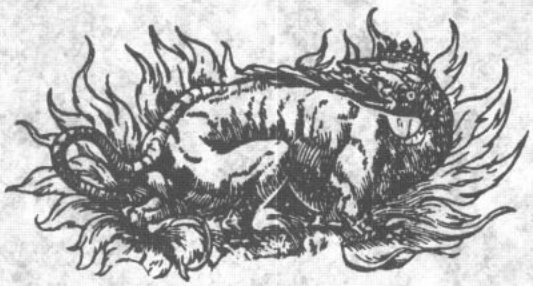
DATES AND TITLES

We have used the Gregorian calendar preferred by the kine. Dates of birth are marked by a *, dates of death by a +. The date of an Embrace is marked by a #. Biographical dates without these symbols mean periods of power or office. A period of several years is hyphenated (e. g., 1012-23). Unless otherwise stated, the dates after titles of books, plays, etc. are the year of first publication or first performance, not the period of creation or the point of time the work was finished. Foreign works are quoted with English titles only if a printed English version exists.

CROSS-REFERENCES

The **Encyclopedia Vampirica** gives extra help by regularly referring you elsewhere for more information. These references may be to other entries, or to pictures, or to one of the appendices at the back of the book. They are indicated by a →.

Bindusara



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• **Aaron's Feeding Razor:** This magical razor was created by a childe of the Moon early in the 17th century. Only his first name — Aaron — and the fact that he abhorred having to touch his victims are known tonight. The →Malkavian used the razor to draw blood from his victims because he disliked feeding directly from mortals for fear of soiling himself. For generations, the razor has changed ownership repeatedly. It is said to be able to pick out victims with pure virgin blood — Aaron's favorite prey. The blade is also supposed to cause wounds that require more than the usual amount of effort to heal.

• **Abbot:** This term used in the →Sabbat's ranks means the master of a local Sabbat haven, be it a →ghoul or a →Kindred.

• **Abel:** Son of →Adam and →Eve, brother of →Caine, who killed him out of jealousy (Genesis 1, 4).

• **Abetorius:** Fourth Generation →Tremere; dates of birth and Embrace unknown; member of the →Council of Seven. A. was part of a plan to gain influenck<for the →Warlocks in the *terra incognita* of Asia in a sort of pincer-movement. He was supposed to move in from the west while his Far Eastern counterpart, Thomas →Wyncham, would come from the other direction. A.'s mission can be regarded only as a failure. Although A. was successful at the beginning by following the crusaders' paths, his chantries were annihilated when the →Assamites flew down from the mountains, slaughtered the Warlocks and indulged wanton →diablerie.

A. and his supporters were forced to flee to →Constantinople, where they reside these nights. Although A. played a major part in what is called Tremere's revenge — the ritual that rendered the Assamites unable for centuries to drink →Kindred →vitae — he and his followers did not do much to further their →clan's ambitions. Of course, no one will believe the rumors that say someone more powerful had forced A. or the Tremere to stay their hand, yet the question how A. might have stayed a member of the Inner Council despite his failure remains unanswered.

• **Abomination:** These undead →Lupines have many names: "Immortal Children," "Damned Urrah," "Vrykolas," "Pale Ones" and "Luna's Demons." For fear of dying, some Lupines turn to →Kindred and offer service in exchange for eternal unlife. But there are only very few A., for the experience of the change is usually painful enough to kill these poor souls. A Lupine →Embraced by a Kindred will probably die, and this death is never easy, but always excruciating. A. are very powerful and versatile. But they lose their regenerative abilities — they are robbed of their mystical ties to their earth-mother.

Although A. are powerful, they are forever alone. →Camarilla Kindred rarely admit their responsibility for Embracing a Lupine. Ad-

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ditionally, most A. are tied to their →sire by a →blood oath. Occasionally, an A. finds shelter with the →Dancers in the Dark or the →Sabbat, but usually, these alliances don't last.

• **Abraham:** Fifth Generation →Cappadocian; *unknown, #before 500 B.C. →Sire unknown. A. was the oldest Cappgvocian in →Jerusalem in the Middle Ages. For more than 400 years, he studied the so-called Black Torah, a scroll supposedly penned in white ink on blackened parchment and which contains noncanonical revelations by the prophet Elijah. Although A. pondered the writings, he was far from reaching his goal. He was aware that his childe and colleague →Adam (2) regarded him as insane and so was very cautious in his dealings with him. In spite of the →clan sympathies between the Cappadocians and the →Ventrue in Outremer, he did not trust the Ventrue crusaders but respected their power and dedication to their cause. Is supposed to have been executed by the →Givanni in the 15th century.

Nictuku, Nictuku... I keep hearing that word. Excuse me if I smile, revered Bindusara, but next you'll surely tell us the Antediluvians were real...

But that is completely out of the question... Read the Book of Nod dear Albertus and tremble!

• **Abram:** Seventh Generation →Ventrue; one of the six →Kindred who reached Australia with the first settlers. Before they set sail for Australia, these six broke from the →Jyhad, swore an oath of loyalty to each other and hoped to lead an existence beyond the influence of the Ancients' games. This ideal endured exactly until more Kindred reached Australia and A. declared himself →Prince of Sydney. This enraged →Red Meg, a →Brujah who also belonged to the six and now believed A. had betrayed her. This led to A.'s rise and fall. He has been clinging to a domain as Prince of Canberra since 1927 although he has no real influence on Kindred politics in Australia. He leads a secluded existence and allows no other Kindred in Canberra. Visitors are asked to leave or are destroyed.

• **Abraxes:** The "lord of the mists." One of the →Nictuku.

• **Absimiliard:** Reputed name of the →Nosferatu →Antediluvian. Especially common in eastern Europe when →Baba Yaga's brood refers to its founder.

• **Académie:** A law school of the →Clan of Kingship in Luxembourg.

• **Achadramenos:** Fifth Generation →Malkavian. Former Malkavian →primogen in London. A. was destroyed there by →Amaranth in 1930.

• **Adam: 1.** Hebrew "man." Name of the first human being in the biblical creation myth (Genesis 1: 1–2); together with →Eve progenitor of the human people and especially of →Caine, our →Dark Father. — **2.** Sixth Generation →Cappadocian; *723, #813, +1451. →Sire: →Abraham. Before the →Embrace, A. was a promising Jewish scholar in →Jerusalem who deciphered complicated Aramaic writings for Abraham. During the dark times of the First Crusade, A. sought shelter in Bethlehem with the →Brujah →Etheria and also brought his most important research papers there. Through his studies, A. found out how much Abraham immersed himself into the writings of the prophet Elijah and how many secrets he had uncovered with time. A. remained faithful to Abraham until he was destroyed by the Giovanni's hand.

• **Adonai:** Seventh Generation →Salubri; founder of the Salubri →*antitribu*.

• **Agaricus:** Malkavian; member of the group of six →Kindred founded by →Red Meg that reached Australia with the first British settlers. Broke with the →Jyhad before leaving England and swore loyalty to his companions. After reaching Australia, he sided with Red Meg and the Nosferatu Wid against the other three members of the group. Moved to the newly founded city of Hobart, tonight capital of Tasmania, in 1804, where he has claimed princedom ever since. Advocate of a peaceful coexistence of Kindred and →kine without →Masquerade and Jyhad.

• **Ahmed, Elijah:** →Caliph of the →Assamites. Destroyed in 1999 by →ur-Shulgi.

• **Ainkurn:** Sister sword of the Sword of →Dracula, possibly imbued with even more mystical powers.

• **Aix-la-Chapelle:** German city at the border of Belgium and the Netherlands, 242,000 inh.; ancient spa; bishop's see; A. Monastery (with Palatinate Chapel founded by Charlemagne; coronation place of the Ger-

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TIMELINE: AIX-LA-CHAPELLE

49: →Ikkenai, →Gangrel Methuselah, is Embraced in the woods surrounding A. by →Rufus.

300: Start of the Germanic mass migration; settlements in the A. valley.

500: German →Ventrue rule the region where A. is tonight.

689: In the A. valley, →Volker, a Nosferatu Elder, is Embraced.

711: The Ventrue →Ragnar makes Wolfram of →Stolberg his ghoul.

742: The Gangrel Rutold Bloodfist is Embraced in the woods surrounding A.

760: Wolfram of Stolberg is Embraced by Ragnar.

777: Einhard is Embraced by →Bulvia.

785: The →Choeur Céleste starts building the Octagon.

800: Mortals expect the end of the world. November 11: →Aix-la-Chapelle Manifesto of the Choeur Céleste.

948: Reign of the →Trinity (2) starts.

1092: Rutold Embraces Gottfried.

1090: Dana is born.

1097: Rabbi Herschel Salomon is embraced by the Nosferatu Antonius Heerenven.

1105: Eleni, who belongs to the *kumpania* of the →Ravnos Tsula camping at the gates of A., Embraces Dana.

1136: A traveling Cappadocian, Lucas Moravis, Embraces the thanatologist Master Habakkuk, an inhabitant of A.

1139: Tsula Embraces Konstantin.

1145: The knight Falk of Maastricht is Embraced by an unknown Ventrue in A.

1149: The army of the Second Crusade returns to A. defeated. It brings a false grail to the city. The city's Cainites flourish. But change for the city looms on the horizon. In late fall, Nikolai of Tresckow (see Trinity (2)) meets his Final Death in battle against the Choeur Céleste. After the battle, Benedict of Cluny, the Choeur's leader, disappears without a trace.

1200: Tsula's *kumpania* moves on.

1398: The Toreador unmask the Setite Benedetto Rossanisi di Reggio, who has been posing as one of theirs for more than 250 years.

1400: Notulf and Wolfram of Stolberg sit to court over Benedetto Rossanisi di Reggio and have him decapitated. →Cocceius destroys Stolberg, overthrows Notulf and declares himself prince of the city.

1450: Gottfried is exulted as representative for Clan Gangrel in A.

1460: The Nosferatu Smallpox Griet, who has been dwelling in A. since the early Middle Ages, leaves the city and joins the Sabbat, where she remains active until tonight.

1499: The relationship between the forest dwellers and the city dwellers improves extremely.

1507: The Toreador Methuselah →Calida, who had reached →Golconda long ago, leaves A. together with Einhard, Ventrue chronicler of Charlemagne. Finally, they leave Germany altogether and move to Ireland.

1517: Gerberga, a revered →mage in A., dies.

1600: Ikkenai entrusts her clanmate Gottfried with guiding her brood and leaves the A. valley.

1603: Falk of Maastricht ferrets out a group of Inquisitors and kills them and all of their families.

1609: Ikkenai learns of the Ventrue backers of the Orange and helps orchestrate a tempo rary truce.

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1611:	Gottfried formally becomes Gangrel primogen in A.
1620:	→Notulf is subdued and arrested for massive violations of the First Tradition.
1621:	After a period of treacherous calm, Clan →Lasombra renews its attacks from Spain. Ikkenai fights the →Magisters and destroys some of the Sabbat packs flooding Flanders.
1629:	In Brandenburg, Ikkenai Embraces a drummer boy called Thomas.
1668:	The peace treaty of A. ends the so-called devolution war, a cover for the conflict between French Toreador and Spanish Lasombra.
1739:	Falk of Maastricht becomes an archon of the Ventrue Justicar →Godefroy.
1748:	The Tremere enforce the second peace treaty of Aix-la-Chapelle, which ends the Austrian war of succession.
1762:	A cabal of mages notices Gottfried.
1792:	→Villon masterminds a ruse that encourages Napoleon's armies to conquer A.
1800:	Volker frees Notulf.
1815:	Napoleon is defeated at the Battle of Leipzig.
1864:	Thomas rescues Ikkenai, who lies in torpor after a battle with →Louhi from the Arctic, and takes her home to A.
1869:	Notulf starts having strange dreams.
1875:	Cocceius makes Gottfried his seneschal.
1900:	Notulf leaves A. and retreats to the woods surrounding the city.
1919:	Falk of Maastricht is sent to Shanghai.
1934:	Falk of Maastricht is sent to Hong Kong.
1941:	Gottfried and his loyal pet ghoul Johann are destroyed in the Allied Forces' first massive bombing.
1943:	Allied Forces drop bombs on A. again. Ikkenai leaves the city. The Octagon's magical protection saves the city from total devastation.
1944:	Tsula tries to kill Nazis and their Italian and Japanese allies in a mansion close to A. and is destroyed by one of the German generals who turns out to be a →mage. Konstantin becomes leader of the *kumpania*.
1945:	The *kumpania* returns to A., where Konstantin founds a sort of "de-Nazification" program for the city's Kindred.
1958:	Falk of Maastricht is sent to Los Angeles.

man kings until 1531). For Cainite history in A., see the timeline below.

• **Aix-la-Chapelle Manifesto:** Declaration of principles of the →Choeur Céleste ("Choir of Celestial Voices") given on November 11, 800 A.D. In it, the Choeur Céleste vows to protect mankind from supernatural beings.

• **Aiysha:** Member of the →Jocastatians who claimed to be the author of my →*Book of Nod* in an epilogue.

• **Akoimetai:** Orthodox order of monks that served the →Tzimisce →Dracon and the →Obertus Tzimisce in the East Roman Empire. They promoted icon worship in →Constantinople. These supposedly mystical images of Jesus and the saints really were images of the many forms of the Dracon. In the first quarter of the seventh century, the A. began to systematically transcribe and guard numerous tomes of ancient lore. The iconoclast movement initiated by the →Ventrue →Antonius and the hatred that the Carpathian Tzimisce felt for the Obertus Tzimisce whom they saw as heretics first led to public mocking of the A., later to torture, murder and the burning of their monasteries. The knowledge that the A. had accumulated found its way into the →library of the forgotten. The mortal monks that had survived the purge called themselves Gesudians after their Cainite saint →Gesu. Only the name Obertus has survived until tonight, referring now to a Tzimisce ghoul family of the same name.

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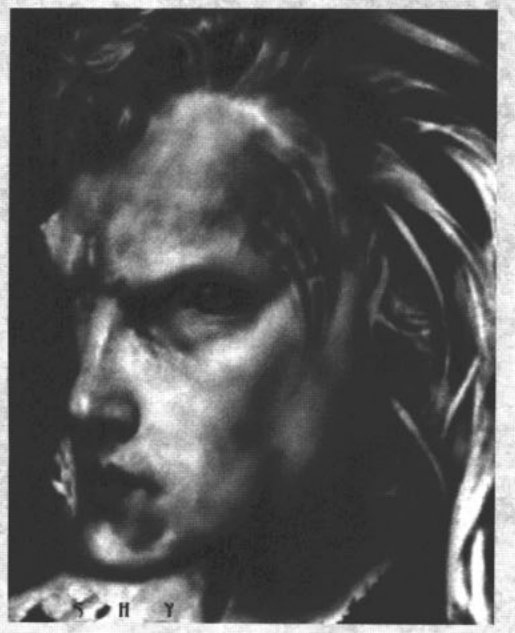
• **Akritai:** Wherever →Kindred mingle with mortals, there are unfortunately →kine who see through our →Masquerade and hunt us mercilessly. How could it be different in Greece? These holy men hunt us with an admirable scientific thoroughness, and what I wouldn't give for only one night of rummaging through their libraries. It is said that only the Vatican itself houses greater secrets.

• **Al Sidi, Faqir:** Legendary founder of the →Laibon who came out of the plains alone according to the bloodline's history. He practiced blood and earth magic that was very primitive, but still very powerful. He sired only one childe, Kamiri →wa Itherero, and taught him his ways. Thus, the Laibon were created. This Methuselah's identity and →clan remain a mystery.

• **Alamut:** This term provokes fear and awe at the same time. From this place, also called →Eagle's Nest, the →Old Man from the Mountain, master of the assassins, sends forth his angels of death on missions from those who are willing to pay the price. Tonight, after the →Treaty of Tyre, the name does not mean the mountain fortress itself, but only the place where the master and the elders of the →clan reside.

• **Al-Ashrad:** The most awe-inspiring →mage to ever walk the world. First magician of the →Assamites, their →Amr. The childe of →ur-Shulgi was the one to break the →Tremere curse with his →sire's help and to empower his fellows to take the revenge they had waited for so long. I am afraid I cannot say more about this being, for let's face it, dear readers — would you like to come closer than necessary to the man who bested the Tremere single-handedly?



• **Alastor:** When the →justicars put together the first draft of the →Red List, they decreed there had to be a group of →archons who would concentrate exclusively on chasing the →Anathema. These individuals were the A. In the meantime, it is possible to become A. without having been an archon. These bloodhounds of the →Camarilla travel extensively in search of the Anathema but also pursue their superiors' agendas and destroy their enemies. Most →princes will send A.s back to the justicars, most of the time under indictment. The justicars publicly reprimand any A. who was caught incognito in a city, especially when a prince or his →primogen can prove that his actions had nothing to do with chasing an Anathema. Usually a justicar "forgives" an A.'s destruction when the prince can prove his ulterior motives, but most of the time the affair doesn't end here — justicars always find a way to exact revenge.

The A. are usually well armed and trained, especially when they are former archons. Older A. usually are former archons and have served their justicars well, which prompted their promotion to A.s. I should maybe note that the A. think they did the right thing when hunting the Anathema, for it makes the world a safer place for the Camarilla. An A. who carries the →trophy sign (or →sign of the Beast) usually hides it by wearing gloves.

• **Al-Azif:** Manuscript written in medieval Arabic rumored to be in the possession of a →Tremere faction. Serves them as a means to interpret the →*Book of Nod*. This text, also called the *Necronomicon*, is supposed to have been written by the prophet and poet Abd →Al-Azrad. It postulates a belief in a universe vaster than most have ever dreamt.

• **Al-Azrad, Abd:** Mad prophet and poet; author of the →Al-Azif, in the U.S. called the *Necronomicon*. Could he be the same individual as →Al-Ashrad?

We got to know and love each other during the Crusades. With her well-proportioned body and large almond eyes, she is the epitome of beauty for me. After the Crusades I returned to Europe. Some time later the Assamite elders sent her to destroy me, for which I sent her to torpor. Nevertheless, she has helped me destroy my accursed sire.

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The Amis Noirst Arrogant bastards. I'd never thought someone could be more preposterous and full of themselves than your average Keeper... but this lot is the undead proof that I was wrong. I am impressed.

Then again, I might be lying.

• **Albigensians: 1.** Also called →Cathari. Followers of the →Path of Cathari. — **2.** Ascetic heretics from southern France. After fruitless efforts by Pope Innocent III, finally extinguished by the →Inquisition in 1330.

• **Alexandria: 1.** A., built in 331 B.C. by Alexander the Great, served as capital of Egypt for centuries. Tonight, though, its splendor and glory are long gone, and like most of its undead inhabitants, A. is only a shadow of its former self. The →Ventrue and →Toreador were preeminent here at times, and old members of those →clans still dominate →Kindred society. Since the last Toreador prince, →Marcellus, was mysteriously destroyed over 50 years ago, the →Traditions are interpreted and enforced by the →primogen.

Here, one of the greatest crimes in history took place when Christendom ruled the Roman Empire in the fourth century and tried to eradicate paganism. Christians burned down the great library of A., and in the conflagration, more than 500,000 scrolls, tablets and tomes fell victim to the flames. The knowledge of epochs turned to ashes. But →Cappadocians who had their havens in A.'s catacombs claimed the library still existed in the Underworld, and Kindred who were brave and able enough to penetrate the border between the worlds of the living and the dead could still profit from the knowledge it stored. In these nights, the Cappadocians, too, are history and have mostly been forgotten, and the catacombs of A. that have not been uncovered by mortals yet are Nosferatu domain. — **2.** Fifth Generation Toreador. A. reached the New World together with Francisco Pizarro in 1531. One of the best-known representatives of the →Camarilla in South America. In addition to being →Prince of Buenos Aires, A. oversees almost all sect activities in Argentina and owns several casinos all over South America. Two rumors circulate about this Kindred who has persevered on this continent against all odds like no other member of the Camarilla. First, especially learned Toreador firmly believe A. is really Callisti →y Castillo; second, she is seen as having ties to the so-called →"Red Ludwig," one of the world's most infamous art thieves.

• **Al-Faqadi, Fatima:** Sixth Generation →Assamite; *1080, #1102, childe of →Thetmes. Fatima was born as the child of an Almohad family. Her passion and dexterity raised the Assamites' attention. As a devout Muslim, she fought the Christians in all →Crusades after her →Embrace except for the Fourth. Over the centuries, she became

one of the Assamites' best agents. She fought fanatically under the leadership of her →clan, which is why the →Kindred see only the heartless murderer in her. But deep within, she is completely torn, which drives her instead of crippling her.

According to rumor, Fatima has chafed under the direction →ur-Shulgi seeks to lead the clan, and has turned her back on the main body of the Assamites.

• **Alfonso:** Lasombra. Childe of →Narses. Also known as Bishop A. of Venice. In spite of the prolonged resistance of the →trinity of →Constantinople, A. seized power there in 1185, allegedly with the help of the →Inconnu. Since the Fourth Crusade, he claimed domain in the Latin kingdom of Constantinople. After the decline of the Byz-

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antine Empire, he vanished, but eyewitnesses report that he had been called back to his →sire. Possibly A. found refuge with the →Sabbat.

• **Al-Rashid, Khalid:** →Nosferatu; as a mortal, he was one of the Muslim leaders responsible for the bloodthirsty image the crusaders had of all Muslims. As one of the undead, he is now torn between two aspects of his personality, one looking for peace in the mystical state of →Golconda,

the other being the wild, primal Beast that keeps him from his goal time and time again. He is the Nosferatu →primogen in Chicago. Although he has hidden in the background for a long time, alert →Kindred there learned about his existence when the →Lupines attacked the city, for he played an important role in defending it and killed some of these creatures himself.

• **Amaranth: 1.** Small red finch from Africa. — **2.** In →Kindred parlance, the act of drinking blood from other →Cainites and drawing their soul into one's own. The association might arise from the predominant color with the bird and with the drinking. — **3.** Precious red orchid traditionally sent to the future victim of A. (2) as an advance warning one week prior to the attack in Antiquity and the Middle Ages.

• **Amis Noirs:** Inner circle of the Lasombra. Probably founded in the 15th century. Parallel to the →Sabbat. Unofficial beginnings as early as the seventh century. The name is French because this was the only language aside from Latin that both the Italian and the Spanish elders spoke. Members call themselves →true Lasombra; the rest of the →clan is regarded as rank and file. The A. see themselves as shepherds of the other Lasombra. Mentioning them to nonmembers is strictly forbidden. Nonmembers of the A. often see them as an appendix to the Sabbat. The A. used to meet once per decade for a blood feast at →Cardinal →Monçada's haven to which other Sabbat members, especially →Toreador *antitribu*, were invited, too. The A. organize the →Palla Grande as well as the →Festivo dello Estinto.

• **Amr:** Pl. Amria. Title of the foremost sorcerer of the →Assamites. The A. is a member of the →Du'at.

• **Amsterdam:** One of the strongholds of the →Camarilla in Europe and one of its most beautiful cities at that. A. is a hotbed of new ideas — a liberal metropolis that has preserved its own charm. A clever →Kindred should never have to suffer from hunger here, for the vast red light district with its whorehouses and clubs offers more than enough choice for different tastes. The →Prince of A., a →Ventrue called Arjan →Voorhies, has only one bigger

Concerning MacNeil, I wouldn't worry about him anymore.

The man was a hero! A saint, even! Without him we wouldn't know half as much about what's in stock for us – even if his tirades and diatribes were sometimes a little bit tiring...

A saint... hmmm... If fatalism is a sign of holiness, this doesn't only overthrow a lot of Catholic dogma, but... never mind. Everyone should decide for themselves if Anatole was a saint.

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TIMELINE OF THE ANARCH REVOLT

13th century: Anarch Movement founded, according to sources by →Brujah.

13th –14th centuries: Inquisition wars. →Anarchs destroy elders, the →Assamites come out into the open and neonate uprisings occur across Europe.

1205: Anarchs make peace with the Assamites, and together they kill the →Lasombra Antediluvian.

1240: Anarch Revolution starts.

1381: Peasant revolt in England. →Tyler is Embraced by Robin →Leeland.

1394: →Meerlinda, →Tremere councilor, and the →Ventrue →Hardestadt propose a league of →Kindred. The suggestion is met with apathy.

1395: Hardestadt is destroyed when Tyler attacks his castle.

1420: Peak of the Anarch Revolt.

1435: Division of the Kindred into a "Camarilla" first mentioned.

1444: Augustus →Giovanni diablerizes →Cappadocius.

1450: Wave of pestilence in Europe leads to growing distrust between the →Kindred, for the Tremere have arisen recently, too. Most of the London Kindred of the 9th and 10th Generation disappear after drinking from diseased →kine. →Mithras uses this, captures the Tremere →chantry lord and makes an example of him. Many mortal minions of the Tremere vanish. Renaissance starts. The →Toreador Rafael →de Corazon make his famous speech that leads to the founding of the →Camarilla and to the →Masquerade. →Etrius leads the Tremere from the chantry in →Ceoris in →Transylvania to the one in →Vienna.

1456: →Servitors of Irad founded.

1460: War of the Roses in England.

1462: Constantinople falls to the Turks.

1486: The Camarilla calls a blood hunt on the →Assamites.

1492: Columbus reaches America.

1493: End of the first Anarch Revolt. →Convention of Thorns.

problem at present: the →Giovanni, the accursed family of Italian merchants, is trying to establish a foothold in his domain by whatever means necessary. The reader should lend no credit to rumors about a Sabbat pack led by a man named →Karolus, because whenever the Camarilla manages to claim an area over a significant period of time, timid madmen paint the terrible image of the →Sabbat on any wall in reach — even in a domain as calm and quiet as A.

• **Anarch:** I am afraid I have to discuss this very controversial issue, though I am aware that the personal opinions and beliefs of a sage should never come in the way of his view of what is essentially true. I can understand the dissatisfaction and the urge to be free that the →fledglings who cannot or do not want to cope with the old ways and therefore don't consider themselves members of the →Camarilla feel. On the other hand, we cannot have structures that have proven useful and helpful for more than five centuries overthrown arbitrarily. At least, I am satisfied to be able to say that these revolutionary tendencies cannot be ascribed to my →clan only but are a problem common to all clans. And make no mistake — not all A.s are rebellious revolutionaries interested only in →diablerizing all →elders and overcoming the status quo. Many A.s only want to truly be themselves, unbound by others' rules.

• **Anarch Free State:** Anarch domain on the U.S. West Coast centered around L.A. On Dec. 21, 1944, Jeremy →MacNeil and the other members of the so-called Revolutionary Council started their campaign to overthrow Don Sebastian, the →Prince of L.A., in a demonstration of disobedience unheard of until then. Allegedly, their revo-

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lution was caused by a long series of oppression of and attacks on →anarchs and other young →Cainites. These attacks climaxed in an episode where MacNeil was seized and beaten by →Kindred loyal to the prince. On Dec. 23, the issue was resolved and the prince and the →primogen had been destroyed. A manifesto, the →Status Perfectus, was issued by the Revolutionary Council. Basically, this collection of absurd ideas proclaimed every Kindred's right to be free and independent and declared the dedication of the A.'s Kindred to the goal of freedom for all Kindred. Then, the Revolutionary Council dissolved. The →Camarilla braced for terror in the style of the French Revolution or at least for a new →Anarch Revolt. The anarchs all over the world rejoiced in the hope that a land of freedom and equal rights had been born unto them. Both were disappointed. Tonight, L.A. is an overcrowded beehive of anarch gangs fighting for territory. Until recently, the raids of the archons of the now-destroyed →Nosferatu →Justicar →Petrodon reminded the city of its treachery. Even now, the only truly safe place in town is the Barony of Angels (for mortals: downtown L.A.), which MacNeil guards as his personal territory. Those who cannot survive in the neighborhoods dominated by gangs gather in the barony, where MacNeil lets any Kindred feed as long as the →Masquerade is not broken. But even these territories are endangered. Not long ago, a number of →Cathayans became active in town. A group of Kuei-jin has begun to fight the anarchs for L.A.'s heroin market. Until now, MacNeil has recognized the Chinese tongs' sovereignty, but the peace is fragile. Sooner or later the situation in Chinatown will force MacNeil to take a stand. In the meantime, he has advised all Kindred to stay clear of Little Tokyo. It seems, though, as if every night brought more Kuei-jin. The anarchs of the A. ask themselves if these new arrivals might be the spearhead of an invasion — and are angry because the Camarilla has started talking to the Kuei-jin formally without even involving the anarchs.

• **Anarch Manifesto:** A lampoon penned by Salvador →Garcia. The author tries to incite →anarchs all over the world to rise up against their →elders on the lowest of intellectual levels. He insists on ideas like democracy and absolute freedom. He reports his →Embrace by a →Brujah in the early 20th century and confesses his part in founding the →Anarch Free State and his →diablerie of the former →Prince of Los Angeles. The screed climaxes in a threat to murder the former →Nosferatu →Justicar →Petrodon, which raises the suspicion that Garcia might have been part of his assassination. In one part of the A., the author sheds light on the anarchs' fate through the centuries and especially praises →Carthage and the French Revolution — which he never would have experienced as a childe of the 20th century.

• **Anarch Revolt:** The largest uprising of younger →Kindred against their →sires and →elders that led to the founding of the →Sabbat.

• **Anathema:** The 13 →Kindred on the →Red List.

• **Anatole:** Eighth Generation →Malkavian; *1173, #1193, +1999. Childe of Pierre l'Imbécile. A. is also called the "holy harbinger." He always had visions, but only after his →Embrace did they start making sense. In the Middle Ages, →Octavio turned to him. He asked A. to destroy him by →Amaranth. A. did and was on a mission ever since until he met his →Final Death. Together with my col-

A few years early? The little one is an undead example of child molestation... If I knew who was the vermin who did this to the child, I'd stomp him into the ground.

I think "exceptional" is much too weak a word for this woman. Although I have been unobtrusive in the main entry as scientific neutrality demands from an encyclopedist, I note in this margin that all Kindred of this forlorn world should heap praise and glory upon Anushin-Rawan's head and sing eulogies for her efforts.

Mahogany or steel,
Bindusarat Just asking...

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I am surprised, dear friend, that you still fall for this embarrassing little translation error... especially you, as it is old French... You know: not "le san gral," "the holy grail," but "le sang real," "the royal blood"... In a way, Christ's vitae.

league Lucita (see her →biography in Appendix II) and →Beckett he searched for fragments of the →*Book of Nod* and told about the coming of →Gehenna. A. committed suicide after passing on all his knowledge in a cave in the Adirondacks in 1999.

• **Andronicus, Elias:** →Elihu.

• **Angelo:** →Anathema of unknown →clan and generation, hunted by Clan →Tremere for more than three decades now. Sometime in the '60s, this →Cainite showed up on the American continent in the aftermath of a →Sabbat attack on Los Angeles. A. makes every watcher ponder some interesting questions: it is said he was in a state of constant →frenzy and thus immune to →Rötschreck. Other stories claim he was a →Tzimisce who had managed to incorporate the bodies of numerous other →Kindred into his, which is said to enable him to use all →Disciplines known to us. Still other assumptions link him to the →Blood Brothers. It is rumored that some Tremere even think A. was the Kindred's next evolutionary step. His whereabouts remain unknown.

• **Angellis ater:** →Lasombra who focus on the darkness within until it becomes an obsession with the darkness without. These are called A. or →"Black Angels." Nothing is known about their first meeting with the →Baali, but some suspect that Baali from the lineage of →Azaneal facilitated the A.'s contact with the infernal.

• **Angels of Caine:** Term the →Assamite *antitribu* use for themselves.

• **Angiwar:** →Nosferatu; had led many a Germanic tribe before the Roman legions marched north. It is probably due to his struggle that the empire never expanded beyond the Limes. A. is a remarkable figure who claimed an adversarial domain full of →Lupines and without cities for many centuries and made it grow to his benefit. Additionally, he is one of the Nosferatu who have taken up the fight against their siblings, the →Nictuku. He may even be the only one of his clan to be able to stand up to them in age and power. With the arrival of the Christians in his territory, his tracks vanish, and the →Kindred of the area long thought him destroyed. But only a few years after →Baba Yaga awoke, the German Nosferatu related to each other having felt his presence. They said he moved east to keep fighting the hag as he had done on the Catalaunian [EDITING: SIC!] Fields in the year 451.

• **Animalism:** The →Beast exists in all creatures, be they flea-ridden rats or mighty →elders of the →Kindred. A. lends its users a limited control of the Beast within. Kindred who do not possess this →Discipline seem to repulse animals unless they already established a bond with them while still breathing. Other animals will just try to escape from Kindred, although some might attack them outright.

A. is well known among the →Gangrel, →Nosferatu, →Tzimisce and →Ravnos. These →clans often use animals as retainers and ghouls.

• **Anotos, Karen:** Having managed only to play mediocre roles with mediocre talent in mediocre Hollywood films as a mortal actress,

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Karen is a lot less dignified still among the →Kindred. A. believes in everything ever written about vampires in books or shown about them in films. Among other things, she avoids →garlic, running →water and →holy symbols. She dresses only in black and surrounds herself with a →herd of →vessels in ruffled shirts with black fingernails writing third-rate poetry. Byron spins in his grave...

• **Antediluvians:** The members of the Third Generation and thus some of the oldest →Cainite warlords involved in the →Jyhad.

• ***Antitribu:*** Literally, "anticlan" or "enemy of the clan." The A. are →Kindred who have turned away from their "parent clans" and now are part of the →Sabbat. The →Lasombra A. are an exception, as they have left the Sabbat in favor of an independent unlife or the →Camarilla. A. are usually regarded very poorly by their parent clans, which is especially true for the Lasombra.

Antonescu, Nicolai: Sixth Generation →Tremere; *1303, #1314; →Regent of →Chicago. A. was discovered by the Tremere as a child and taught ever since. According to A. his →Embrace came a few years too early, though, when his master sired him after a failed attempt to summon a demon. A. has run the chantry faithfully for centuries, and his loyalty was rewarded with his position in Chicago in 1869. Only a few people know that →Lodin owed his princedom largely to A., for the regent used his many magical arts to persuade a number of →Kindred to support Lodin. The →Ventrue owe A. gratitude and respect, and one night, A. will start calling in favors.

• **Antonius:** Aka "the Gaul." This →Ventrue is among the founders of the →Trinity (1) of →Constantinople. He must have been →Embraced several centuries B.C. A. ruled *Gallia* until the Romans came. He recognized the ideals of his →clan in the Romans and joined →Camilla and thus, the Roman Empire. At that time he must have met →Michael, and the two became lovers. From the beginning, A. was the driving force behind Michael's dream. His pragmatism and logic lent stability to the →Toreador. When the third man of the trio, the →Tzimisce →Dracon, reached →Constantinople, envy arose in A. Through his desperate attempts to keep Michael's attention for himself, his envy gradually turned to hate. A.'s struggles with the Dracon are legendary and influenced the history of the Byzantine Empire. They ended in the atrocities of the Iconoclasts when A. joined the Iconoclasts to apply their mortal example in the →Kindred world. Their actions in both worlds were so extreme that they led to A.'s destruction in the eighth century.

• **Anushin-Rawan:** An exceptional →Ventrue who can look back on a proud heritage of a line of distinguished elders dating back to →Veddharta himself. As an ambassador and peacemaker of the →Camarilla and the Ventrue, she has proven her competence time and again and underlined the fact that the expectations put upon her due to her noble lineage were well justified. During her efforts she recognized that a place where →Kindred could meet undisturbed to discuss was of immense importance. In the 1950s, she made a proposal to the Ventrue directorate and was granted the necessary resources. She bought the island of →Yiaros and created a peerless sanctuary for Kindred to meet. This island brought her as much status as her lin-

In brief words, she was a shame for the Clan of Kings. Period.

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eage and her excellent diplomatic skills; thus, she is one of the most glamorous and influential Ventrue of the Final Nights. The fact that the →Inner Circle has considered meeting on Yiaros and leaving Venice definitely doesn't diminish her status and prestige.

• **Apotheosis:** Greek for the process of attaining godhood or adoration. Often used in conjunction with →Cappadocius's plan to →diablerize God himself and thus become a god.

• **Apprentice:** The lowest rank in the internal hierarchy of Clan →Tremere.

• **Arakur:** Fabled →Ventrue →Methuselah who is rumored to have founded the city of Ur and to have been the →sire of →Tiamat.

Of course that is complete nonsense. I cannot understand how someone still hasn't understood that there are exactly three members of the Second Generation not more or less and their names were.. but why bother? Thick-headed desert dwellers.

• **Arcanum:** A widespread organization of mortal sages who know of the existence of the →Kindred and continue poking their noses into our affairs. Their knowledge makes the A. members a potential danger, and any Kindred would be well advised to stay away from them or maybe even force the A. to leave them alone (as it happened in 1910, when the →Tremere burnt down the A.'s chapter house in Boston). Their chapter house in Vienna is tolerated by the Tremere because they have managed to create ghouls from some of the most influential Austrian members of the A., which enables the →clan to freely use the vast archives of the A.

• **Archbishop:** A Cainite claiming domain over a →Sabbat city alone. Not every Sabbat city has an A.; some have bishops or councils of bishops instead.

• **Archon:** Office of the →Camarilla; aides of →justicars acting according to their wishes. If the justicars are the →Inner Circle's hands, then the A.s are the fingers on these hands. Often, A.s can make a justicar's presence be felt even if he is not present at all. A.s are part of the Camarilla hierarchy but are not so far remote from the typical →Kindred's unlife that they couldn't gain the trust of other Kindred outside the hierarchy. This makes them ideal watchers whose ideas often carry significant weight with their patrons.

These texts still don't get published, do they? The secret societies would have my head for this...

• **Ardan of Golden Lane:** Seventh Generation →Tremere; *Prague 1087, #1107. →Chantry leader at →Ceoris. A. was an alchemist's apprentice. After discovering his magical talents, he joined House Tremere and was →Embraced at Ceoris after having learned about the →Tzimisce conflict with the Warlocks. He was sent back to Prague to erect a chantry that should supply Ceoris with goods and gold. He did such an admirable job that he was made regent of Ceoris when →Etrius moved to →Vienna with Tremere. Under A.'s leadership, Ceoris was expanded until it was a veritable fortress that even survived Communism. These nights, A. counts among the most influential Tremere who are not part of the →Council of Seven; it is said he knew more about the secret machinations within the →clan than even some of the councilors.

• **Arikel:** Most common name for the clan founder of the →Toreador.

• **Arimatheans:** →Gehenna cult; founded 30 A.D. The A. can trace their history back to the first nights after the crucifixion. A number of →Kindred from Judea were interested in the story of Jesus' resurrection. Eventually, they dismissed it as a figment of imagination or an artifact lost to time. Nevertheless, some kept believing and hoping. They searched all four corners of the world for the grail that their founder, Joseph of Arimathea, was supposed to have brought north. Unfortunately, they were not the only ones interested in the grail, and it was taken away by mysterious guardians. The A. attribute powers to the grail, most of which can be traced back to mortal legends. Since most of the A. refuse to →sire childer (because it would be a sin to endanger someone else's soul), they need to find new members by converting others. Recently (that is, in the last few years) the A. have started to exchange knowledge with other, smaller groups indulging in grail lore but stemming from Celtic myths.

For a theologist it would be an experience to spend a year among the A., since their practices come directly from the original Christians.

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• **Árpád, Nova:** Seventh Generation →Ventrue; *1020, #1050. Sent to →Transylvania by the Hungarian Ventrue to supervise the feudal system there. By day, the mortal nobility ruled. The sinister rule of the night blossomed only after sundown, when doors and windows were firmly shut. Á. did not develop this system on her own; she mirrored the Szeklers' brutality. When she reached Transylvania, she was an idealist. According to her, the Hungarians' actions were only logical. Hungary was a Christian kingdom, and mortals following papal laws possessed a humanity the Ventrue could only dream of. The western part of the land was on the same level as other civilized nations. Transylvania was a country of barbarian pagans, and even the land itself was steeped in evil. Only civilization could tame it.

In her mortal days, Á. had been the daughter of a noble Árpád. She had received an exquisite education that consisted not only of languages and literature, but also of music and riding. In spite of her wits she was destined to be the genius behind a powerful husband. No matter how beneficial such a relationship could be, she would never have any real power. That was not enough for Á.

The →Embrace gave her incomparable possibilities. She was fascinated by politics. Her →elders soon recognized her abilities. She was also an enthusiast for the history of Hungary and Transylvania. As a strong-willed and ambitious politician she believed she was able to civilize the country, for as a Ventrue it was her purpose to bring about order. Mortals had to be shown their place in the order of things. This wasn't a question of arrogance — it was divine right. Her ambition and her rhetorical talents earned her the elders' respect, and soon she was selected for the chance to serve them in the wilds of Transylvania.

Her cruel fate was the result of a →Nosferatu conspiracy. They used their powers to make Á. look like a fool. But Á. was freed before a year had passed. After 1240, she forced several Transylvanian princes to support the reinforcements in the Siebenbürgen by Bela IV. Then, she urged the Hungarian →Cainites and the Holy Roman Empire to bring Saxon princes to the country. In 1288, she helped to establish the Imperial Diet, an assembly of Transylvanian nobles. In the mortal realm, the feudal lords demanded ever-increasing taxes from the Romanian serfs. Many of these fled to the neighboring Wallachia or Moldavia.

In 1437, the Romanians rose up against their lords. The Union of Three Nations answered by recognizing only Magyars, Germans and Szeklers as races with privileges. Seven Saxon princes tried to rise to power. This led to Á. supporting the oppression in Hungary for two centuries. After the 15th century, her fate is lost to the mists of time, but it is reliably sure that she was destroyed in recent nights.

• **Árpád Ventrue:** Coterie supporting the Magyar noble dynasty of the Árpáds and coming mainly from its ranks, especially Zombar and Geza Árpád, both sons of →Bulscu. The dynasty originally came from southern Russia and was extinguished in the 15th century when Nova →Árpád vanished.

• **Ar-Rahman, Abd:** Fourth Generation →Malkavian; *ca. 750 B.C.; →sire of →Jacob/Esau.

• **Asabiyya:** Name for the →Assamites' tradition of absolute loyalty to each other and the clan, a behavior that some of the clan should remember well.

• **Ashton, Lord:** →Gangrel of unknown generation; author of an agitprop "guide for young Gangrel." It remains a mystery how of all clans, a clan that's not too interested in the education of its →neonates came to commission such a book.

• **Ashur: 1.** From old Assyrian Assur, the main deity of the Assyrians, a warlike people that arose from the mingling of non-Sumerian original inhabitants and Semitic immigrants and settled down at the upper Tigris and the Grand Zab around 2500 B.C.; land and capital were named Assur after him. — **2.** Almost no other undead is depicted in many legends and myths as diversely as this reputed Antediluvian — for this is what he probably was — known under this name. →Noddists and occult scholars of all ages cannot agree on his identity, mainly because A. is rumored to be the founder of the infernal →Baali bloodline.

Nictuku again... Friends, friends... I thought we were committed to science, not to mythology...

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The theory I can support proposes that A. was →Cappadocius, the founder of the Cappadocians, for aged members of this →clan referred to the father of their clan by that name.

The rumor about A. having had a third eye, which is interpreted as him being Saulot, the founder of the extinct Salubri, is almost certainly a myth, probably invented by members of the Usurpers to convince the hapless of the righteousness of their crusade against the "soul-eating" childer of Saulot. Everyone who has looked into our early history knows about the relationship between the Salubri and the diabolical Baali. It is ridiculous to interpret it as if the Salubri had something to hide or to make up for.

• **Assamites:** The A. come from the deserts of the East and bring a miasma of terror. They are known as a clan of fanatical killers taking assassination contracts from other →Cainites that must be paid in blood.

The A. tended to stay clear of →sect affairs. Some see them as useful for executing blood hunts, destroying unwanted childer and infiltrating enemy power bases. But A. rarely ally with other Cainites, for they see them as lesser. Unlike other clans, the A. do not claim to have a Third Generation founder. They believe their founder to have been a member of the Second Generation, which makes all other Cainites flawed copies of them.

In the nights before the founding of the →Camarilla and the →Sabbat, the A. used to practice diablerie, for they tried to get closer to "the One," as they call their founder. With the →Anarch Revolt and the founding of the Camarilla and the Sabbat, many →elders grew restless because the cannibalistic A. prowled their ranks. The Camarilla asked the →Tremere to curse the A.'s →blood, thus subjugating the clan and preventing them from drinking other Cainites' →vitae. The A. could not confront the Camarilla and accepted this humiliation. Those who did not accept the →Tremere curse joined the Sabbat.

In 1999, changes were felt within the clan. The clearest sign of them was the fact that the clan broke the Tremere curse. Free from the chains that stopped it from diablerizing, the clan went on a killing and cannibalism spree. The A. now destroyed other →Kindred without contracts.

The A. are more aggressive now. Where they once accepted no second contract for a victim that had conquered one of them, the clan can now hunt this victim and often does so with incomparable zeal. Also, the A. have stopped honoring the tradition of the tithe for the →sire. Now that →Gehenna has started, there is no room for A. who want to take it slowly.

It is unclear what the A. want. They have made daring steps in combat and politically, and in cities where the preeminent Kindred had become lazy and complacent, spies of the clans have unmasked themselves. Their position in India and the Middle East is much stronger than the other Cainites have guessed so far. While they once saw the A. as honorable (or powerless, as the case may be), useful tools, they now fear them.

The A. dress stylishly and practically. Most of them have the traits of the inhabitants of the Middle East — dark skin, aquiline nose and dark hair and eyes. Lately, though, westerners have been taken into the clan, but they are a minority. It's hard to say something general about their appearance because they are chosen for their skills, not their looks. Unlike other Cainites, they do not grow paler, but darker; very old A. are almost ebony black.

The A. elders reside in →Alamut. →Neonates on duty in Europe or the U.S. chose different locations as havens. Most clan members were involved in assassinations or terrorist activities in life, but this is less true for the →viziers of the A. The A.'s clan →Disciplines are Celerity, Quietus and Obfuscate.

After breaking the Tremere curse, the A. have rediscovered their predilection for other Cainites' vitae. After being forced to rely on alchemical blood potions for so long, the A. now become addicted to other Kindred's blood easily.

The A. have a hierarchy. On top of it is the →Old Man of the Mountain residing in the Eagle's Nest. From there, the elders coordinate the A.'s activities, but increasingly more of them are sent out to destroy Cainites —

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with or without a contract. A lot of the clan's "business terms" — like the prohibition to hunt enemies who have conquered an A. before — were voided. For outsiders it's like the A. are on a rampage.

The A. viziers specialize in the studies of →Thaumaturgy and Middle Eastern magic. Viziers rarely leave Alamut and never take part in assassinations. They'd rather expand their knowledge of blood magic. A. viziers shun Celerity in favor of Thaumaturgy as a clan Discipline. A. *antitribu* of the Sabbat are almost like their counterparts and get along well with them.

• **Assassins:** Nickname of the →Assamites.

• **Astors:** Secret society of the →Tremere. The A. were supposedly founded by the →Inner Circle and are said to be responsible for ferreting out traitors and spies within the →clan. They have the right to call secret "A. councils" where they may sit in court with no restrictions and execute perpetrators. The A. recruit their members from the Tremere's ranks and choose only those who seem to be able to carry this enormous burden.

• **Attucks, Crispus:** 10th Generation →Brujah; *1733 as a slave, #1770. Father African, mother Indian. His family was loyal to its master. A., though, even then disliked being someone else's property and looked for freedom. The liberties granted to his family allowed him to run away and become a sailor under the name of Michael Johnson. But A.'s fame was won on land. While in Boston, he became the voice of America's freedom.

During the enforcement of the English Stamp Act, A. led a mob against British soldiers who shot him down in this encounter known as the Boston Massacre. Marguerite →Foccart, a witness of these events, knew that A. was dying. She found it a shame that such a charismatic speaker and advocate of freedom should die while the rebels needed him so. She decided to →Embrace A.

A. quickly accepted his fate. Soon, he faded from the memory of those who had witnessed the massacre and acted openly in several skirmishes with the red coats. His nightly activities, especially his leadership of a military force of freed slaves, made him the Brujah intervening in the war most directly. Then, like many other Brujah, A. decided to stay in America. He was part of an underground railroad smuggling slaves to freedom. Like many other →anarchs, he fought the →Ventrue and →Toreador owning the plantations. After the American Civil War he fought for civil rights on the southern East Coast and against the →Sabbat. When the anarch rebellion started on the West Coast in the first half of the 20th century, A. went to L.A. to join the cause.

• ***Auctoritas Ritae:*** Thirteen rituals that all →Sabbat →Kindred practice and that are heeded like the 10 Commandments.

• **Augustin:** Eighth Generation →Nosferatu; * 1400, #1449. Childe of →Rabbat. 15th century lance knight. Wounded at Graz in 1416. Later drummer in his regiment. Infected by the plague. Represents his clan in Vienna's secret council. Protected by the →Pawnbroker.

• **Auspex:** This →Discipline lends incredible powers to a →Kindred's senses. Of course it is an advantage for a →Cainite to see, hear, etc. better than others. But he's also more susceptible to beauty, noise or foul smells. →Malkavians, →Tzimisce and →Toreador are the most noted practitioners of this Discipline.

• **Autarkis:** A →Kindred refusing to be part of →Cainite society and to recognize a →prince's →domain.

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• **Azaneal:** A →Baali. The master of →Chorazin tried to unite the Baali bloodline under his leadership during the Dark Ages. He was neither the first nor the last trying to follow →Shaitan's example in doing so. But unlike the many unfortunates who met Final Death in their efforts, A. was simply never heard of again. Sometimes, though, rumors or traces of his existence surface. If he's still in Chorazin, he could have come very close to his goal to lead the bloodline these nights.

• **Azazel: 1.** From Hebrew *Asasel:* according to the Ethiopian Book of Enoch, one of the biblical Apocrypha. A. is one of the decarchs of the 200 fallen archangels. A. taught "man to make butchering knives, weapons, shields and breastplates and showed them the metals and how to work with them and the bracelets and jewelry, the use of eye liner and the embellishment of eyelids, the most precious and exquisite jewels and several dyes. Thus, there was heresy abound, and they fornicated, erred in their ways, and all their ways were corrupt." His punishment for violating the will of God is described as follows: "The Lord spoke to Raphael: Bind Azazel's hands and feet and throw him into darkness; dig a hole in the desert of Dudael and throw him in. Put sharp and pointed stones under him and cover him in darkness. He shall dwell there eternally, and cover his face in darkness, for he shall see no light. But on judgment day, he shall be cast into the fiery pit… All of Earth was corrupted by the works of Azazel's teachings, and I ascribe all sins to him." **2.** A. is used in some ancient Aramaic and Arab sources to refer to Caine. **3.** A. is probably one of the →Nictuku and has ravaged the Middle East for quite some time. King Solomon confronted him and was able to banish him. If this is the case, A. probably lies in torpor in a prison or grave somewhere in the desert of Israel or Egypt.

• **Azif:** Fourth Generation →Brujah; *in →Alexandria in 261 B.C., #230 B.C. in his hometown. →Sire unknown. Before his →Embrace, A. was a spice and incense merchant in Alexandria. Committed →Amaranth on his sire and fled, which threw him into complete poverty. Later he regained control of his family's company via proxies and Dominated relatives to rebuild his fortune. A. came to →Jerusalem in 1120 to undermine the Crusader State and give the city back to its Muslim rulers. At the end of the 12th century, he fled back to Alexandria without reaching his goal. He still resides there.

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• **Baal: 1.** Ba→al or the female form Ba→alat comes from Mesopotamia and means the lord of a city in Phoenicia. — **2.** The cult of B. comes from Phoenicia, too, and spreads to Syria, Greece and finally the Roman Empire from there. In Phoenicia, B.-Hammon is the main deity (→Moloch) to whom human sacrifices were made in →Carthage.

• **Baali:** No other →bloodline is as universally despised as the B., and for a reason. The →Cainites belonging to this line have lost their immortal souls in pacts with indescribable demons. For those of you who do not believe in the concept of the soul and think demons are nonsense, be warned! The B. are a real threat for our kind. In their wickedness, they rival the →Setites. Their powers enable them to discern others→ weaknesses and use them to their ends. They seem to be immune to the consuming danger of flames and can even use them against their enemies without any problems. The atrocities they commit in the name of their masters are beyond description. In spite of numerous conflicts that were led to finally wipe out the B., the bloodline has been around since the →First City. The beginnings of no other bloodline are as shrouded in mystery as the B.→s. I would like to put down in words two of the better known and more popular ones here. The first one assumes it all started with a mortal cult praying and sacrificing to unspeakable things beneath the earth. They committed any atrocity to themselves and to others for these unknown gods. This continued until a →Kindred generally accepted to be →Ashur showed to this cult drastically what it had done unto others. He threw the maimed cultists into a well and then let fall — for reasons unbeknownst to me — some drops of his →vitae down the well. Later, three Cainites arose from it, the first B. The names of the first two were →Nergal and Moloch. Nothing is known about the third one. The most prominent figure of the bloodline is part of the other creation myth. According to it, →Shaitan was →Embraced in the times of the First City. His →sire is again supposed to be Ashur. Shaitan had been beautiful to behold as a mortal and was always the most striking man among the →kine, but among the childer of Caine, he would always be a step behind his sire and those who came before him. Thus, envy grew in his heart. He couldn→t bear not to be the most dazzling figure, and so he asked the darkness for help. I have heard many stories about his fall; on the next page, you→ll find a version from the →*Guarded Rubrics*. Later, Shaitan claimed to be the Cainite who turned the other three into B. At any rate, he called himself the founder of this bloodline. The last bloody skirmish that united many clans against this line→s infernal Cainites was almost 3500 years ago. The surviving B. waited on the brink of our perception for their time to come. By the end of the Dark Medieval age, the bloodline rose again, but most had forgotten the B.→s deeds by then, and it→s no wonder that it was not some other Kindred→s hand that stopped their ravages, but the →Inquisition. Now, more centuries have passed while the B. hid in the shadows, but in the dusk of the Final Nights we will see what the servants of darkness can do in these modern times and what horrors they conjure while everybody waits for the end of the world.

• **Baba Yaga:** When the name of the Iron Hag was whispered, even the most powerful and most ancient elders trembled in fear. Numerous horror stories, legends and fairy tales surround this →Methuselah whom the →Nosferatu counted among the terrible →Nictuku. Seemingly since the dawn of time, she held Russia in her steel-taloned grip and was probably as old as the land she claimed as her domain. When and how she was →Embraced by →Absimiliard is lost in the mists of time. Until the Dark Ages, she ruled vast territories like a tyrant, and it was only due to the →Ravnos Durga →Syn that her influence could be broken. After she spent a long period in torpor, the modern world learned in 1990 that her power had by no means been broken by the cold sleep. In just a few weeks, all →Kindred of the Soviet Union disappeared

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THE FIRST WAR

In the great war that shattered the First City and cast down the Second Generation, Shaitan was one of the most wrathful of his generation. He gathered the dissatisfied of the other clans to his banner and laid siege to the Template of Caine itself at the heart of enoch. cursing all the gods he once worshipped, he called on the powers of darkness to give him strength; then Shaitan hurled himself and his followers against Caine himself. The battle shattered the temple, bringing down its ancient sones and searing the ground about the ruins with hellfires. Shaitan could not win, however, for such was Caine's might that even Hell could not stand against him.

Shaitan's power was broken, but Caine could not bring himself to kill his wayward childe. Instead Caine gazed on the beauty of his great-grandchilde and spoke, "You seem beautiful, like the golden bands I wear, like the grove of sweet-scented trees in my garden, like the glesh of my beloved wife. Yet you are evil within, like the blood poisoned by sickness, like the wine turned sour in the gourd, like a broken sword lying on the battlefield. I cannot kill you, for it is my tained blood, my anger that has brought you to taste this bitter cup; yet I cannot let you walk the Earth in beauty,with your long lashed, your golden hair and pale eyes. Therefore I grant you unlife but take your beauty from you."

Caine raised his hand and stuck Shaitan, and his hair fell from his head, his eyes burned in his sockets and his skin itched with sores. Caine raised his hand and struck Shaitan a second time, and his bones twisted and broke and he could no longer stand. Caine raised his hand struck Shaitan one final time, and all his power left him. Then Caine walked away, never to be seen again by his childer until the night of Gehenna, when all secrets will be revealed.

Shaitan's war party-one from each of the great clans-gathered around him, lifted him and mournfully carried him from that place, knowing their dreams of rebellion were over and they were all outcast. They took him into the wilderness and there prepared to die, for their spirits were broken.

Oh, Albertus, what's so bad about "banking"? You should finally learn to think more about content and less about form, my learned colleague.

THE FALL

But great Caine had made on mistake, for he had left Shaitan his beautiful voice. In the wilderness Shaitan cried out, first to his fellows and then to the darkness which had aided him. The darkness andswered, and in a rush like a whirlwind, Shaitan and his followers were swept up and changed forever. The dark ones saw their broken child and wept bitter tears, and where these tears touched flesh it was altered. They gave to Shaitan and his followers poison like the asp, claws like the mountain lion, fangs and horns like the rocky lizards, a casement like the scorpion, and raised them high above the earth.

Mrs. Bauer's toughness is undisputed, at any rate: so far, she has staked 17 victims with her own hands, 11 of whom actually proved to be Kindred...

"We have raised you who were fallen," they whispered, their voices like ice on rock. "We have mended your shattered bones, smoothed your skin, and opened your eyes to darkness, for we love you better than any others could. Worship usm love us in return, and we will give you dominion over all this." And the kingdoms of the world were spread before Shaitan and his followers like a tapestry. And Shaitan looked upon the earth with new eyes and coveted its beauty and so, like a falling star, he entered the abyss.

Centuries passed and the Jyhad raged across the ancient world. Shaitan plotted against his parent's generation and spread his power. He worshipped by many names and in many places: In Greece he was husband to Hecate and lapped spilled bloof from the ground; in Ur, children were thrown into the fire in his name; in Babylon, astrologers sacrificed to him at the dark of the moon; as far away as Hibernia, he was known and blood was shed in his name. shaitan's cult summoned demons and dedicated placed to te infernal powers, and his power wazed until he was read to open the gaves to Hell and give the world to his masters.

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and contact with them was broken. Even more terrifying was the fact that almost no one managed to enter the Hag→s empire anymore, and of those who got in, most did not return to tell the tale. When I say "most," I refer to the →Valkyries, who are an exception to this rule. If they had not succeeded where everybody else failed, the world might have heard too late that the Iron Hag was awake and was exerting her influence over what we thought was a Brujah-infested Soviet Union by means of demons, →Cainites, →Lupines and other supernatural creatures. These news terrified all who heard of them, and in hushed tones, it was said this was the return of the Crone announced in the →*Book of Nod*. The B. herself seemed untouchable. No one could penetrate her thaumaturgical barriers, for her blood sorceries exceeded even those of the mightiest →Tremere, and her fiends roamed the land and destroyed anything that opposed them, with no exception. But now, the horror seems to have come to a sudden end. All is quiet in Russia, and there is a rumor the Iron Hag has been destroyed. If that is true, I am anxious to see what monster will soon rear its ugly head and replace her.

• **Bahari:** Sing. Baham. Term by which the →vampires revering →Lilith, the →Dark Mother, refer to themselves. The B. see Lilith as the most powerful figure of the primeval drama, far surpassing →Adam, →Caine and even her own Creator, who are all depicted as treacherous characters. The B. see →Gehenna as a passage into a new world shaped by Lilith and thus renounce their blood ties to Caine and are "reborn" into Lilith→s service. Like the members of the →Cult of Twilight, some B. seek the →"last daughter of Eve." Due to their religious beliefs, the B. usually belong to the →Sabbat when they claim any →sect allegiance at all, though that sect→s →Noddist beliefs typically cast the →Lilins as heretics, infernalists or worse.

• **Bakos, Vampiresa Harriet:** A →Dhampyr, daughter of a →Rroma and a →Ravnos. Present leader of the →Heralds of the Red Star.

• **Baladin:** Profane, ambitious →Tremere elder. We don→t know a lot about his unlife. The Winchester chantry sent B. to replace Madeline →Coventry in New England in 1795. He conquered her and proclaimed himself Prince of Boston. B. was found destroyed in his chantry in 1825. In spite of different rumors, this deed is not Madeline Coventry→s fault. His killer is his successor as prince, Quentin →King III.

• **Balthazar:** →Ventrue. Little is known about this childe of →Veddharta. He came from India in 1425 B.C. to join other →Methuselah in fighting →Shaitan on Crete. Then, he disappeared into Mesopotamia. Honorable Ventrue like →Ea Adapa and →Anushin-Rawan number among his progeny.

• **Banes, Camilla:** Sixth Generation →Malkavian; *1029, #1068. One of the →founders of the →Camarilla. B. is an extraordinary, tall woman with rosy cheeks and glittering, dreamy eyes. Rumor has it she can cast brief looks into the future. B. probably suffers from schizophrenia, for she alternates between caring dotage and brutal cruelty. Often, she makes remarks that are cryptic to outsiders.

• **Banking:** An especially disgusting term for a horrible custom some younger →Kindred indulge: stealing blood from the institutions that mortals call blood banks. Obviously, the term was taken from the jargon of the mortal financial services — an unforgivable and undignified offense against good taste.

• **Barbarossa:** Sixth Generation →Ventrue; former →Prince of →Frankfurt/Main.

I had always thought Beckett was a Mnemosyne like my revered colleague Aristotle... Well, if you say so, de Laurent, we will believe you.

Become one — pah! No matter how mystically they circumscribe it, the Assamites crave other Kindred's blood, and it's a shame they managed to break our curse.

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TIMELINE: BERLIN

1134: First human settlements in the area where Berlin is located tonight.

1137: Erik, the first Berlin →Kindred, is destroyed by Karl →Schreckt from Vienna, then one of the keenest →witch hunters in Europe.

1244: Ilse →Reinegger flees from Belitz to Berlin, where she establishes an early version of the →Masquerade long before Rafael →de Corazon's rousing speech in the early nights of the →Camarilla.

1307: Berlin and its closest neighbor, the city of Cologne, build a common townhouse; Ilse Reinegger is recognized as head of all →Kindred in Upper Saxonia.

1354: Reinegger is betrayed and destroyed by →Amaranth by her childe Gustav →Breidenstein; Breidenstein becomes Prince of Berlin.

1575: A visiting →Tremere forgets to introduce himself to Breidenstein and is destroyed for this gaffe; the revenge of the Tremere comes in the shape of the Pestilence and a visit of Tremere Justicar Karl Schreckt in Berlin. Breidenstein sends a formal letter of apology to Vienna, tied to a stake in Schreckt's heart.

1618–48: The →Tremere and →Ventrue put their differences aside to fight the →Brujah, the →Toreador and the →Sabbat together; after the war, the old enmity flares up again.

1740: The Prussian army advances onto Austrian territory; the →Toreador come to their Bavarian allies' aid so the troops cannot conquer Vienna; Breidenstein accuses the →Tremere of treachery.

1806: Napoleon's armies occupy Berlin as revenge for the destruction of three →Toreador who had dared to doubt Breidenstein's talent as an artist; Breidenstein apologizes by destroying three of his own childer.

1848: Wilhelm →Waldburg, one of Breidenstein's childer, makes a name for himself by thwarting →anarch and →Sabbat plots; afterward, he plots Breidenstein's downfall behind the scenes.

• **Baron Samedi: 1.** Caribbean voodoo deity; lord of all undertakers, king of the cemeteries and collector of all crosses. — **2.** The mysterious leader and founder of the →Samedi bloodline.

• **Barrens:** The areas of a city that lack life — cemeteries, industrial wastelands and abandoned urban blight.

• **Bauer, Ingrid:** Grand Inquisitor of the →Inquisition. Successor of Monsignore Amelio →Carpaccio. Controversial. Her election will cost the →Society of Leopold dearly. Her first official act was to lift the ban of 212 methods of torture that had been forbidden before, among them the fire torture and one involving molten lead. Former Austrian provincial of the Inquisition. Nickname: "Iron Maiden." Driving force behind recent napalm attacks on →Kindred havens.

• **Beast: 1.** Follower of the →Path of the Feral Heart. — **2.** The inchoate instincts and urges that push a →Kindred to become a monster, personified.

• **Beckett:** An aura of mystery surrounds the →vampire known as B., a Seventh Generation →Gangrel. B. often claims to be a childe of yours truly, which I have to refute as a falsehood in spite of our close relation-

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1914: Together with some other European →Ventrue, Breidenstein involves many of his fellow →Kindred in a new twist of the →Jyhad: a mortal war the likes of which the world has never seen before.

1918: With the end of WW I, Breidenstein loses influence in Berlin; nominally, he remains →prince, but at times he is little more than a pawn of Waldburg, who establishes a council of →primogen.

1933: Gustav Breidenstein uses Hitler's seizure of power to overthrow Waldburg and depose the →primogen.

1940: Breidenstein meets Hitler and nourishes his megalomania.

1945: →Lupines invade the domain; many Berlin →Kindred are destroyed during the war or have fallen into →torpor.

1948: The Soviet representatives with ties to the →Brujah cut off the allied sectors of the city from all supply routes; they decide to give Germany the gift of Communism.

1949: GDR (German Democratic Republic, or East Germany) founded. Breidenstein allies himself with the →Brujah, who force him into a →blood bond; the Brujah *antitribu* Dieter Kotlar founds the Last Reich, a group of Neo-Nazi Cainites; Waldburg returns, seizes power in West Berlin and establishes a new →primogen.

1961: The →Brujah and Gustav Breidenstein support the construction of the Berlin Wall. One of the reasons is to disrupt the Nosferatu's information flow; the →Tremere grant Waldburg a favor and place powerful wards on the wall.

1989: By cleverly brokering information, the Nosferatu manage to incite the East Berlin →kine to a nonviolent revolution leading to the fall of the GDR.

1990: →Baba Yaga rises from torpor; many Berlin →Brujah disappear; Breidenstein reverses position and supports the tearing down of the wall.

1997: The →blood curse ravages the city and destroys more than half of its →Kindred population, among them Breidenstein; Wilhelm Waldburg survives an attack by fire by the Last Reich, politically stronger than ever, and is now Prince of the reunified Berlin.

ship. Visionary who can keep up with any →Malkavian. Time of →Embrace and →sire unknown. Ours is a mentor-protégé relationship.

At any rate, B. surpasses even →Anatole and Lucita (see her →biography in Appendix II) in his feverish quest for historical documents on the "Kindred state." Recently, B. has stirred up some unrest in the vampiric society when he claimed the →*Book of Nod* could not be taken literally but was only an allegory and a fable.

B., who seems to be permanently on the road, rarely stays in one place for a long time. He is gripped by wanderlust, and his thirst for knowledge drives him on. B. feels a deep passion for unraveling the secrets of →Cainite history and has proven that he→d do almost anything to find some answers.

• **Become one:** A term the →Clan of the Hunt uses for the advancement on the →Path of Blood, until the power of the path→s followers equals Haqim→s own — in brief, attaining the exalted state of their progenitor through →Amaranth or similar means.

• **Belisar:** →Ventrue; the greatest general under the Byzantine emperor Justinian. B. is →Embraced by →Antonius one year after Justinian→s death. B.→s military genius aids in supporting the empire for a long time after his "death," but he cannot stop the destruction of →Constantinople. Nevertheless, B. is one of its few survivors. After the city→s fall, he wanders far to the East and disappears, though rumor has it B. has joined the →Inconnu.

• **Bell, Theo:** Ninth Generation →Brujah; *1825, #1857. →Archon of Clan →Brujah. B. is among the →Kindred forming the first line of →Camarilla defense in times of crisis and has earned the reputation for being merciless and cruel. Ironically, this demon of revenge, the first jailer of the Camarilla, is no stranger to chains himself.

B. was born into slavery as Theophilus, a son of lowly slaves in Mississippi; at the age of five, his family was separated.

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When talking about the Black Hand you have to distinguish between two Hands, if you will. Don't confuse the now defunct Manus Nigrum with the elite troops of the Sabbat, especially if the latter might listen. I am certain they would not like to be called servants of the Ancients.

B. stayed with his mother and sisters, beautiful women with whom he was sold to the plantation of a white man called Bell. His mother soon died of a venereal disease Bell had infected her with. Theophilus fled the plantation and with his bare hands strangled one of the hounds chasing him. Without success, he searched for his father. One night a stranger — Don Cerro — attacked and →Embraced him. That night Theo, as Cerro called him, kissed the sun goodbye and learned the secrets of his new race and of the great thirst. B. returned to the plantation, killed his former master and burned down his house. In the following years and during the Civil War, Don Cerro educated his childe, who now called himself Theo Bell as a caution never to forget his slavery. Cerro taught him reading, history, philosophy and everything he needed to know about the Kindred. After the war both went to Europe, where a whole new nightly world opened to the eyes of the fledgling. In the 20th century, an equally turbulent time for Kindred and →kine, B. returned to the U.S. In the →50s, the →Inner Circle made B.→s →sire →justicar to infiltrate the civil rights movement and thus beat the →anarchs on their home turf. Shortly thereafter, B. became an archon. In the summer of 1999, he proved to be a cornerstone of the Camarilla while fighting the →Sabbat on the U.S. East Coast.

• **Benandanti:** Some older members of the →Black Hand tell of mortals known under this name who can leave their body to travel to the Underworld. Some say that once, a long, long time ago, some of them walked the streets of →Enoch and secretly studied the libraries of the →Tal→mahe→Ra.

• **Benezri, Alfred:** Member of the →Sabbat, →Archbishop of →Montreal. One of the clanless (→Panders). Member of one of the packs in Montreal, the Shepherds. Helped shape the modern →Sabbat Inquisition. Even before the crisis caused by the →infernalist Sangris, B. was an active member of the Inquisition (judge from 1964 to 1981, Knight of the Inquisition from 1981 to 1993). B. originally hails from Damascus and became a →Cainite in the second half of the 18th century.

• **Berlin:** Capital of reunified Germany with more than 4 million mortal inhabitants. Our timeline (see the sidebar) should enable our esteemed readers to get an overview of the sometimes turbulent events of this domain.

• **Berserker Teeth:** These 4-inch-long teeth are among the non-unique mystical artifacts. Rumor has it they are →Lupine teeth, but they are too long for that. There can be no doubt that these teeth are powerful weapons at their owners→ disposal.

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If its owner holds the tooth in his hand and invests some of his vitae into it, it raises his combat abilities and causes terrible wounds. For the duration of the combat, though, it keeps drawing vitae from its holder to fuel its mystical powers. The use of the tooth hurls its user into a berserker frenzy that makes him attack in a blind rage. As long as he possesses the tooth he will neither parry nor dodge, but only try to hurt his opponent.

• **Beshter:** →Michael, →Mi-ka-il.

• **Biashira, Mbogo:** Gangrel; the warrior, in life follower of Jomo Kenyatta→s dreams of freedom, was chosen and →Embraced by an ancient member of the →Clan of the Beast. Mbogo founded the →Nyayo and is a powerful member of the Sixth Generation in spite of his relative youth.

• **Biltmore, William:** Sixth Generation →Malkavian; *Wales 1614, #1642. B. was court bard of the Welsh nobility at the age of 25. B. led a good life for some time, until his stories took on a darker hue. Fanciful tales of knights and fairies were replaced by terrible stories of death, decay and creatures of the night.

Tales of vampires and their nightly hunts haunted his mind, and his dreams were full of disturbing scenes in which secret societies of vampires ruled mankind from the shadows. When he used his dreams for his stories and songs, the Welsh nobility reacted first with repulsion, then with doubts and finally with fear. B. was accused of witchcraft and tried to flee to the European mainland, where he was recognized and captured by a mob of enraged farmers. A mysterious Frenchman called Antoine →LeFanu enabled him to flee. Later, B. roamed France and continued telling his grim vampire tales that contained terms like "Ventré," "Brouja" and "Tureaudier." Before someone could take the crazed bard seriously, LeFanu →Embraced him, and for more than 100 years, the two →Cainites traveled Europe as wanderers and adventurers and planned the conquest of Wales. In 1747, they returned to Great Britain, and after slowly fostering madness in certain lines of the nobility for over 100 years and wrenching power from the →Ventrue, B. declared himself Prince of Cardiff in the 19th century. After his expulsion, he fled to Zurich, where he met →Pendragon and took an instant dislike to him. Shortly afterward, a strange →Nosferatu named Warwick reached Zurich and persuaded both to support him in his →Operation Longbow. This led to B. and his brood landing in Boston in 1895, accompanied by Warwick and Pendragon. There, he still is the power behind the albeit crumbling throne of Prince Quentin →King III.

• **Bishop:** →Sabbat title. Similar titles: Deacon, High Mother or Father. Form of address: his (her) excellency. One hierarchical level below →archbishop. Responsible for a city. Cities without an archbishop are often overseen by a council of three to five B.s. The weakness of this leadership model lies in its potential for conflict. Thus, a council of B.s answers to the →cardinal to whom it is subordinate. If necessary, the cardinal can restore order by force. The B.s are responsible for government, management and spiritual growth of the →Cainite inhabitants of their cities. Most B.s were pack priests before and have been brought into their new position by their pack mates. But there are also B.s from among the →Ducti. Unlike an archbishop→s, a B.→s power is based more on diplomacy than on force. The infighting within a council of B.s without the leading hand of an archbishop reminds some →Kindred of the intrigues of a →Camarilla →primogen.

• **Bistri, Cardinal Radu:** Seventh Generation →Tzimisce; *Bistritz 1100, #Bistritz 1125. Radu→s family had served the Transylvanian

No matter how he pulled the stunt with the blood curse, I am proud of my clanmate. But I think the messiah attitude Owain has been exhibiting ever since is more than strange...

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Both times, my clan was instrumental to the creation process... I think we can take for granted that this part of our research has been terminated once and for all. Please note also my remarks on Gargoyles.

No matter if you put it in modern words or not... a blood oath is a crime against the basic ideas of personal freedom of any Kindred. Damn all who rely on it!

I can only agree with master Albertus... and believe me, I know what I am talking about.

That's well and fine... So they want to help other Kindred to ascend. But when I look at the Anarch Free State's current condition, I am pretty sure what to think of these monster vampires with the epicanthic fold, in spite of all their oriental mystic ado: they are the yellow peril, not more, not less.

Tzimisce since the Dacian nights. As a young mortal, B. already warned that →Transylvania would one day become a Christian king→s fief and be more severely oppressed than the →Fiends had ever planned. That was a bold statement — not only because it made the →clan→s efforts look bad but also because B.→s master was no true Romanian. B. became ambassador to the West; his job was to build diplomatic relationships and secretly gather information. After the →Embrace, the arrogant Hungarians who were impressed by his political style supported him as Prince of Bistritz. There, B. established good relationships with →Cainites from other clans right from the beginning and regularly met with the princes of other domains. With them, he founded the Council of Ashes, a sort of informal organization of Transylvanian rulers, but after a few decades, it fell apart. He became a trusted ally of Vlad →Tepes. After the →Convention of Thorns, the princes of the surrounding Camarilla domains regretfully but emphatically broke up with B., who was a founding member of the →Sabbat. B. fled to the New World with his clanmates and became →cardinal there. One of the undersigned of the →Purchase Pact.

• **Black Angels:** A →coterie within the →Lasombra. The B. propagate the →Path of Night to causes dissent among the ranks of their own →clan. →*Angellis ater*.

• **Black Citadel:** Fortress in →Enoch located behind formidable walls of black marble. In these walls was set a great bronze gate that reputedly displayed →Caine→s own seal. Inside the walls lay the ruins of the re-created →First City. The most notable location within the B. included the large, black and red →Temple of Lilith, the →Catacombs of the Antediluvians and the →Pool of Zillah. Since Enoch was destroyed recently by unknown forces, we may never know if the →Tal→mahe→Ra fell victim to a ruse of epic proportions or if they had truly found the birthplace of our kind.

• **Black Gloves:** Magic artifact of unknown origin. The B. allow their wearer to extend black metal claws that inflict horrible wounds upon his opponents. The B. are highly effective, as I had the dubious honor of experiencing for myself.

• **Black Hand: 1.** Military unit of the →Sabbat. This effective strike force primarily consists of →Assamite *antitribu*, →Brujah *antitribu*, →Gangrel *antitribu* and more recently →Salubri *antitribu*. Similar to a secret police, the B. is feared throughout the whole sect. Its four leaders are called the →Seraphim. — **2.** A modern name for the disbanded secret organization →Tal→mahe→Ra.

• **Blood:** →Vitae. The life-giving fluid of men and other animals; circulates in a closed organic system, moved by the heart as a motor; functions: transport of oxygen, carbon dioxide, nutrients, waste products and active substances. →Cainite vitae transports the heritage of a person and is what makes a →Kindred a Kindred.

• **Blood bag:** A minor artifact used to preserve precious →vitae. Some younger →Kindred think that B.s have become obsolete since the invention of the fridge, but older →Cainites still consider them very useful. In these containers, usually made of animal entrails, a considerable amount of →blood can be kept fresh for more than a month.

• **Blood bond:** →Blood oath.

• **Blood Brothers:** Aka Frankensteins; →bloodline within the →Sabbat. Estimated to have been created in the 19th century by a group of European →Tremere *antitribu* and →Tzimisce. The B. consist of small groups (circles) whose members are mystically in-

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terconnected. They share their perceptions and thoughts, but also their bodies. To this end, they wield a special →Discipline (→Sanguinis). The members of such a group are metaphysically linked upon creation. As an aberrant result, they try to look as similar as possible. Thus, many members shave their heads or have certain group symbols tattooed before the →Embrace. B. cannot Embrace themselves. Because of the destruction of the Tremere *antitribu*, I suspect little chance of creating new B., especially since important information was lost in the Los Angeles massacre in 1966, also called Angelo→s fall, which has not been fully explained. B. are useful when it comes to executing complicated war strategies since they do not lose contact to the other members of their circle even over long distances. Additionally, they show an immense loyalty toward superiors. However, they sometimes are not very attentive to their surroundings and possess no empathy for complex situations. Therefore, they are not suitable as leaders. B. are tools.

• **Blood cults:** The concept of B. dates back to the →First City; they seem to always have been around. The idea is simple: A →Kindred demonstrates some of his or her powers to mortals or lets them partake in (usually false) mythic knowledge that makes the mortals something like "chosen ones" in their own eyes. The Kindred acts as a god, guru or the like in this, but always functions as a spiritual mentor and gives his blood to the chosen ones. The reasons to do so are as simple as the idea itself. B. are a convenient method by which a Kindred can attain vitae and gather loyal followers, not to mention the material wealth and the possibilities to influence mortal society through servile and trusting mortals. Numerous gods of antiquity were represented by →Cainites in the first cities. The →Inquisition and the →Masquerade largely put a stop to this line of action — which is not to say that these nights, there are no B. They simply operate clandestinely. The →Camarilla has made it clear that the patronage of a B. equals an effort to violate the Masquerade, and it is forbidden to interact with mortals in such a manner.

• **Blood curse:** Mysterious plague that plunged numerous →Kindred into madness before destroying them in 1997–99. Especially ravaged →Berlin and Atlanta, Georgia. Its results can be compared only to the great plague epidemics of the Dark Ages. A possible vector was a virus artificially bred by the →Sabbat. Conquered in a way as yet unknown by Owain ap Ieuan.

• **Blood dolls:** Mortals offering their →vitae freely to a →Kindred. Most B. feel a twisted pleasure in the Kiss and actively look for →Cainites wanting to drink their vitae.

• **Blood feast:** One of the most important →*auctoritas ritae* of the →Sabbat. Part of most sect assemblies. Is additionally held as a rite in itself in some cities. Serves to nourish the →Cainites and to celebrate the Sabbat as the eternal predator. A B. starts one night prior to the assembly with a hunting of the →vessels. The prey is offered to the highest-ranking Sabbat present. As a ritual show of gratitude for the sacrifice to the community, every hunter receives a kiss on the forehead. The vessels are prepared for the next night by tying their hands and feet and hanging them at a convenient level or nailing/tying them to suspension devices. When the B. begins the next night, the highest-ranking official performs the required ritual blessing in which the vessels→ →blood is dedicated to the Sabbat. Thus, the →vitae transubstantiates and is mystically strengthened. This effect lasts until the third night after the B. if the vitae is not called upon before then. After concluding the ritual, the performing dignitary has the first choice among the vessels and partakes of the first draught of vitae of the night. Afterward, all Sabbat present may drink from the vessels, as much and in whatever manner they want. Sometimes, orgiastic excesses ensue, but this is frowned upon by the dignitaries because they tend to raise unwanted attention.

• **Blood hunt:** The archaic law "an eye for an eye, a tooth for a tooth" also applies for →Kindred. The system is very simple: Whoever violates the customs in place is destroyed. Whoever violates the →Traditions and thus angers his →elders is hunted down and destroyed by all those who heed the sacred call. This credo for a "just retribution" is formally called "Lextalionis," but the term B. is more widely known.

The B. can be called only by the oldest →Cainite of a city; almost universally, this is the →prince.

You don't have to be brave to participate in a war party, though.

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All hymns of praise for Carthage and the peaceful coexistence of Kindred and mortals aside, let's not forget that it was the Baali, Assamites and Setites who shaped the destiny of Dido's city together with the Brujah... We did right when we destroyed Carthage.

All those who support the hunted or even help them directly may become the target of a B. themselves, which is an unpleasant distinction. In the case of very serious crimes, a prince can even declare that all →Kindred in his →domain *must* join the B.

The hunters spread over the city like a dragnet to ferret out the condemned. As with all events of Cainite society, keeping the →Masquerade is the top priority. Mortals rarely notice something special going on around them. Nevertheless, the hunters bring to bear all their influence in the mortal world to keep their prey from fleeing. Some princes even especially hire →Assamites for the B., the bloodhounds among the Cainites that no one can escape.

In the last decade, more B.s were called than in the five centuries before, though the →Clan of Kings claims that no B. is called without a sound reason. The →Camarilla reserves the right to audit princes→ decisions in →conclaves, and more than once, the threat to call a conclave sufficed to stop the calling of a B. Tradition rules that the B. on a person cannot be cancelled once called. Of course, the prey can try to find shelter in another domain, but even if the reins of power in their old home change hands, the hunted can never return. In the case of serious crimes, the B. can even be called in several cities at once.

• **Blood tie:** A modern word for →Vinculum that is rarely used. →*Auctoritas ritae*. →Vinculum.

• **Bloodline:** The emergence of the B. is a mystery no one has ever managed to solve in a universal sense. The sheer number of smaller B.s, the sometimes completely different histories — if any are known at all — and the strange powers their members demonstrate make this endeavor less than simple. Just when you think you have found a theory, you hear from three additional B.s that exist somewhere on the planet and do not fit into your original thesis at all.

Generally, it can be said that a B. cannot trace back its lineage to an →Antediluvian. For some, this is not entirely true, but all B.s differ so strongly in their philosophies and powers from their potential parent →clan that they are not part of it anymore, either because they were cast out or because they want it that way. The main criterion to discern a B. from a clan is, as I said, that the former cannot trace back its lineage to an Antediluvian. Maybe numbers play a role here, too, for in comparison to the great clans, B.s have terribly few members, most of them under 100 worldwide. Roughly, we can discern two ways a B. can emerge. The first and more common is that a mortal who already had extraordinary abilities or powers in life is →Embraced. Now, if this mortal→s philosophy differs vastly from his →sire→s and he decides to go his own way, it is possible that he develops different powers due to his conditions of life, his convictions or his faith. If he can pass on these powers to his progeny via the Embrace now, we witness the birth of a new B. with unique potentials and ideas. These different abilities do not have to be developed and cultivated by the →Cainite himself — this has only rarely been the case. It occurs more and more often that other supernatural beings teach the Cainite or even a whole group. These other supernatural beings can be anything with powers and principles that differ from ours. Demons, gods, ghosts, mages and sometimes even shapechangers have inspired B.s The second, much rarer possibility for the emergence of a B. is the "artificial" one. To my knowledge, this has happened only twice, and in both cases, undead servants who would lose their unlives for their creators in the front line in any battle were the goal. Elaborate arcane rituals created new Cainites with their own powers from ingredients the exact nature of which I really don→t want to know.

Finally, let me name the more common B.s that are described in their own entries in this book: →Baali, →Blood Brothers, →Daughters of Cacophony, →Gargoyles, →Iocastians, →Kiasyd, →Laibon, →Lamia, →Lhiannan, →Mnemosyne, →Nagaraja, →Samedi.

• **Blood oath:** Archaic word for the most powerful bond possible between →Kindred. It is created by drinking another Kindred→s →blood thrice; the receiving of blood is the acknowledgment of the other→s supremacy. The modern term for this is →blood bond. The B. is an intense but artificial emotional regard for the regnant by the thrall. It is not unlike love, and also suffers the occasional bitterness or turbulence that true love exhibits.

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• **Bodhisattva:** →Kuei-jin term for a vampire who has almost reached →Dâh but prefers to renounce transcendence and help other vampires advance.

• **Bollingbroke, Patricia of:** →Tyler.

• **Bonifatius:** Seventh Generation →Brujah; *→Rome 410, #→Jerusalem 462. Son of a prominent Roman senatorial family. Was given to the Christian clerics by his widowed mother when the Goths conquered Rome. Under the monks→ tutelage, B. learned to read and write, work mathematics and understand Greek. Was sent to the council of Chalcedony in Asia Minor by Pope Leo in 451, where he was very successful. There, he got to know →Etheria, who praised his words at the council and promised him a clerical career. B. believed her. But both of them had overestimated how far a Latin could come within the church. Desperate because of several obstacles in his career, he allowed Etheria to →Embrace him. In 800, B. returned to Jerusalem. After the First Crusade, B. settled down below the Hospitalers→ quarters. He put the four Christian hospitals under his protection and forbid everyone to

hunt there. Tonight, it is assumed that B. lies in torpor beneath Jerusalem.

• ***Book of Nod:*** By popular account, this legendary, lost work recorded the primal history of the →Kindred. Unfortunately, the →Camarilla that I am close to myself dismisses much of it as legends of the undead. The B. has its name from that land east of →Eden to which →Caine first traveled and is the chronicle of the tumultuous birth of the →clans and of the origins of the →Jyhad. One of the most complete versions of the B. was supposedly compiled, commented, critically annotated and adorned with all available works of art from all over the world that had to do with its subject by yours truly with the help of the →Gangrel →Beckett, the →Malkavian →Anatole and my revered colleague →Lucita (see her →biography in Appendix II). Actually, it was penned by the Jocastian →Aiysha in an unjustified use of my name that sounds well in the so-called "scientific community."

The B. consists of three chronicles, the →Chronicle of Caine, the →Chronicle of Shadows and finally the →Chronicle of Secrets. The Chronicle of Caine, probably the oldest part of the B., apparently dates from a time shortly before the Sumerian Empire, around 4500 B.C. The later text fragments are mostly in Latin, but parts of them are also cuneiform, Aramaic and (in small parts) translated into medieval German. The B. surely doesn→t answer each and every question on the Kindred nature and our progenitor Caine, the →Dark Father. But it is no doubt by far the most authentic document on an →Antediluvian culture that dates back to Caine himself, who — according to the B. — originally was a simple farmer. I assume that at least some verses still contain the original phrasing of the words of our Dark Father, for example, the much-debated verse "Caine→s Law and Punishment" in the Chronicle of Shadows. I think the often-quoted "Words of the Clan Chiefs," conveying words by →Brujah, →Ennoia, →Malkav, →Absimiliard, →Arikel, →Veddharta and →Saulot, are as authentic. (See →Nod.)

• ***Book of the Empty Heart:*** Collection of letters published in the 14th century by the →True Brujah →Rathmonicus; basis of the →Path of the Scorched Heart.

• **Boukephos:** Fourth Generation member of the →Clan of Night. Greek philosopher and historian of the clan who often made speeches in the Eternal Senate. B., →Montano and →Lasombra himself were considered the only true masters of the →Discipline →Obtenebration. B. was reported destroyed

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in the Camarilla-Sabbat conflict on the U.S. East Coast in the summer of 1999.

• **Bowesley, Anne:** Member of the →Clan of Kings; better known as Lady Anne, Queen of London. She chose this title because she disliked the patriarchal term "prince." She was →Embraced in 1688 by →Valerius, Prince →Mithras→s seneschal, in recognition of the excellent ability to plan and execute political maneuvers she had displayed in her mortal life. In undead society, this ability remained, and together with Mithras she cultivated sway in the British Parliament for over two centuries until he disappeared in an inferno of German bombs in 1941. Anne became Lady Anne and was able to prevail against →Tremere opposition and →anarch uprisings. In these conflicts, she not only prevailed, but also secured her position as the most influential →Kindred of the British Isles. These nights, her grip on her domain is harder and more secure than ever before.

• **Bratovitch:** One of the →Sabbat →revenant families. →Ghouls especially adept at hunting. As with all revenants, the drinking of vitae over generations has twisted their minds. Additionally, to the usual perversions like drug consumption, rape, incest and sodomy, this shows in the urge to better the own self that is expressed in excessive body modifications (and by the →Tzimisce→s Vicissitude). Amazingly enough, they still have moral codes, even if they are sometimes as deviant as the B. themselves. The B. distinguish themselves by a complete lack of social graces, which is why they are employed only in emergency situations. Their irritability and their penchant for frenzy reminding of the uncontrolled members of →Clan Brujah are especially problematic for efforts in populated areas. On the other hand, they lack not only scruples, but also fear: the family reportedly pursues the dangerous sport of hunting →Lupines.

• **Brave:** A participant of a →war party.

• **Breidenstein, Gustav:** Fifth Generation →Ventrue (through →Amaranth, committed on his sire, Ilse →Reinegger, in 1312); *Belitz 1192, #Belitz 1220. Sire of Wilhelm →Waldburg (1440), Katarina →Kornfeld (1507) and Peter Kleist (1757). In 1575, B. destroyed a →Tremere who had visited the domain of Berlin, where B. was prince at the time, because the visitor had introduced himself too late. In 1810, B. destroyed three of his own childer to make amends to →Clan →Toreador. Torn between growing animosity between several clans on one hand and the conviction that most clans didn→t adhere to the laws of the →Camarilla as strictly as the Ventrue on the other, B. and his allies persuaded the Ventrue princes in 1914 that the time had come to prove the Ventrue→s might once and for all. The tensions between the →kine→s countries had been strong be-

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fore, but B. and his ilk thought it was time to show Clan Toreador for what it was — a clan of power-hungry usurpers. Thus, he was a behind-the-scenes proponent of WW I.

• **Brood:** →Progeny.

• **Brothers and sisters:** →Sabbat term for "all →Cainites" (→Kindred).

• **Bruce, Dylan:** Member of the →Clan of Kings; although B. is still young — he hails from the first half of the 20th century —almost no →Ventrue is more corrupt. He is, indeed, *antitribu* and attained noteworthy power in a short time. His career started in London in WW II. There, he was →Em-

braced by →Gotsdam, although some claim his →sire to be Lady Anne →Bowesley herself. After the war, everything went relatively quiet until he started acting as an assassin of the →Sabbat→s →Black Hand in the 1990s.

• **Brujah: 1.** Many false things have been said about Clan Brujah, and regrettably, many of the fledglings of our nights have lost the old ways of the clan. In ancient times, the B. stood for gallantry and ideals. Tonight, most young →Kindred of this clan exist only for violence — violence for its own sake, without any sense or meaning. Where the B. used to fight for a peaceful coexistence of Kindred and mortals, tonight they use the →kine as simple tools like many other clans do. Gone is the glory of →Carthage, the dream that was raped by the →Ventrue and their jealous allies. Some elder B. remember very well those nights of terror and are far from forgiving and forgetting. But in spite of their hot blood, the B. were able to recognize how important it was for the Kindred to take care together that the existence of our kind became a well-guarded secret again after the Inquisition. In spite of the →Camarilla→s grand achievements, many B. doubt this institution we have helped to shape these nights. More of our heritage erodes with each passing night. It was we who taught the Kindred world the worth of debates; it was we who enabled free thinkers to realize their ideas. In the modern nights, most of the other clans consider us simple brutes and thugs, but they are wrong. For even if at the moment we don→t manage to maintain our own traditions all too well, we→re still B. Long before there was a →Sabbat, we broke the yoke of serfdom and chose our own path. — **2.** Assumed name of the founder of Clan B. It is not even known if B. was a man or a woman. Many claim he or she was a childe of →Irad. It can be taken for granted that B. must have possessed quite some charisma and power of persuasion but, on the other hand, must have used manipulation to scheme against the other members of the Third Generation and oppress his own progeny. Only due to brave →Troile the B. managed to break the chains that bound them to B. Many interpret his deed as parricide, but some B. celebrate him as their greatest liberator. According to unconfirmed rumors, there are some progeny of B. still in existence, calling themselves the True B.

• **Brunhild:** Sixth Generation member of the →Clan of the Beast; B. is the leader of the feared and bloodthirsty →Valkyries of Scandinavia. Her origins and age are unknown, but in recent decades, she has caused more than enough irritation by leading the Valkyries and the →anarchs together into a bloody war against the →princes of all Scandinavia. The climax of their terror so far has probably been the assassination of the Swedish prime minister Olof Palme in 1986. Later on, they put the blame for this deed on the U.S. Secret Service. Strangely enough, the

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region→s princes do not act against her; refer to the fact that they have concrete proof against her and claim to have everything under control in their domains. There→s nothing to add to this. Time will tell if they are right.

• **Bulscu:** Sixth Generation →Ventrue; *Hungary 906, #955. B., who is considered a hedonistic genius in the ranks of his own clan, is adored for his heroism by some →Kindred and despised for his cowardice by others. In life, B. was a charismatic chief who led his Hungarian armies to war against their enemies in the north. He became a →ghoul of the →Brujah, who gave him strategic support, but Heinrich →von Volstag, a German Ventrue, had something in mind for him. B. staked his mentor and delivered him to the Ventrue. The Hungarian armies marched on without him. B. was →Embraced by von Volstag, moved into Castle Buda and assumed leadership of the mortal noble house of the Árpáds (→Árpád Ventrue). Unfortunately, B. was not only power hungry, but also had developed other cravings. He imbibed dangerous substances and celebrated orgies of →blood and sex. After his initial betrayal of the Brujah, B. additionally →sired childer. The first two, Zombar and Geza Árpád, were failures. B.→s third childe does not belong to the Árpád family but strangely is his most loyal one — Vencel →Rikard was a Bavarian knight in life and is a devoted childe in undeath. By 1100, B.→s humanity waned. His second childe, Geza, dragged him continually deeper into the swamp of substance abuse. The lion of the Ventrue had become tame, tired and awkward and was content with carnal pleasures. His nights of conquest were gone, but he developed a resistance against the intoxicating substances. By 1200, B. had lost any influence and sank into →torpor of his own accord. By 1500, he woke up "clean" and undertook a campaign of revenge in which he finally disappeared from sight.

• **Burning Times:** A term →Kindred use to refer to the prominence of the →Inquisition in Europe. First introduced by Aisling Sturbridge (see her →biography in Appendix II).

• **Byzantium:** →Constantinople.

• **Byzar:** Fourth Generation member of the →Clan of Death. According to →Cainite legends this Methuselah led a small band of followers from the Greek city of Megara to a promised land on the Bosporus and thus founded the colony of →Byzantium in ca. 600 B.C. However, he vanished centuries before the arrival of the →Trinity (1), and his fate is unknown.

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• **Café Zanzibar:** A "training post" for young →Tremere in Zanzibar managed by Noelle →Cameron.

• **Caias:** →Cappadocian; probably the second childe of the →Antediluvian himself. As his →sire's loyal childe he was sent to censure →Lazarus but was destroyed in the encounter.

• **Caine:** The "father of all →Kindred," the →Dark Father, is more myth than reality in the Final Nights. Skeptical Kindred note a remarkable lapse in the myth of C.: if C.'s first childer →Enoch, →Zillah and →Irad were the Second Generation and thus two steps removed from him, who formed the First Generation — if it even existed?

• **Cainite: 1.** →Sabbat term for the →Kindred belonging to it (in memory of their common →Dark Father →Caine). — **2.** Member of a vampiric sect denounced as heretic and blasphemous by the Christian church with origins in a cell of Gnostic Kindred's meeting in the Greek city of Corinth in 74 A.D. Its tenets are largely the same as those of the human →Cathari (1).

• **Caitiff:** Clanless vampire; sometimes derogatory.

• **Caius: 1.** →Ventrue, one of the founders of →Aix-la-Chapelle. His diplomatic skills saved Rome many a skirmish. — **2.** Ventrue; childe of →Antonius. →Michael's dream for →Constantinople was so important to him that he couldn't tolerate his →sire's schemes against the →Dracon. During the Iconoclast movement he conspires against him, stakes him and leaves him to the morning sun. Afterward, C. leads the Clan of Kingship in Constantinople until his destruction.

Calida: Fifth Generation →Toreador. *Phoenicia 260, #284. Only →Helena's beauty surpasses hers.

When C. grew up, princes, lords and kings vied for her. She was a sacred virgin of Apollo. Then, Apollo (or rather a Toreador in the god's guise) came and ended her virgin state. On the altar of Aphrodite's temple, she exchanged virginity for immortality. Together

Dear Aristotle, here, I miss a necessary remark on how absolutely my clan, the Clan of Kings, leads the Camarilla and what a glorious example we give it!

If all else fails, become an innkeeper, as they say... Thus, everyone finds his or her place in house and clan.

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I find it extremely outrageous to compare the extinction of a respected clan by demonologists to a necessary crusade against an ancient evil. Let me just mention Carthage...

For me, extinction means getting to every member of the respective group. If I had made such stupid mistakes, I'd have long since stopped having contracts.

I have bought certain information from him and I can only say ghost or no ghost the Capuchin is a trustworthy contact.

with →Caius (1) she traveled to Aquis Granum, which is called →Aix-la-Chapelle tonight, and settled there. When Caius was destroyed, his death threw C. into deep despair. She left Aix-la-Chapelle and went into the woods. There, she found →Golconda. At the same time, her mastery of the →Discipline of →Auspex expanded tremendously.

During the Renaissance, C. saw no sense in spending all her time close to Aix-la-Chapelle. She moved to Ireland, where she still resides, mourning the death of all those she loved. Her continued existence is the object of much debate within the clan.

• **Caliph:** Supreme warlord of the →Assamites. The C. is a member of the Du'at. See →Elijah, Achmed.

• **Camarilla:** The C. is a →sect of →Kindred founded late at the close of the medieval period. Its main objective is keeping →Caine's Traditions, especially the →Masquerade. It was founded as a sort of "Kindred UN" to save Kindred from the →Inquisition. It tries to maintain good terms between Kindred and →kine and opposes the →Sabbat, seeing it as its direct enemy.

The C. calls itself *the* Kindred organization, and this might be partly true. It is the largest sect of undead. The C. claims to accept any interested Kindred, no matter what →bloodline he hails from, but the grand majority of its members still belong to six of the seven founder →clans: →Brujah, →Malkavian, →Nosferatu, →Toreador, →Tremere and →Ventrue. The →Gangrel, the seventh founding clan, left the C. in 1999 at the instigation of →Xaviar. For the most part, however, the C. assumes that all Kindred are under its protection, no matter what they think about it.

The members of the seven clans listed above founded the sect, and only they are regularly represented in the →Inner Circle leading the C. with one member each. Kindred from other bloodlines can participate in →conclaves and meetings, but often, their voices go unheard. After the →Anarch Revolt, the C. opposed the Sabbat, for it saw itself as the only means to keep it at bay. The C. maintained the Masquerade and protected its members while the Sabbat would sacrifice the traditions and all things holy to fuel its paranoid dreams of →Gehenna without thinking twice. Dissension is luxury, and luxury is unaffordable in times of war. The C. often believes that whoever is not with it is against it. Tonight, the C. is barely the monolith its advocates claim it to be. →Ancillae are caught between the →elders and the rebellious →neonates and can neither turn to the older nor to the younger members; to cast their lot with the neonates would mean retreating into areas of lesser power, while an effort to cast their lot with the elders could easily be mistaken for violating their domains, and that would bring the elders down on them hard. Many elders in the C.'s upper echelons notice that they have become relics, undead anachronisms dreaming of forgotten nights long ago.

• **Camden, Lord Thomas Beckett:** →Cappadocian; the lord was a good example for the beneficial cooperation between the →Clan of Death and the →Ventrue. For centuries, he served →Mithras, the →Prince of →London, as seneschal and trusted advisor. In exchange for his services, he enjoyed incomparable luxury and a free reign in carrying out his various experiments. He was a leading expert on the Road of the Bones, a philosophy similar to the →Path of Death and the Soul the →Sabbat practices tonight. According to records, he was destroyed by the →Giovanni in the early 16th century.

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• **Cameron, Noelle:** Sixth Generation member of the →Clan of Warlocks; →Regent of Zanzibar, the island that houses one of the world's largest →chantries. C. owns the →Café Zanzibar, a sort of "training post" for young →Tremere, and responds only to councilor Elaine →de Calinot.

• **Camilla:** Fifth Generation member of the →Clan of Kings; probably the childe of the female →Methuselah →Tinia. The most famous and greatest →Ventrue of his time; even in these nights, members of the Clan of Kings are proud to be able to trace their lineage back to C. A few decades before the First Punic War, he installed himself as *pater patriae*, leader of the Eternal Senate and thus, the Roman Empire. His negotiation skills, his strategic, brave actions and his hard leadership laid the foundation a worldwide empire was based upon. Gaius Julius Caesar and Augustus Pontifex Maximus are among the mortals he advised. He established the *Pax Romana et Vampirica*, a constitution like none other before that enabled members of different clans to coexist peacefully without having to fear the →Jyhad. This →Kindred's only character flaw was letting himself be revered as Jupiter. C. is destroyed in the great conflagration of Rome in 64 A.D. Although rumor has it the →Toreador →Petronius was responsible, it is very improbable that a member of the →Clan of the Rose who would have been very young then could have destroyed the most powerful →Cainite politician of the time. Who or what was really behind C.'s →Final Death remains unknown.

• **Canaille:** The mortal herd, especially the most repugnant part of it that lacks all culture, the one most →Kindred feed from.

• **Canonicus:** Aka →patriot; follower of the →Path of Honorable Accord, one of the →Sabbat →Paths of Enlightenment.

• **Capone, Alphonse:** →Ventrue; once the most infamous criminal of →Chicago; tonight one of the pretenders for the city's throne. In these nights, the *capo* and childe of late →Lodin still has significant influence in the criminal underworld.

• **Cappadocian:** When →neonates, ancillae and even some →elders hear mention of the →Clan of Death these nights, they think of the →Giovanni at once. But when I was →Embraced, probably not even the seers had

the slightest idea that one night Augustus →Giovanni would steal their clanship from them, but still there was a Clan of Death. It consisted of the progeny of the →Antediluvian →Cappadocius who followed their founder's example and studied death to attain power over it. This hubris probably proved their downfall, for it gave the members of the Giovanni family reason to hunt and destroy their siblings in the Blood. At this, they were at least as thorough as the →Tremere when dealing with →Saulot's progeny. But even in this context, rumor has it that a few members of the clan survived the centuries of being hunted, for some of them were physically changed in a way that they had nothing to do with their parent clan anymore, even before the →Amaranth on Cappadocius. They rather looked like walking, rotting corpses, which maybe explains the mysterious appearance of the →Samedi bloodline. Few others have survived centuries by their power and their knowledge alone. I mainly refer to a →Cainite called →Lazarus here.

• **Cappadocius:** The →Antediluvian founder of Clan →Cappadocian and →sire of Augustus →Giovanni was probably guided through his unlife by prophecies he had — according to his own words — received by angels. If this was born from a sort of madness or if C. really was God's chosen is impossible to determine these nights. The only certain thing is that the whole →clan took a different direction and followed new goals after every prophecy.

I am afraid I must say that according to reliable sources Enoch has been destroyed is wrecked even in the shadowlands and no trace of these Antediluvians..

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I wonder ib the Chalice ob Kinship could be the grail...

I still don't understand why you insisted to see this woman noted here, master Aristotle... Although Miss Charity is a childe of my clan, this work should be reserved to great representatives of the Cainite race, shouldn't it?

C.'s true name is lost — even if some call him "Lucian" — since this mysterious man who was probably a priest, shaman or saint in life didn't even tell it to →Caine. He simply spoke about his origins. "From Cappadocia," he said, and this was how he and his progeny were addressed. His conviction that the answers to his questions were known only to God himself led him and his clan to protect and support Christianity from the beginning. He ordered his progeny to build churches and cathedrals as havens for the faithful. In the end, though, he submitted to hubris and craved →apotheosis. Led by the angels' revelations, he desired to one night drink God's soul. This led to his downfall by the hand of his power-hungry childe Augustus Giovanni. C.'s legacy has been reportedly written down in a text called the →*Sargon Fragment*.

• **Capuchin:** The being known under that name moves through →Kindred society like a ghost — which he actually might be. Since the 16th century, he is known to be active within the church as a Franciscan monk — even if his name implies differently — and is supposed to even have access to the secret Vatican archives, from which he gets information he sells to his closest allies, →Clan →Giovanni. So far, he has been seen only in Italy, and his identity remains a mystery. C. seems ready to share his knowledge but demands other, often arcane information or artifacts in return. Members of other clans had the double-edged pleasure of meeting him, and all were shaken by the questions this strange figure asked them. The speculations on its true identity range from a servant of the →Antediluvians to a demon, a ghost and the →Cappadocians →Lazarus and →Japheth.

• **Cardinal:** →Sabbat title for a Sabbat leader who supervises a large territory and stands directly below the →regent in rank. The formal address is "Your Eminence."

• **Carpaccio, Monsignor Amelio:** Ital. Catholic priest. C. was High Inquisitor of the Inquisition until 1994. Was replaced by Ingrid →Bauer.

• **Carthage:** No struggle in all the millennia of the →Jyhad has more influence on the relationship between the →clans in the Final Nights than the Punic Wars, the bitter fights between C. and its →Brujah rulers and Rome under the influence of the Kingship Clan. Some ancient Brujah remember these nights, and in their undead hearts smolders an abysmal hatred they pass on to their childer and grandchilder. Whenever young members of the Learned Clan have no better idea, a simple reference to C. is justification enough to verbally or physically attack another →Kindred, it seems. No other war ever had such repercussions on the thoughts of whole generations. No other war is as exemplary for the eternal Jyhad.

Indeed, C. already was a remarkable power in the Mediterranean when the Roman Empire was born. Its ships controlled the sea-based trade, and trade routes led from Cyrene to →Alexandria and from there to Somalia, India and China. Moreover, C. was the center of Clan Brujah, for here, some of the most prominent clan members had gathered. Led by →Troile himself, they reputedly sought to rebuild the glory and splendor of the First City. This is why C. is sometimes called the Third City.

It was the ideal of the Learned Clan to build a place where Kindred and →kine could coexist free of fear. The mortal populace should know about the undead in their midst so all could coexist harmoniously. This ideal can never be fully realized, for the mortals will always fear the hunter among them and have shown often enough that they try to destroy what they fear. But this warped Brujah ideal did not trigger the struggles. Rather, darkness ruled in the heart of the Brujah dream. The Learned ones did not claim the city alone, but dwelled hand in hand with the →Assamites, →Setites and even the →Baali. Yes, I have heard often enough that history is written by the winners and that only envy put Rome at C.'s throat. But I will try to prove the truth of my statements. The first proof is the cult of →Baal, then widespread in C. Every new moon, this cult sacrificed several kine to its god. Although many claim different, we did not take it upon us to collect the bones beneath the temple after the destruction of the city to be able to point our fingers at them. It was not necessary. Not only Rome's Ventrue saw what →Moloch did as Baal and paramour of infamous Troile. We could not have fabricated stories that would have been perverted and repulsive enough. In the end, we were forced to unite the →Malkavians from Crete, the →Toreador from Achaea and the Sicilian →Lasombra with the Roman →Ventrue to

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declare war on C. This so-called paradise's kine lived in a hell of fear and terror. They knew that creatures stalked their streets and might attack them at any time to drink their blood or sacrifice them to a blasphemous god in unspeakable rituals. Yes, I really can imagine that paradise — a paradise for the Beast within, for the monster we can become. But finally, we were able to stop their infernal schemes, and it wasn't only the Ventrue, as so many Brujah believe in the Final Nights. It was an intervention of all clans still in their right mind.

On the night C. fell, Moloch and Troile fought side by side; neither retreated for love of the other, and together they fell. The city was destroyed in a desperate effort to purge the evil they had wrought on the face of the world. The ground was salted, and rituals were performed so that none of the Kindred who has sought refuge in the earth might rise again. Until these nights, this place close to Tunis has been avoided. No →Cainite can enter it without having terrible visions of the ghastly things that were once committed there. We will probably carry this war's legacy in our hearts eternally, and probably, it will suffice even for this century's childer to hate each other. But these are the unfathomable ways of the Jyhad.

• **Casanova: 1.** Giovanni Giacomo C., Chevalier de Seingalt (an invented title); *1725, +1798; Ital. adventurer and writer. — **2.** A →Kindred who seduces mortals without killing them, takes only a little →blood and erases their memories afterward.

• **Cassidy, Elaine:** →Velya.

• **Catacombs of the Antediluvians:** Subterranean tomb in the →Black Citadel in →Enoch containing four supposed Antediluvians' sealed sarcophagi.

• **Cathari: 1.**→Albigensian. — **2.** →Sabbat following the →Path of Enlightenment called →Path of Cathari.

• **Cathayan:** →Kuei-jin.

• **Cathedral:** Term for a large →Sabbat haven.

• **Cauchemar:** A vampire who feeds only from sleeping victims and prevents them from waking in the process.

• **Celerity:** This →Discipline explains the →Kindred's superior speed. C. is common with the →clans →Assamite, →Brujah and →Toreador. These clans can use →blood to become inhumanly fast.

• **Celestyn:** Sixth Generation →Tremere; *1110, #1139. C. (originally: Calnor) grew up as the son of the seneschal of an eccentric English lord together with the lord's children. He received the same education and learned several languages. Calnor's love for knowledge led him to explore the occult and history. From what he read and what he heard from aged folk living in the area, he deduced that →mages had to have a chantry close by and guessed at its location correctly. One autumn afternoon, he stood at its threshold and asked to be taken in as a pupil. The mages perceived his as yet undeveloped potential and agreed. Calnor became a member of House →Tremere.

In addition to his magical studies, Calnor (who was now called C. due to his love for the stars and his navigating abilities) proved himself adept at locating information fragments. He pieced them together and could tell with remarkable accuracy where to find old treasures or lost knowledge. Whenever possible he roamed western Europe to unearth long-forgotten wonders and bring them to his chantry near London. In the meantime, he devoted himself to his studies and copied magical texts before they faded into illegibility.

His skills did not go unnoticed. C. was called to →Ceoris, where he was assigned to organize and update the chantry's extensive library. Whenever he found rest, he traveled the land searching for magical and mundane items. He earned a great reputation for finding numerous artifacts. Additionally, he earned the reputation of being as heroic as he was driven, for he traveled fearlessly through →Tzimisce domains. Because of his valuable contributions to the chantry, C. was one of the first mages of Ceoris to be →Embraced. C.'s →sire is →Etrius.

C. considered the Embrace an opportunity to find out more about the legends of the undead. After the Embrace, he obligingly stayed in Ceoris. The only thing he regretted was that it was hard to see what he unearthed by night. Due to his journeys throughout Europe, C. is powerfully built and well muscled. His hair is

"Clan of Usurpers" suggests incredible insolence. On the other hand, we did very well to call those who invented this sobriquet to account for it... I can only point again to Tremere's heroic fight against Saulot, the scourge of humanity, who after all, as we all know, is the Baali's progenitor.

Well, this might be a little overdone, even for Tremere propaganda...

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TIMELINE: CHICAGO

Circa 1700: →Menele, a →Brujah →Methuselah, settles with the Native Americans in the area where C. is tonight and adapts their lifestyle. Supposedly, he grows closer to his ultimate goal, →Golconda.

1795: General "Mad" Anthony Wayne buys the land C. will be built upon.

1803: Wayne erects Fort Dearborn, which meets with massive resistance from the natives, who are led by a wise and shrewd chief called Black Hawk.

1812: The Native Americans' attacks force the Europeans to give up the fort temporarily.

1816: The Europeans return with more troops led by General Whistler and rebuild the destroyed fort. Whistler is probably influenced by the →Toreador →Helena, a Methuselah who is linked with Menele by an ages-old enmity. Black Hawk asks the Brujah to help him fight the Europeans.

1832: After a cavalry attack on a Native American camp that leads to a massacre, Menele frenzies and, for the first time, personally intervenes in the conflict between settlers and natives. Helena confronts him. Both are so badly wounded that they fall into →torpor, but are rescued by their →ghouls.

1833: C. founded.

1837: The Brujah Maxwell becomes →prince of the city. The fact that a black man can claim such an austere office for himself (at such a time in history) leads →Inyanga to C.

1861–65: The Civil War leads to a dramatically increased population. →Kindred flock to the area, too, among them the →Ventrue →Lodin, not of his own accord, but as a part of a complicated scheme by Helena to overthrow Menele's puppet.

1871: Devil's Night. Conflagrations started by a suicidal →Malkavian rage through C. like an epidemic, incinerating everything in their way. Amazingly enough, only a few mortals lose their lives, but the fire destroys 18,000 buildings and almost completely wipes out Maxwell's followers among the Kindred. Lodin sees his chance to become prince, waits until Inyanga is out of town and then attacks mercilessly. Together with a group of Toreador and Ventrue, he attacks the prince. Maxwell escapes through a window and doesn't return to C. until the end of the 20th cent. Lodin tolerates no rivals next to him and removes all other Ventrue in town with surgical precision. Since that night, all members of the →Clan of Kings in C. are progeny of Lodin.

1880: Supported by the →primogen of the Gangrel, Brujah and →Nosferatu, a thorn in whose side Lodin's seizure of power represents, the Toreador →Modius enacts a plan to undermine the Ventrue's influence. First, the conflict is carried out without direct confrontations; both sides use only mortals to implement their plans. It's a shock for Lodin that the workers in his city (led by his rival) protest their bad working conditions. All big institutions Lodin has suborned to stabilize his leadership start crumbling. Even with the help of two neonate lieutenants, Lodin at first seems unable to prevent his fall.

1886: One of Lodin's mortal minions throws a bomb into a group of police officers, which leads to an uprising during which several union members and police officers die. The dead workers become martyrs, which only fuels the unrest.

1894: A strike against bad living and working conditions unites black and white railway workers, who manage to completely shut down the national railway network. This poses a direct threat against one of Lodin's lieutenants, who earns his resources through the railway. Without consulting the prince, he enlists the aid of government troops against the workers. The accident becomes a worldwide scandal and a disgrace for the whole city.

1901–6: Lodin comes to the conclusion that his momentary army of followers is not sufficient to end the unrest and →Embraces a famous socialist leader. Lodin orders him to persuade the other union leaders to have the working class keep quiet using promises

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and money. Modius's troops react belatedly to this move, but with unexpected violence. For the first time, Kindred are directly involved in the conflict, and Modius's Brujah allies destroy some of Lodin's helpers.

1908: Lodin addresses the city's oldest Kindred and informs them that →anarch actions threaten the →Masquerade. Grudgingly, the →elders allow him to finally end the conflict by all means necessary. At the same time, the socialist leader Embraced by Lodin manages to win the city's Brujah over. Lodin starts a systematic campaign to annihilate the anarchs.

1913: Lodin has the city under control. Modius flees.

1913–66: Cauchemar era. Long period of peace among the city's Kindred.

1919: C.'s elders recognize that it is bad for the city to resolve disputes overtly and by using →Cainites. They make several locations in C. →Elysium to gather there regularly.

1921: Lodin tries in vain to starve Modius in Gary by completely ruining that city's economy.

1966: In the '60s, the anarchs are getting more and more dangerous for Lodin. The real problems start when the prince's sheriff destroys two Brujah. The anarchs react with an outburst of violence against the elders that will go down in Kindred history as the Night of Rage. Within a week, 13 Cainites are destroyed. Over the next few years, both sides wage a guerilla war.

1968: Lodin gains permission from the Ventrue →justicar to solve C.'s anarch problem once and for all. Over 100 Kindred disappear without a trace. Lodin's domain remains secure.

1983: Start of the Council Wars. The anarchs have gathered strength again and manage to make one of their allies mayor of C.

1985: At Christmastime, Lodin starts Operation Incubator to publicly run down the anarchs' most important mortal pawns. The operation fails because many mortals dislike the mingling in those pawns' privacy.

1986: The anarchs manage to replace some of the prince's minions in the municipality by their own allies.

1987: Lodin asks the →primogen for help, whose members promise their support in return for certain concessions. During the subsequent Thanksgiving Massacre, Lodin's ghouls destroy almost all anarchs in the city while the prince himself takes advantage of the premature death of the mayor they have installed.

1990: Helena rises from torpor and starts searching for Menele's haven.

1993: →Lupines unexpectedly attack the Succubus Club, a favorite haunt of the Kindred, and some more downtown buildings. Lodin calls a →blood hunt on all Lupines, and some of them are even killed. The Lupines' counterattack coincides with a →Sabbat attack. In the chaos of the struggle, more than one-third of the city's Kindred are destroyed, among them Lodin. The question of power remains unresolved to thisnight. C. now is a city with several possible pretenders to princedom, but it seems very probable that a childe of Lodin will be his successor in the end.

blond, his eyes brown. His face can be called pleasant. When in the library, C. dresses in robes and caftans. On journeys, he prefers simple clothing since it allows more freedom of movement.

C.'s works made their way into the mortal realm, which made him a famous scholar among Middle Ages mortals, as well. Some of his ideas (combined with those of mortal scholars) inspired like-minded colleagues of C. to develop archeology as a science.

After serving long and faithfully at Ceoris, C. left the chantry one night, never to return. Some rumors claim he's in South America, others that he had been destroyed by the Tzimisce. Some →Cainites say he joined the →Inconnu, while others maintain the well-known sage had reached →Golconda and now resided somewhere in Asia.

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When they attacked the cities of the U.S. East Coast, bloodhounds calling themselves columns came over our domains like vultures, like a tidal wave of destruction. Those they came for looked their Final Death in the eye.

• **Chalice of Kinship:** Mystic artifact owned by the →cardinal of northwest America. This ebon chalice unites the participants of a →Vaulderie in a particularly strong →blood oath. Unfortunately, nothing is known about the C.'s origins.

• **Change:** The moment and process during which a mortal turns into a →Kindred.

• **Chantry:** The permanent residence of House and Clan →Tremere in a city. In most of the world's larger cities, there is a C. Each is overseen by a →regent. Certain rules of hospitality apply, and the C. must house and shelter foreign Tremere. But if the regent has reason to assume that a certain person's presence in a city compromises the →clan's and the C.'s safety, he can deny the suspect access. C.s differ widely in their outer appearance, but the Tremere typically try not to raise too much attention.

• **Chartry, Karen:** Ninth Generation →Ventrue; *1729, #Italy 1766. Childe of the Italian →Ventrue Contillio. Resides in the →domain →New Orleans.

• **Chatterlings:** The mortals kidnapped by the →True Hand to be trained as servants and →ghouls until they were found worthy of the →Embrace. They were supposedly trained in →Enoch and belonged to the most insane, ruthless and capable members of the Hand. May →Caine give that they have been destroyed to the last man.

• **Chavez, Gabriel:** Seventh Generation →Assamite; *Sitges 699, #1139. Childe of the Jordan →Assamite →Tariq. The Muslims ruling Spain in C.'s youth didn't let him become a warrior as he wanted but trained him to be a spy. Eight years later, C. found proof of mistakes the caliph had made. In this situation, Tariq approached him and talked to him about Allah, Mohammed, →Haqim and the spiritual path of the →Cainites of →Alamut. He →Embraced C. In 975, very calm, loyal Assamites were needed to infiltrate the Caliphate of the Fatimids, and C. was among them. In 1107, he went to →Jerusalem to fight the crusaders. In the 16th century, C. was destroyed for insubordination.

• **Chicago:** City in Illinois (USA) on the southwestern shore of Lake Michigan; 3.5 million inh. (metropolitan area 7.2 million inh.); second largest economic center of the

U.S., important railway junction, center of air traffic and, since the opening of the St. Lawrence Canal, one of the largest inland ports on Earth; foremost grain, livestock and wood market of the world, most important slaughtering location in the world, numerous large industrial complexes; several universities, scientific institutes (see →Timeline: Chicago).

• **Chief:** Leader of one of the →Sabbat's notorious →War Parties.

• **Childe: 1.** Derogatory term for a young, inexperienced or foolish →Cainite. — **2.** Term for a →Kindred in relation to his →sire, the Kindred who →Embraced him.

• **Children of Haqim:** Term the →Assamites proudly use for themselves.

• **Children of the Dracon:** Modern knightly order among the →Tzimisce, possibly relating to the worship of →Dracon in Constantinople (→Akoimetai). The members of the order call themselves Brothers' Keepers, and no member of the C. has ever been →voivode.

• **Chimerstry:** The →Ravnos are heirs to a legacy of illusions, and this Discipline allows them to practice such prestidigitation. As a Discipline, C. is a form of conjuration; a

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→Kindred can tap into his inner reserves to bring spectacular phantasms seemingly to life. Illusions created through C. nonetheless shatter when confronted with the revealing power of →Auspex.

• **Chorazin:** The city that →Shaitan built. Although most doubt its existence, many →Baali texts refer to such a place. If it exists, then it is surely below ground and probably somewhere in the Mediterranean area. Supposedly, all those who want to join the Baali are brought here for their final tests, the exact nature of which I don't even want to imagine. If someone else ever finds this place, history could repeat itself, and there could be a second great war against the infernal bloodline. But I rather assume that C. is a place visited in spirit form by those who want to do so. If it had a physical counterpart, it would have been ferreted out and destroyed long ago.

• **Christopher:** Ninth Generation →Ventrue; *1967, #1986. Childe and mortal cousin on his father's side of the Prince of →New Orleans, Marcel →Guilbeau. Was once Guilbeau's designated successor.

• **Chronicle of Caine:** First part of the →*Book of Nod*. It is not important that this part is not totally in keeping with standard biblical canon. In contradiction to the Bible, the creatures from that time with the exception of the →Dark Father are reduced to simple tools. The C. discusses the controversial role of →Lilith, in whom many see a midwife for our Dark Father's recognition of his supernatural potential.

• **Chronicle of Secrets:** Third and last part of the →*Book of Nod*, and the shortest of the three chronicles. Contains prophecies and visions about the return of the →Antediluvians, among other things.

• **Chronicle of Shadows:** Middle part of the →*Book of Nod*. Collection of parts and fragments of the original text. My colleague Choros, a confessed member of the →Sabbat, told me he considered the C. a propaganda collection published by the →Camarilla to support their tyranny. I sincerely hope that these fragments were no complicated prank of the →Malkavians Aiysha fell for, especially not the 13 commandments they contain and that supposedly were set in stone originally.

• **City Gangrel:** Members of the →Gangrel →*antitribu* who, unlike the →Country Gangrel, have made their →havens within cities.

• **Clan:** A group of →vampires sharing certain mystical and physical attributes, as well as a theoretical common progenitor. At the moment, there are 13 clans, all of which were supposedly founded by a member of the Third Generation (→Assamites, →Brujah, →Followers of Set, →Gangrel, →Giovanni, →Lasombra, →Malkavian, →Nosferatu, →Ravnos, →Toreador, →Tremere, →Tzimisce, →Ventrue). Additionally, the C.s extinguished earlier in history should be noted, the →Cappadocians and →Salubri (some of the latter still exist).

• **Clan Founders:** The 13 →Antediluvians from whose blood the →clans arose. They are known under many names, though we shall not list them here for fear of tarnishing the accuracy of this codex. In the strict sense of the meaning, →Tremere, who took Saulot's place as a Founder, and Augustus →Giovanni, who destroyed Cappadocius, should be part of this list, even if they became members of the Third Generation by →Amaranth.

• **Clan of Death:** Old term for the →Cappadocians from the →*Book of Nod*. Alludes to their →clan Discipline of →Mortis.

• **Clan of Shapers:** Old term for the →Tzimisce from the →*Book of Nod*. Alludes to their →Discipline of →Vicissitude.

• **Clan of the Beast:** Old term for the →Gangrel from the →*Book of Nod*. Alludes to the →clan's affinity for all kinds of animals.

• **Clan of the Hidden:** Old term for the →Nosferatu from the →*Book of Nod*. Alludes to their →clan →Discipline of →Obfuscate.

• **Clan of the Hunt:** Old term for the →Assamites from the →*Book of Nod*. Alludes to the →clan members' tradition of being judges, seers and enforcers of the →Traditions.

• **Clan of the Rose:** Old term for the →Toreador from the →*Book of Nod*. Alludes to their ancient →clan symbol.

• **Clan of Usurpers:** Derogatory term for the →Tremere. First used in the Dark or Middle Ages, presumably by the →Salubri.

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TIMELINE: CONSTANTINOPLE

ca. 2100 B.C.: The →Toreador Antediluvian →Embraces →Mi-ka-il in the city of Ebla.

ca. 550 B.C.: The Cappadocian →Byzar founds the colony of →Byzantium. Mi-ka-il (now known as →Beshter) visits the site.

548 B.C.: Beshter takes up residence in Rome.

309 B.C.: Alexia →Theusa visits Byzantium and is Embraced by Byzar.

58 B.C.: Beshter and the →Ventrue Methuselah →Antonius become lovers.

65 A.D.: Beshter Embraces the Roman satirist Petronius.

85: Beshter converts to Christianity and is baptized as →Michael.

152: Michael encounters the Tzimisce →Dracon. The two become lovers.

196: Roman Emperor Septimus Severus razes Byzantium during a civil war with Pescenius Niger. During the assault, Alexia Theusa ambushes Byzar and the city→s Cappadocians, sending them into torpor.

312: Constantine the Great, during his bid to become Roman emperor, battles his rival Maxentius outside Rome. Michael, Antonius and the Dracon now call themselves the →Triumvirate.

324: Constantine defeats Licinius near Byzantium, cementing his claim to the imperial throne.

326: Constantine founds New Rome on the site of Byzantium (later to be called Constantinople). The Triumvirate leaves Rome to take up residence in the new capital.

329: Constantine→s lieutenant →Caius is Embraced by Antonius.

330: New Rome becomes the empire→s new capital.

337: Constantine the Great dies. The Triumvirate holds the First Council. Magnus, a local →Lasombra, pledges himself to the service of Michael.

476: Rome falls to the barbarian Odoacer. →Cainite refugees begin to arrive in Constantinople. The Second Council is held, forming the Trinity system of families. The Lasombra of Magnus and a group of Roman →Brujah known as Lexor are made scions. Antonius extends protection to Alexia Theusa.

489: Michael invites the Follower of Set Khay→tall to found a scion family.

517: Justin I becomes emperor under the guidance of his nephew Justinian and the Ventrue Antonius.

527–55: Justinian becomes emperor and expands Byzantium→s territories into North Africa and Italy. The Trinity system of families is spread across the empire. The monasteries overseen by the Dracon→s →Obertus Tzimisce are severely regulated.

537: Hagia Sophia, the world→s greatest Christian temple, is completed in Constantinople. Michael takes up residence.

555–65: Justinian→s rule ends in chaos as Constantinople→s outlying territories are wrested away. Plagues weaken the empire.

565–600: Plagues repeatedly strike Constantinople, allegedly spread by the Dracon.

566: Antonius Embraces →Belisarius, Justinian →s leading general.

579: Antonius→s mortal rival →Narses seeks out an Italian Lasombra and is Embraced. Narses is made responsible for the Italian territories of the empire.

602: Phocas becomes emperor, beginning a reign of terror.

604: Antonius→s childe Septima Dominica Embraces her servant Nicepherus. Caius Embraces a magistrate named Epirus.

610: Heraclius becomes emperor and renews the power of the monasteries, bolstering the Tzimisce power base.

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620: The →Akoimetai monks serving the Dracon begin transcribing the contents of the Great Library of →Alexandria.

626: The Akoimetai monk Gregory is Embraced by an Alexandrian Ravnos.

632: Gregory is adopted by the Antonian Ventrue.

642: Alexandria falls to the Arabs and the Great Library is burned to the ground.

660: Narses cuts ties with Constantinople and claims domain independently in →Venice.

689: To mend the rift between Antonius and the Dracon, Michael presents each with one of two young brothers, →Gesu and →Symeon, to raise and Embrace.

701: The Dracon Embraces Gesu. Gesu falls into a deep torpor.

703: Rising from torpor, Gesu Embraces Symeon, enraging Antonius.

704: The Third Council is held to resolve the matter of Symeon→s Embrace, but no resolution is reached.

717: Leo III becomes emperor under the watchful eye of Antonius.

726: Leo III launches Iconoclasm, calling for the destruction of all religious icons. Antonius calls for a Cainite Iconoclasm, aimed at the Tzimisce practice of →blood cults. Byzantine society is divided. The Fourth Council is held. The Malachite Nosferatu are made scions of the Toreador. Caius and Septima propose Antonius→s destruction. Michael and the Dracon acquiesce.

797: Caius becomes Basileus of the Antonian Ventrue with Septima as his second.

842–67: To restore order, Michael rules directly as Emperor Michael III.

888: The Dracon leaves Constantinople.

890: The Fifth Council is held and recognizes Gesu and Symeon as leaders of the Tzimisce. Michael begins to feel the pull of madness and torpor, leaving nightly tasks to Petronius.

1001: Septima Dominica is destroyed by witch-hunters.

1071: The Seljuk Turks defeat the imperial army at Manzikert, stripping Byzantium of most of Asia Minor.

1073: The Sixth Council is held and Belisarius returns to a position of power.

1081: The Seventh Council is held. The family of Narses of Venice is made a scion of the Ventrue and is given trading privileges. Baron →Feroux→s Gangrel become scions of the Tzimisce. Alexius I Comnenus becomes emperor.

1090–1125: Narses→s childe →Alfonso serves as a Lasombra priest in Constantinople.

1096: Soldiers on the First Crusade travel through Constantinople.

1140: The Salubri Achmet arrives in Constantinople.

1143: Emperor John II Comnenus, on campaign in Asia Minor, is killed by the Assamite Shabah.

1143–82: Latin influence mounts under Emperor Manuel Comnenus.

1153: Ducas Embraces former princess Anna Comnena.

1185: Riots targeting Latin residents break out in Constantinople. All Latin Cainites in the city are destroyed save for the Genoese Lasombra Gabriella and her mortal protégé Lillian, who are sheltered by Symeon. The Eighth Council is held and the Ventrue Epirus and Brujah Tribonius are destroyed for inciting the riots; the Latin Quarter is made independent from the rule of the Trinity and is placed under the dominion of Bishop Alfonzo of Venice.

1185–97: Cainites from across Europe begin to arrive at Constantinople, crowding the Latin Quarter.

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1186:	The Nosferatu Fra→ Raymond and his brood arrive from the Crusader States and are hidden by the Malachite Nosferatu.
1187:	The Ventrue Basil of Thessalonica and the mad Caitiff prophet Stanislav arrive from t he West.
1188:	The Assamite Shabah arrives as an ambassador from Alamut.
1190:	Theresa Kymena, a rogue Tremere, arrives to study with Achmet.
1193:	The Brujah, Gangrel and Nosferatu of the city form the Covenant of Three to defend it.
1195:	Alexius III Angelus becomes emperor by blinding and deposing his brother Isaac II.
1196:	Lillian, now Symeon→s lover, is Embraced by Gesu.
1197:	Gabriella of Genoa is kidnapped by Shabah.
1198:	Innocent III becomes pope and calls for a Fourth Crusade.
1202:	Crusaders gather in Venice and are greeted by Isaac II→s son Alexius, who requests their aid in becoming emperor. The Venetians support his efforts in exchange for promises of riches.
1203:	The crusaders conquer Constantinople and place Alexius IV as emperor.
1204:	The people of Constantinople revolt and the crusaders sack the city, starting a fire that burns for eight days. The Byzantine Empire is torn as under and divided among the crusaders.

• **Clan of Warlocks:** Old term for the →Tremere. Alludes to their origin from a hermetic tradition of sorcery.

• **Cleopatra:** The last Egyptian queen of the Ptolemaian family was put on the throne by Julius Caesar in 48 B.C. She was 18 then. Presumably she killed herself by letting a snake bite her, but as she was a →Follower of Set's ghoul, this end of her mortal history seems improbable. So far, though, I couldn't find a hint for her being taken into the undead's ranks.

• **Cobras:** Nickname of the →Serpents of the Light.

• **Cocceius:** Seventh Generation elder of the →Learned Clan; *202 B.C. as the son of a Roman slave, #Rome 148 B.C., +1647 in the chaos of the Thirty Years War.

C.'s mother was repeatedly raped by Roman citizens for her beauty. He is a child of rape by the Roman Senator Civus and was born as a slave. C. swore revenge against Civus. The senator sold C. to the arena after his mother's death, where he trained and saved money to buy himself out of slavery. As his body developed, his skill grew as well. C. befriended a Greek gladiator called Yorgos. He adored him like a brother and father at the same time and

planned to found a gladiators' school with him. Unfortunately, Yorgos died in the arena. After this tragedy, C. did everything to improve his skill until the day of freedom finally came. He saw the despair and tyranny in Rome. People starved while, close by, the

Not without a trace at all... After all, a whole group of Native American abominations haunted the area for years, some of whom confessed after intense questioning having been taken into the night by a "white medicine woman."

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rich rulers stuffed themselves to excess. Two things brought about C.'s decision to go into politics: the knowledge that it would bring him closer to Civus and that he'd be able to beat him on his home turf — with his own weapons. Though he was always regarded as a lesser being — he was, after all, a former slave and gladiator — he quickly learned politics and got closer to Civus, who had been →Embraced in the meantime. When they next met, Civus almost killed C., but the Brujah →Dysos saved him by Embracing him. He liked C.'s urge to change and be free.

C. got to know the Beast within that he had to fight and understood the meaning of mortals for our kind. He settled in →Carthage; when it was destroyed, another of his dreams died. C. moved on to →Aix-la-Chapelle, where he replaced the →Trinity (2), was prince for a while and resided until his Final Death.

• **Cock, Robin:** Seventh Generation elder of the →Clan of the Hidden; *unknown, #1757. →Nosferatu →Justicar since 1998. C. was a skilled but otherwise unremarkable silver smith's apprentice who fought for survival against poverty in the last days of the British colonies in America, where he was →Embraced by his predecessor, Alonso Cristo →Petrodon de Sevilla. Petrodon soon left him to fend for himself, though the American colonies and especially the New England coastline were shaken by violent struggles and thus were no good place for lonesome fledglings. Many whom C. contacted didn't see the dawn of the 19th century. Then he got to know →Warwick, the in-between Prince of Providence; his reign of terror made internal struggle that had gone before in the area pale in comparison. Over 100 years later, in the darkest hours of Warwick's tyranny, C.'s →sire reappeared and called his childer to him through the rebel leader Prudence →Stone to infiltrate and destroy Warwick's network with their aid. Only C. survived this effort, which none of the →Camarilla leaders ever forgot and which surely contributed to his recent nomination.

• **Code of Milan:** Medieval code of conduct to keep the order within the →Sabbat. Updated and revised on December 21, 1933, by →Regent →Gorchist and signed by the cardinals Huroff, Bruce de Guy, Agnes and Charles VI, the archbishops Beatrice, Una, Tecumseh, →Giangaleazzo, Toth, Aeron, Marsilio, Rebecca and Salluccio.

• ***Code of the Damned:*** Book in which →Mictlantecuthli wrote down the details of his thaumaturgical research. In his home, Tzental, many priests researched blood magic and tried to become immortal like Mictlantecuthli. One of his mortal minions brought the C. to the priests during the day for months while Mictlantecuthli slept. When he descended into his pyramid to enter →torpor, his mortal priests were interred with him. Later, the C. was removed from Tzental, though no one knows how. Likewise, no one knows who finally translated it. But presumably, there are two translations of it — a Latin one in the →Tremere →chantry in →Vienna and another, probably in English, that has disappeared. From time to time, false translations appear and raise great interest every time.

• **Codex of Legacies:** →Constantinople's →Cainites do not follow Caine's Six →Traditions. Instead, over the centuries and thanks to the city's →Brujah Tribonius, they developed their own set of laws and customs: the C. The basic principle of the C. is the rule of the →Trinity. There was no →prince in Constantinople; instead the →Tzimisce, →Ventrue and →Toreador families jointly claimed the domain. Each family was led by a patriarch (although →Michael was considered

Sounds like a cheap excuse for an orgy to me. These Serpents are a remarkably unstable bunch.

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the patriarch of all Constantinople), who led his family and the scion families under it. Those Cainites who were not part of the family system had no part in city affairs. The tenets of the C. otherwise resembled the Six Traditions, but they had different priorities and cemented the Trinity's rule.

• **Columns:** Permanent →Sabbat →packs consisting exclusively of →Black Hand members.

• **Communal Haven:** →Sabbat term for a →pack's →haven.

• **Comnena, Anna:** Member of the →Kingship Clan; as the eldest child of Emperor Alexius I Comnenus, she was betrothed to an imperial candidate at an early age and prepared for a life as empress of New Rome. An avid student and brilliant thinker, she absorbed political, theological, scientific and philosophical teachings with a passion that stunned her tutors and made her parents proud. But her brother succeeded her father on the throne and exiled her to a convent. There she wrote her famous *Alexiad*, an account of her father's reign. When this account was finished and she had vented her ire, she was taken into →Constantinople's undead society by the Kingship Clan. There, she became a prominent and influential figure within the →Ventrue family in relatively short time, but her fate after the city's fall to the Ottomans is uncertain. Probably she mingled with the Turks and may still exist.

• **Conclave:** C.s are the biggest events in →Camarilla politics — at least the biggest any →Kindred can attend without a personal invitation. A C. serves as superior court of the Camarilla →Kindred, a policy-setting body that considers and determines future politics and emphasizes the Camarilla's role as guiding star of the →Masquerade and the relationships between →Cainites and →kine.

Any Kindred hearing about a C. may attend. These events can take between a few hours and several weeks or even months.

Due to logistical problems, only →justicars or the →Inner Circle can call a C. — and even they may only do so if really necessary. Usually, the C. is held in the region most affected by the problem at hand or at a central location if the problem is supraregional. Any attendee may speak if supported by two or more Kindred. All attendees have only one vote.

C.s are usually held when it comes down to important figures, such as →princes, or especially severe violations of the Masquerade. Any Kindred can accuse another in front of the C. with no regard to status and can expect that the accusation is given due consideration.

• **Consanguineus:** Form of address for →Kindred of the same descent (usually only used for younger siblings in the blood).

• **Consistory:** The body of advisors to the →regent, composed of key →prisci and →cardinals.

• **Conspiracy of Isaac:** Led by Claudius →Giovanni, these conspirators of different →clans had joined forces to plan the →Amaranth of →Cappadocius and →Japheth. All members of this group were decadent and jaded aristocrats, a fact that made it easy for Claudius to discern what he could offer them to ensure their loyalty toward him. The group achieved its initial goal, though it can be doubted that all members have been informed of their success. Eventually, most vanished from sight. However, it can be assumed that the majority went underground to join the →Sabbat.

• **Constantine, Lothar:** Seventh Generation →elder of the →Kingship Clan. Sired Jereaux →Guilbeau in 1866 (in his →haven in east Georgia) and later Jereaux's brother Marcel. Presumably destroyed by Jereaux ca. 1870.

• **Constantinople:** Newer name for →Byzantium after 330 A.D.; capital of the Byzantine Empire until 1453; since then Turkish: →Istanbul.

• **Content, Malk:** C., a →Malkavian, is a fraud of unknown origin with a very childish demeanor. He has invented hundreds of stories about his origin and claimed to be a native Indian medicine man, a Mongol warrior, a Babylonian king, the son of Eneas, a Persian prince, an alien, a judge of the High Elves' court, Jesus and →Malkav himself, among others. He appears in many forms and disguises, but always carries the Malkavian clan symbol, a broken mirror, somewhere on his person, sometimes even as a tattoo on his forehead.

C. is a disquieting person of great power and infectious madness. His presence leads to reality shifts in his immediate surroundings,

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and even the most powerful elders are not immune to his pranks. His simple presence unhinges the delicate balance of Kindred intrigues. Among his enemies are the →Camarilla →justicars as well as the →Sabbat's →Black Hand, both of whom rate him as dangerous for lack of any reliable information. Some say certain important social changes of the 18th and 19th centuries were implemented by him, for he had worsened the living conditions in early industrial Europe beforehand to the degree that no country could avoid reforms. C. stole grimoires and artifacts from the →Tremere, formed unholy alliances with →Lupines and evil spirits and is responsible for great differences within →Kindred society. One never knows when he will attack next time and what his motives are — if he has any at all. Wise Kindred simply try to avoid C.

• **Convention of Thorns:** Written agreement between the →Camarilla and the →anarchs ending their open war and outlining the way both factions interact with each other. The C. marks the end of the →Anarch Revolt. Phrased by the →Ventrue →Hardestadt. The name comes from the name of the hamlet at which the treaty was signed, outside Silchester in England.

• **Corrupter:** A follower of the →Path of Evil Revelations.

• **Coterie:** A group of →Kindred protecting and supporting each other against outsiders.

• **Council of Seven:** Seven-headed, highest board of House and →Clan →Tremere whose members serve the →founder of their clan as advisors. Its members are some of the →Tremere's oldest compatriots. Some of them were among the first →mages who transformed themselves into →Cainites. The C. holds a formal meeting every 10 years. The meeting always takes place in →Etrius's old →chantry in →Vienna. The current councilors are rumored to be →Etrius, →Grimgroth, →Meerlinda, Xavier →de Cincao, →Abetorius, Thomas →Wyncham and Elaine →de Calinot.

• **Country Gangrel:** One of the two main factions of →Gangrel →*antitribu* within the →Sabbat. Unlike the →City Gangrel, the C. prowl rural areas and the wilderness, similar to their brethren who have recently turned their backs on the →Camarilla.

• **Court of Blood:** Institution of →Clan →Lasombra. Serves as an instrument for regulating the personality of the clan. Whoever suspects a clanmate of falling short in his or her stature turns to the C. to attain permission to execute him or her. To obtain this permission, the incompetence of the Lasombra in question needs to be proven by circumstantial evidence. The C. consists of three to 13 members that the →Amis Noirs deem capable of such a job. The court's decision is made only based on the evidence presented with no regard to political motives. The permission to execute is granted only if the evidence clearly speaks against the defendant, which rarely is the case. The defendant never is informed about the petition. If found guilty, defendants are informed only if the C. thinks they deserve a chance. If, on the other hand, the accusation proves completely unjustified, the defendants usually are informed about the accuser's petition. Typically, there is no subsequent hearing with reversed roles; generally, the affair is settled out of court, which does not mean it becomes any more pleasant for the accuser.

• **Coven:** A →pack of →Sabbat that makes a permanent →haven in a city; used to differentiate between "founded" packs and nomadic ones. Most Sabbat cities host numerous covens, in addition to providing "hospitality" to a seemingly endless stream of nomadic packs.

• **Coventry, Madeline:** Elder of the →Clan of Warlocks, sent to the recently founded colony in the Massachusetts Bay by the Winchester →chantry in England. She arrived in 1635 and declared herself →prince. In 1795, →Baladin replaced her, and she fell into →torpor. C. vanished without a trace in 1831.

• **Crazy Jane:** →Malkavian; born as Jane →Pennington in 17th-century England; important dates of life and unlife unknown. →Childe of →Mad Tom. Probably destroyed her own →sire. Reputed to be the muse of poet Edgar Allan Poe.

• **Creation Rites:** The special ritual that makes a →Sabbat →Cainite a true sect member. The C. differ from the →Embrace insofar as anyone can be Embraced, but a recruit is not a Sabbat until he has passed the C. (and is not considered a Cainite until then).

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• **Credentes:** Followers of the →Path of Cathari.

• **Critias:** →Brujah; →primogen of the →Learned Clan in →Chicago. C. almost forms an exception these nights, at least as far as the New World is concerned, for he is the epitome of a warrior who is also a philosopher (and the other way around) — which he probably once was — not a rebellious agitator like so many of his clan in the Final Nights.

• **Cross:** The C. has become the main symbol of the Christian faith and its worldview through the New Testament and especially Paul's interpretation of Jesus' crucifixion that took it from the chronological and spatial restraints of a historical event to the infinite sphere of myth. It is not easy to separate and discern the C.'s liturgical meaning from the spiritual one at all times. While C. wine and C. water were rightfully called superstition, though they were religious customs (just as the sign of the C.), Ash Wednesday's ashen C. as a sign of atonement must be judged differently. The idea that consecrated ash helped against headaches, increases a garden's fertility or serves any other means is highly superstitious, however. This example may serve to show the difficulty of setting borders and remind our esteemed readers to tread carefully with this subject.

Trying to chase illnesses, ghosts or our kind with the sign of the C. is a completely different thing. This only works with people who possess →True Faith, just as they are the only ones in whose hands objects bearing the sign of the C., like keys, knives, coins, nails, etc., can hurt us.

The crucifix, the C. adorned by Christ's body, is likewise surrounded by significant superstitious customs and faith (see →Holy symbols).

• **Crusaders: 1.** Nickname for the →Ventrue →*antitribu*. — **2.** Noble knights attending a →Crusade.

• **Crusades:** Campaigns started by Europe's Christian people to conquer Palestine, the Holy Land. Reason for the crusade movement was the conquest of Jerusalem and thus of Christ's grave by the Seljuk Turks (1070). Pope Urban II called for a war against the infidels in 1095. Under Godfrey of Bouillon, the First Crusade (1096–99) led to the Christian conquest of Jerusalem. In 1146, Bernard of Clairvaux managed to convince King Conrad III to call for a Second Crusade (1147–49). The French king Louis VII joined. The endeavor ended in a military disaster. At the same time, in 1147 a so-called Wenden Crusade against the Slavs in Mecklenburg and Pomerania took place. The conquest of Jerusalem by Sultan Saladin (1187) led to the Third Crusade (1189–92), led by Emperor Frederick I and joined by English King Richard the Lionhearted and King Philip II August of France. During this Crusade, Acre was conquered in 1191. The Fourth Crusade (1202–4) occurred without German participation, led to the conquest of Constantinople and established the Latin Kingdom. In 1212, the disastrous Children's Crusade took place. The Fifth Crusade (1228–29) brought Jerusalem back into Christian hands through a treaty between Emperor Frederick II and Sultan al-Kamil (until 1244). The French King Louis IX's Sixth and Seventh C. (1248–54 resp. 1270) in Egypt and Tunis were not successful.

The C. idea stirred new impulses in the popes: In 1209 the church called a Crusade against the →Albigensians, in 1232 against the Steding farmers. The →Teutonic Order, founded in the Holy Land in 1198, fought the Prussians and Lithuanians in the name of faith, too.

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• **Cult of Enlightenment:** Gehenna Cult, founded in 510. The C. fights a lonely battle, as it wants to lead all members to →Golconda in time before →Gehenna. Now two "prophets" have arisen within the cult, each a bitter enemy of the other, both advocating monastic retreat as the solution to Gehenna. A few cultists remain skeptical, knowing that the fear of doom easily gives rise to sham and demagoguery. Meanwhile, the scholars of the group spend their nights trying to find the →*Scrolls of Wisdom*, 13 scrolls onto which the C.'s founders recorded all their learning centuries ago. For the most part, though, the C. is eager to follow the words of the new thin-blooded prophets.

• **Cult of Ezuli:** At first glance, the →Setites' cult is very similar to the adoration of the numerous different ghosts in Voodoo religion and is an especially good example for one of the more corrupt →blood cults of →Kindred. →Ezuli's followers gather, led by a *manbo* (priestess), and sing songs of invitation to gain her attention. Soon, the songs lead to unrestrained, orgiastic dances to the beat of wild drums seemingly guiding the followers' pulse. Meanwhile, the *manbo* prays to all kinds of spirits, →elders and entities who are supposed to be on good terms with Ezuli. Soon, she appears in person amidst the crowd of writhing bodies, and before succumbing to a blood frenzy, she imbues one seemingly randomly chosen follower with her spirit who, possessed by her, attacks the others. Once she has come to her senses again, her body disappears in the crowd. The followers sing songs of gratefulness, and the whole ceremony calms down and dissipates. This is how it happens most of the time, but the →Beast, our greatest adversary, sometimes demands a higher toll, and I have heard stories about veritable carnages during the C.'s ceremonies. Supposedly, it is not unusual that dozens of followers lose their lives.

• **Cult of the Wanderers:** Another →Gehenna cult; relatively recent compared to many others, for it was founded only after the →blood curse. Unfortunately, I know nothing else about it.

• **Cunctator:** A →Cainite who avoids killing by drinking only small quantities and taking too little →blood to kill the →vessel.

• **Curse:** Figurative term for vampirism, the god's C. against →Caine that is passed on to all →Kindred in the →Dark Father's →blood.

• **Curse of the Tremere:** The Clan of →Warlocks' →ritual laid down in the →Treaty of Tyre that rendered →Kindred →vitae poisonous for the →Assamites. The C. was broken in 1998.

• **Cybele:** →Baali; supposedly a childe of →Shaitan, but it is unclear which Shaitan →sired her. Probably she hails from Crete and is one of the few survivors of her sire's labyrinth. Soon after escaping from there, she vanished, but it is clear that she helped the Roman senate with its war against →Carthage and with the destruction of the city. How exactly it came to be that she fought her own bloodline remains unknown. Later, she vanished completely from →Kindred annals. Rumor has it she had searched out Shaitan's labyrinth once again later and finally become a servant of the →Decani.

• ***Cycle of Lilith:*** A collection of texts desperately sought by →Noddists. Exists in several different versions. A being calling herself "the Dark One" helped me acquire some fragments of it in Boston in an old bookstore. The texts the elderly owner of the bookstore sold me became part of the edition of the →*Book of Nod* I am supposed to have published. The same man promised to show me "devil-worshippers" (whom I assumed to be →Lilins) in a Bostonian cemetery the same night. I did not meet them there, but encountered a strange →Cainite (maybe the "Dark One" mentioned above?) who showed me a complete leather-bound edition of the C. She let me read it, but kept it for herself.

• **Cyclops:** Nickname of the →Salubri.

• **Czernzy, Priscus Livia Boleslav:** Undersigned of the →Purchase Pact.

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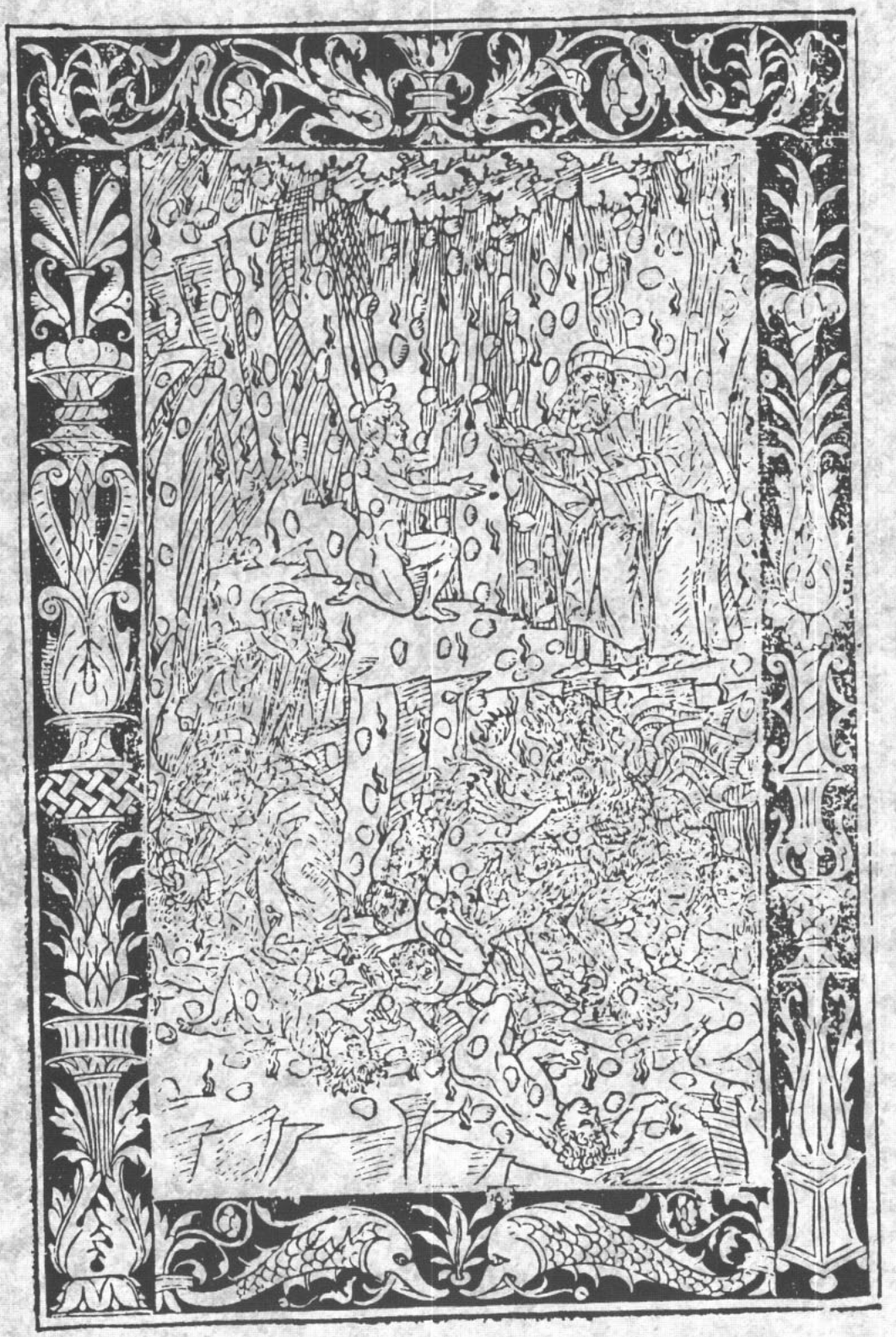
INFERNO.



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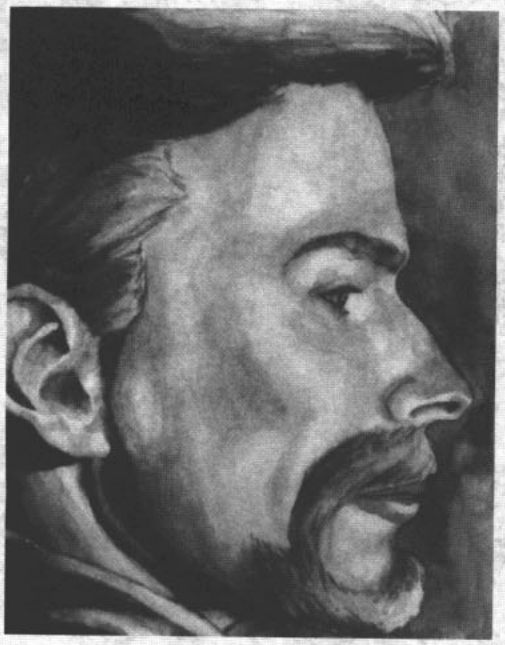
• **d'Urban, Sir Marriot:** Member of the →Snake Clan; fought in the Third Crusade under Richard the Lionhearted. In doing so and later as a prisoner of the Saracens he lost his faith in Christendom but became an exceptional sage who made a name for himself in the fields of medicine, theology and astronomy. Finally, he was →Embraced, probably in →Alexandria, and returned to his homeland England from there. He is an unusual member of his clan; he doesn't like seducing others to follow a different path for the benefit of →Set, but becomes absorbed in his studies on the history of the →Jyhad and especially the Setites. These nights, he's among the most sophisticated undead Egyptologists and travels the world to teach history to his clan's →neonates.



• **Dâh:** →Kuei-jin term for →Golconda.

• **Daimonion:** →Baali clan →Discipline. The Baali are not really known for working well with others; therefore, almost nothing is known about D.

• **Damien:** Fifth Generation member of the →Learned Clan; *1948, #1962. D. is one of →Chicago's most remarkable →Kindred, as on one hand, he is often mistaken for a member of the →Clan of the Rose, and on the other hand, he possesses great personal power although he was never officially recognized as a →childe of another →Cainite of the city. Don't let his youthful appearance deceive you, for D. is gifted with guile and craft that some →Ventrue would envy. Of course, rumors about him abound: he is said to be responsible for the →Lupine attack on Chicago, to consort with the →Sabbat, to plan on becoming →prince and more of like gibberish.

• **Damned:** The race of undead. The entirety of all →Kindred.

• **Dancers in the Dark:** These beasts, who were reported among others by Dr. Raoul →King, are extremely dangerous. They seem to be a special breed of →Lupines that hates us more than anything else.

• **Dark Mother:** Reverent name for →Lilith.

The longer I think about Lilith the more obscure her role in our history becomes. Read Beckett's message to me in Appendix III, and you will know what I mean.

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Plus, he's a handsome man... I wouldn't push good old Rafael out of my bed.

• **Dark Queen:** →Lilith, →Dark Mother.

• **Dark Thaumaturgy:** In spite of the →Tremere *antitribu's* disappearance, D. prevails in the →Sabbat underground. D. is simply thaumaturgical knowledge not learnt as a result of sorcerous study, but directly from demons. For lack of traditional Tremere exploration and education, some Sabbat desiring to unravel the mysteries of →Thaumaturgy turn to these infernal teachers in their despair. Like Thaumaturgy, D. is divided into rituals and paths. Soon, the unmistakable signs of this devil's favor manifest physically in its users, as warts on the nose, witches' signs behind the ear or even (with the damnedest of the damned) in the form of withered limbs, ugly scars, horns or cloven hooves. In short, D. is a very evil thing.

• **Daughters of Cacophony:** An exceedingly enigmatic→bloodline that has appeared in the last two centuries. All members of this line are female singers, though their preferred styles range from arias to punk rock. Until only a few years ago, there were also male members of this line, but all of them seem to have vanished under mysterious circumstances. Some speculators assume that the D. themselves eliminated them — their reasons for such a purge are completely unknown, of course. Due to their extraordinary singing abilities, it is often suspected that they derive from the →Clan of the Rose, but these abilities can either drive the audience insane or enchant them, which would suggest a relationship to the →Clan of the Moon. All of this is idle speculation, though, as nothing certain is known about their heritage. Like many other bloodlines, they prefer independence and refrain from joining either →Camarilla or 'Sabbat. Although some members of the D. have pledged alliance to either of these →sects, it can be assumed that they did so solely to acquire protection, as they typically refrain from involving themselves in any kind of politics.

• **de Calinot, Elaine:** Fourth Generation →Tremere; member of the →Council of Seven. This French noblewoman from the 15th century monitors Africa for the →Warlocks and has experienced glorious successes and terrible backlashes. Her area of influence was created at the same time as Thomas →Wyncham's and →Abetorius's, and the Tremere assumed they could start in the continent's northern, more civilized part and move gradually southward, first along the coasts, then into the interior. Early →chantries had limited success, but when the bloodthirsty →Assamites appeared, most advantages the Tremere had gained were lost again. The colonization by Europe in the 19th century proved to be a second chance.

The Tremere failed again whenever they trusted European clan members. D.'s main innovation was the controversial →Embrace of natives who displayed magical powers. This plan proved promising but now seems threatened by a recent development.

It is often difficult to contact D. in her Algiers chantry, and persistent rumors claim the councilor has behaved like an animal for nights in a row and roamed the North African deserts, howling like a wolf.

• **de Cincao, Xavier:** Fourth Generation →Tremere; member of the →Council of Seven. D. is responsible for supervising South America, Mexico and the Caribbean. His achievements since attaining this position are not trivial, but pale in comparison to what →Meerlinda achieved in the north, and it is said his envy is immeasurable. The →Followers of Set and the →Sabbat constantly give him reason to worry, but not half as much as the unknown, dark power lurking somewhere deep within the Amazonian rain forest. Although the source has never been

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seen or identified, D. is absolutely sure it exists and watches the →Kindred all around it. The extensive clearing of these woods by fire is partly due to his wish to annihilate this threatening presence.

A number of unusual factions helped D. in this and in other efforts. Some Tremere whisper doubts about his loyalties.

• **de Corazon, Rafael:** Fifth Generation →Toreador; *Spain 1154, #Spain 1182. Cofounder of the →Camarilla. Childe of Callisti →y Castillo. When the hordes of the →Inquisition and →anarch legions had surrounded the disparate, divided and indecisive childer of the →clans, his brilliant voice rose above the omnipresent noise and united us. D. urged the →Kindred →elders in his famous speech before the founding assembly to "give up their direct ties to the mortal world and retreat forever into shadows and nightmares," and thus may be called the intellectual father of the →Masquerade.

• **de Cosa, Simon:** →Brujah; generation unknown. This Spanish Brujah is considered especially wild. He fought →Doran for influence in Louisiana between 1713 and 1801.

• **de Laigle, Alain:** →Toreador. CV etc. unknown. D., an especially handsome man, once was a gifted sculptor; his almost nude figures adorned the gardens in Paris and Versailles. After the →Embrace, he destroyed his →sire and fled to the Caribbean, where he surrounded himself by a slave herd of 2,000 people. Until the modern nights, D. led his unlife in the style of a lord of the manor and received guests cordially. Tonight, he travels from island to island in the most remote corners of the Caribbean. On these journeys, his native →ghouls transport him via canoe or motor boat.

• **de Polonia, Francisco Domingo:** →Sabbat; →cardinal of the Sabbat territories in the eastern U.S.; →Lasombra; #c. 1600. Upstart who knows how to use the Lasombra →Courts of Blood to his ends skillfully. Responsible for the Atlanta massacre, after which the city was conquered in 1999. He cannot come to terms with the →Camarilla's success in reclaiming →New York. Hails from Spain. As a mortal, he emigrated to Mexico, where the Lasombra noticed the successful soldier and explorer. In the following centuries, he was the only survivor of a →werewolf attack on Santa Fe. He brought back important information on the enemy's strategies that made him rise through the ranks of the Lasombra and the Sabbat expeditiously. He always ascribed the fact that he alone survived to his skills and luck, but there are some who doubt that and accuse him of conspiring with the enemy. D.'s most important trait is his cold blood, which rivals that of the →Tzimisce. He can develop complex strategies and implement them over many decades.

• **de Sforza, Adana:** Sixth Generation →Brujah; *Spain 1068, #1093. One of the founders of the →Camarilla. D. was one of the most eloquent advocates of the sect. She has silver-blonde hair, an elfin appearance and has preferred to wear men's clothing since the close of the Middle Ages.

• **de Vasquez, Redondo:** →Toreador who wrote one of the most important essays on the interaction of →elders with their →childer in the 12th century (see →Five Pillars of Power).

• **Debate:** Academic discussion between →elders of the →Learned Clan.

• **Decamerone, Battista:** Sixth Generation →Gangrel; *Lecce (Italy) 1512, #Wampanoag (Massachusetts) 1571. Childe of an unknown Native American →Kindred. Founder of the →Kindred of Liberty.

• **Decani:** Word from →Baali terminology and other demonologies. Suggests a group of

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Derinkuyu and Kaymakli... Vienna... Paris... Chicago... Frankfurt... all those bastions of Cainite culture and scholarship in the end are nothing but pale shadows of the First City. Let's face it consanguine: Enoch's glory and pomp are gone once and for all.

am far from doubting the Inner Circle's decisions, but in this case, this is probably something like a worst choice scenario. I have absolutely no clue how an upstart like brother Anastasz was able to claim such an office when there would have been numerous other promising candidates for the job, such as Patrizia von Bernstein or Ulugh Begh, to name just two. No wonder that the opportunist di Zagreb didn't show up when we fought our war against the Sabbat at the East Coast.

Bold talk for a high regent of the Tremere with less than a century of unlife under her belt.

Similarly bold talk for a glorified prostitute.

dangerous demons the Baali consort with to cast the world into darkness.

• **Dee, Dr. John**: Fifth Generation →Tremere; *1527, #1608. As one of the greatest sages of his time, D. was well versed in mathematics, astronomy, astrology, alchemy and several other fields of knowledge. Like many scholars of the time, D. corresponded with like-minded individuals all over Europe. He had traveled the whole continent, and an invitation to →Vienna in 1607 did not strike him as odd. After his arrival there, the Tremere made a world of knowledge and power accessible to him that he'd never dared to dream of, and he willingly became part of it.

After his return to London, D. assembled a group of apprentices he considered suited for the →Embrace, and he enlisted these apprentices to establish a →chantry. The founding of the chantry and its continuous growth earned →Prince →Mithras's attention. He made it known that he'd always hated the fact that his city's Tremere were bound to a council of →elders outside his sphere of influence. He demanded that D. should foreswear Vienna. D. did not obey this order, and soon →witch-hunters supported by the government pursued the Tremere and their mortal allies. D. found himself forced to go underground.

Since then, the →Ventrue and Tremere of London have been in an arrested state of cold war. After a century full of violence, D. received an order from Vienna to stop the conflict. Pawns were sacrificed, and the Tremere made the Ventrue believe they had chased the →Warlocks from the British Isles.

But then the Tremere began to subtly influence fringe groups of society that characterized the Victorian Age's penchant for the occult. Such an enormous number of secret orders, societies and solitary mystics operated during that epoch that the Ventrue did not know where to search for the Tremere.

Mithras decided to fight fire with fire and founded his own secret society with the help of a →Malkavian. It became popular but repulsed the majority of the populace because of its revolting practices. As the general enthusiasm for the occult waned very quickly at the close of the Victorian Age, the Tremere were forced underground again.

After Mithras's disappearance during WW II, both conflicting parties are nervous and simply wait.

• **Degenerates:** Nickname of the →Toreador.

• **Del'Roh:** Title for the leader of the Tal'mahe'Ra; first mentioned in the →Treaty of Enoch. No one knows this individual's identity.

• **della Passaglia, Martino:** →Giovanni; he is the only reason why the rest of the →Kindred in eastern Beijing can feel somewhat at ease. This Giovanni may be a show-off, but he has been residing in China's capital for a very long time, long enough to shape a little enclave of his own around the Peace Hotel, to be exact. For the Kindred, he is the only person to turn to in an otherwise very hostile environment. Additionally, his black-market contacts are good enough to scrounge up anything an undead heart may desire.

• **Dementation:** D., →Clan →Malkavian's special heirloom, lends those who possess it the power to infect a victim with their madness and drag it into their fractured world. D. users do not have to be mad themselves — at least not initially — but it definitely helps. It is especially unsettling that D. doesn't necessarily seem to plunge its victims into previously nonexistent madness. It rather uncovers the madness that lurks in any mind, according to the Malkavians, and makes it obvious.

• **Derinkuyu:** This subterranean city was a →haven and a place of teaching and learning for the →Cappadocians of antiquity. Here, they sheltered many early Christians when the Romans persecuted them, to teach them the Christian doctrine. Thus, the Cappadocians played an important role in the expansion of Christianity. In the end, though, the population of →Caine's childer grew so that almost no →kine wanted to live in D. →Cappadocius himself, who probably spent a lot of time in D., ended his →clan's efforts in a most drastic manner. →Kaymakli.

• **Dhampyre:** Child of a mortal and a →Kindred. What seemed impossible for millennia obviously becomes a terrible truth in the Final Nights. Has our Dark Father's →blood really become that thin that it is now possible for the youngest of the young Kindred

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to →sire progeny as they may have done in life instead of passing on the →Embrace?

• **di Zagreb, Anastasz:** Ninth Generation →Tremere; *Zagreb 1847, #London 1867. →Justicar since 1998. D. was born the son of a wealthy fabric merchant and grew up with all the commodities that money and prestige can bring. His father, a simple, practical man who saw his son's "delusions" as detrimental for his development, sent away D.'s nurse as an immediate measure because she had acquainted him with numerous legends and "fairy tales." Later on, he sent D. to England to study.

In his first year in Oxford, D. met an aging stage magician in a pub and learned some tricks from him. After getting his degree at Oxford, he went to the London School of Economics. There, he was again enraptured by the world he'd left behind as a youth. He stumbled across a hunting →Kindred and attacked him with flash powder that he carried in case he had to improvise some stage tricks. The next evening, he told the other members of the Magical Circle of London of his adventures, but they scorned him and proposed to him to publish his stories as a penny dreadful.

When D. arrived at home, his →sire Claas →Drescher was already waiting for him. He spent the night explaining to D. what real magic — blood magic — was and how an illustrious group similar to the Magical Circle had decided to become real sorcerers and had found a way to exchange their mortal shells for immortality. After hearing this, D. accepted the →Embrace willingly and spent the next 25 years in the Vienna chantry, where he got to know the conditions of his new state of existence and discovered his thaumaturgical potential. When Karl →Schreckt was elected Tremere Justicar in 1900, he made D. one of his →archons. D. gained prominence as an authority in occult issues, and his open, affable demeanor and willingness to help made him one of the most important integrative figures in the Tremere's dealings with other →clans.

In 1998, when it was time to elect a new justicar, the Tremere were divided. Karl Schreckt wanted to stay in office, →Ulugh Begh wanted to replace him, and thus, D. became the compromise.

Now he finds himself in a position he was not ready for and eagerly tries to prove worthy of it. D. knows that many members of the →Camarilla and even of his own clan consider him too inexperienced and weak and has decided to prove to everyone that he knows how to act as a justicar.

• **Dia de los Muertes:** →Sabbat holiday. Takes place on the night of October 31 (Halloween) in Barcelona each year. On this night, social rules and conventions have no meaning, and neither have clan nor political opinion. The celebration reaches dimensions similar to the →Lasombra's →Palla Grande that takes place at the same time. There are two indispensable parts: a great costume contest and the coronation of the Prince of Vampires. The latter means that a mortal is →Embraced early in the evening. The person is named Prince of Vampires of all of Europe and can do as he or she pleases. The next morning, however, he or she is staked and left to the sun's rays. An invitation to this celebration is considered a great honor.

• **Diablerie:** →Amaranth.

• **Diamond, John:** Fifth Generation →Tremere; →Pontifex. D. is probably the most powerful Tremere born in North America. He was →Embraced by →Meerlinda herself shortly after she'd arrived in the U.S. D. was born in Massachusetts, and everyone knew he

But I guess this is simply obvious: some time in the past Djuhah must have slaughtered an enemy who was actually more powerful than he and who put a mighty curse on him before he expired... an other Kindred whose hate will seal itself soon.

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You can't be serious! These vain peacocks, Ibrahim and Isadora, haven't done anything in all the time of their existence other than shoving ivory pieces around on a chessboard. Chess truly is the game of kings, but too much is too much. If left to my own devices, I would not even mention the two of them. But surely my sire had fun with them... Maybe you owed them a little favor, dear Bindusara?

was a "wizard." The inhabitants of his hometown often turned to him to resolve mysteries and petty crimes. Meerlinda recognized his potential, sought him out and took him into the →clan. D. is responsible for supervision of North American industry and economics as they relate to the occult and resides in a →chantry in Connecticut, but he also very often visits the →New York chantry.

• **Dionysian, the:** Ancient →Kindred and one of the mysterious →elders of →Clan →Malkavian. Rumor has it he is incredibly powerful and over 3000 years old. Referring to his name, some claim he is a son of Dionysus and has been granted divine madness by this god of drunken revel. His ties to the "good folk" reportedly allow him to retreat to a safe haven in the land of the fae, where he is free from danger, far away from the physical world in the land of eternal twilight.

If you trust the legends surrounding this Kindred, he works toward the ascension of all Malkavians and has helped many →neonates to survive the hardships of their mind slowly succumbing to madness. It is assumed that he searches for one or several Malkavians who can lead the clan to ascension. He sees the Malkavians as the secret power that can bring back the "idylls of the mythic age" to our world.

• **Discipline:** All →Kindred have the potential to practice D.s, supernatural powers granted by the →Embrace. D.s give powers unknown to mortals to the Kindred. Every D. grants one ability. Some bring great strength, allow the change of a whole room full of strong-willed victims into slaves or enable the user to shapeshift into an animal. →Elders who have not only learned but also mastered several D.s are beings to be feared.

No Kindred knows exactly where the D.s come from. Some Kindred claim D.s are gifts from →Caine or →Lilith, the →Dark Mother; others believe them to be inborn natural powers inherent to the undead body. In any event, the command of D.s enables a Kindred more than any other factor to play a part in the →Jyhad and survive to tell the tale.

• **Divan:** Council of the →viziers, the leaders of the Tal'mahe'ra. The council regularly meets with the Del'Roh to decide upon sect matters and charter courses of action.

• **Djuhah:** Member of the →Seraphim, the leading body of the →Black Hand, a faction within the →Sabbat. →Assamite →*antitribu*. Was an able and courageous fighter already as a mortal when the Byzantines warred against the Turks. This earned him the attention of the Assamites, who made him their →ghoul after several cruel tests. Later, D. was →Embraced. Because of the tortures he has suffered as a ghoul, D. tends to have fits of extreme violence and sweats blood when he feels threatened. Founded the →columns, permanent packs consisting only of Black Hand members — but nobody knows why. Additionally, people close to him have been noticing strange changes in him for some months now — his power seems to seep from him. It is unknown whether this is a late result of the Assamite torture or whether D. is the victim of a strange curse.

• **Dog: 1.** Derogatory term for →Lupine. — **2.** Term for a carrier of infectious diseases, presumably from "plague dog."

• **Domain:** An area claimed by a →Kindred as her own territory. Even if only the most powerful →Cainites claim whole regions as their D., most Kindred claim small personal areas of influence for themselves. Of course, many →princes allow Kindred to see only their →haven and its immediate surroundings as their D.

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Kindred's D. is their autonomous "turf" — the castle in which they are kings. This doesn't mean that they control the D. or have a vested interest in it; it is only nominally their home. Other Cainites wanting to visit them customarily have to ask for permission.

Few young Kindred claim anything besides their haven as their D.; →elders often claim the cities' most important areas of influence. This is an ever-recurring issue of debate for many cities' Kindred, since the growing number of undead has to cope with dwindling resources that the finite areas they spend their unlife in have to offer.

• **Dominate:** The →Discipline D. is used to influence others' mind and actions. The user forces parts of his will onto the victims. The extent to which it is possible to D. a subject depends on how well you have mastered this Discipline. D. is one of the most powerful Disciplines but can be exhausting and hard to apply. →Cainites with D. often liked to rule others even before they were →Embraced.

• **Dominique:** →Ventrue; she belonged to the many who were supposed to be destroyed in their →sires' names in the fight against the →Inquisition, but she escaped and joined the →anarchs first and later the →Sabbat. Driven by an almost pathological urge for personal freedom, she helped the budding sect to recruit the →ghoul families; additionally, she was an expert tactician but refused to plot the →Camarilla's destruction. It seemed that higher-ranking →sect members believed her tactical genius was enough to do that, for her refusal drew quite some attention in the Sabbat's ranks. Since then, D. has made it clear that she does not fight the Camarilla in itself, but the practice of the →blood bond.

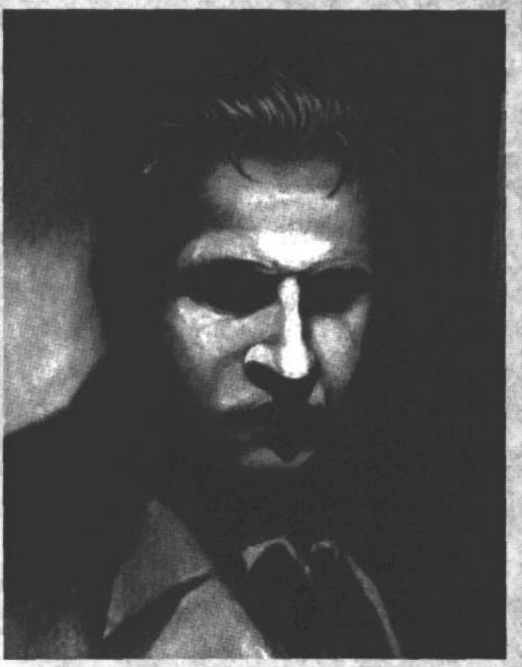
• **Domitor:** The master of a →ghoul; feeding and ordering him/her.

• **Don Ibrahim:** Famous chess master from the ranks of the →Lasombra. Regularly holds chess games with →Kindred as pieces.

• **Don Miguel:** Famous mentor and pedagogue from the ranks of the →Night Clan. Taught numerous →neonates of the clan their duties and helped them to "live up to" their new form of existence.

• **Dona Isadora:** Famous chess player from the ranks of the →Lasombra. Often opponent of →Don Ibrahim.

• **Doran:** →Ventrue; generation unknown; *France 1455, #France 1471. Childe of →Gaius Marcellus. Young philosopher interested in the desires and urges of the people and in →Carthage. After the →Embrace he turned to the studies of →Kindred social structures. Settled in Louisiana around 1700. Murdered in →New Orleans in 1955.



• **Dorfman, Peter:** Seventh Generation →Tremere; *1662, #1700. →Pontifex. D. has his own →chantry in →Washington, D.C. , the seat of the U.S. government, where he influences politicians, the media, etc. He is often overestimated with the ability to manipulate the outcome of any vote in the U.S. and Canada. He has numerous contacts in the federal government and even has the ear of several global leaders. Some even say his superior →Meerlinda had been ordered by the →Council of Seven to keep an eye on him. The Tremere in his chantry are handpicked, and all of them are political prodigies. D. is always surrounded by a number of →ghouls who belonged to various government agencies before their first contact with the →Kindred. After the →Sabbat attack on Washington, D.'s chantry was the →Camarilla's last bastion in one of the most important cities of the world as far as Kindred are concerned.

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• **Donor:** A term referring to a possible or former source of blood, usually a mortal.

• **Draba:** A →Ravnos term taken from the language or the Rroma, referring to talismans and other objects of power.

Dracon: Member of the →Shaper Clan; probably the most mysterious →Methuselah of the →Trinity of →Constantinople →Antonius and →Michael were part of as well. Through his love for Michael and Michael's dream, he not only came into a conflict with the →Ventrue Methuselah Antonius that took centuries to resolve, his support for the Byzantine Empire also made a significant faction of the →Fiends his and his Obertus Tzimisce's enemies, which finally led to the Obertus Tzimisce's extinction by their own clan's hand. D. not only survived the extinction of his line, but is also the only member of the Trinity to survive the centuries until the Final Nights. What he has planned these nights, where his influence can be felt and where he resides are as unknown as his origins proper.

• **Dracul, Vlad:** Transylvanian *voivode*; his name means "the dragon." D. was the mortal father of Vlad →Tepes.

• **Drakonskyr:** Demon summoned by →Lantla into her own body. He forged the →Sword of Nuln for her. Later on, he took control of her body, destroyed →Urlon of Uruk and ravaged Ur. Then, he retreated from Lantla's mind, but she bound him into her body for all time and thus became →Tiamat.

• **Du'at:** The three eldest of →Clan →Assamite — the →Caliph, the →Vizier and the →Amr — the →Old Man of the Mountain's most trusted advisors.

• **Ductus:** Title of the →Sabbat's pack leaders.

• **Dunsirn:** One of the small families that have been absorbed into the →Giovanni family and →clan over the century. The members of the D. family hail from Scotland and tend to be cannibals.

• **Dysos:** Sixth Generation →Brujah; *Athens 338 B.C., #Athens 318 B.C., +Carthage 146 B.C. D. is the →sire of →Cocceius.

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• **Ea Adapa:** Member of the →Kingship Clan; the historian. Almost no member of our esteemed →bloodline has impressed me more than this petite and unassuming woman. E. was one of the great explorers of our early history and has maintained for a long time that the Kingship Clan needed to play its role as lorekeeper of the childer of →Caine again. But she could not defend this opinion against →Camilla and his Eternal Senate, and for the good of all, the →Ventrue took the lead role among the undead. E. has probably been destroyed, but at least in my memory, she will live forever. I am eternally grateful. There is no other →Kindred I was able to learn more from.

• **Eagle's Nest:** →Assamite fortress; →Alamut.

• **Echidna:** Probably member of the →Clan of the Hidden; the mother of decay, as she is also called, is one of the fabled →Nictuku.

• **Eden:** The paradise of the Old Testament. The land where →Adam (1), →Eve, →Caine and Abel first resided.

• **Eigermann, Erik:** Fourth Generation member of the →Kingship Clan. CV unknown. First known →Kindred in the area of modern →Berlin, which was very sparsely populated in the Dark Medieval era. Hunted down and badly wounded by Karl →Schreckt, then a demon hunter from Vienna, in 1140. Probably in torpor under Berlin since then.

• **Elder:** Every →Cainite who can look back on 300+ years of undead existence can claim this title. Many E.s mistakenly believe themselves to be invincible, leave the paths they once chose as mortals and lose themselves in their own schemes and intrigues.

• **Elihu:** Member of the →Kingship Clan; the →Methuselah who was known under the Roman name of Elias →Andronicus led a rather quiet unlife even at the time of the empire, though it is clear that he was a sophisticated statesman with an extraordinary sense of justice. He is the →sire of →Rebekah and presumably one of the founding members of the →Inconnu — and he has been destroyed.

• **Elite:** →Tremere secret society. This faction is very tightly structured and secretive. Its members follow the mysterious society's leaders' orders and secretly work against the goals of other →Kindred, uncover them, ferret out their →havens and feed the →Inquisition and other hunters with information. It is generally assumed that the E. secretly developed a number of magical gadgets that help them to hunt down and destroy other Kindred, among them charms that can find sleeping Kindred, and specially treated stakes that can bring about the Final Death.

• **Elois:** Sobriquet of the →True Brujah.

• **Elysian Fields:** →Sabbat term for graveyards and other places of the dead.

• **Elysium:** Although most young →Kindred regard the tradition of E. as a useless, outlived custom, it is generally one of the more commonly respected →Cainite institutions. A →prince can declare parts of his →domain E. at whim so they become places where violence is forbidden. Many Kindred come here to fill their nights with political debates or society events. In many cases, however, it is a playground for the →elders, and the young who dare to come here are expected to remember that fact.

The E. is assumed to be under the *Pax Vampirica*, which means there can be no violence at all and the E. is a neutral meeting point. If things get out of hand at the E., the respective domain's prince can punish the perpetrator at any time, referring to the →First Tradition.

Most locations declared E. usually serve artistic or intellectual purposes, which means they are opera houses, theaters, museums, galleries, assembly halls, etc. Sometimes, even nightclubs or a specific Kindred's →haven are declared E.

Mistakenly? Especially arrogant fledglings can literally bite off more than they can chew here...

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The rules of E. are very simple: 1. No violence in the E. 2. By threat of →Final Death it is forbidden to destroy or damage objects of art. 3. The E. is neutral ground. 4. In the E., the →Masquerade must be upheld at all times.

• **Embrace:** The act of turning a mortal into a →Kindred. The mortal is drained of all of his →blood, which is replaced by a small amount of the →sire's.

• **Encyclopedia Hæmovoria:** The "Encyclopedia of Blood Drinkers," a lexicon by the →Malkavian →Trimeggian that is especially brilliant for its description of the different →Disciplines.

• **En'esh:** Old name for →Enoch (1).

• **Enkidu:** Member of the →Clan of the Beast; one of the more prominent →Methuselahs of the clan whose name is known to many younger members of the →Camarilla, as he has been put on the →Red List by his own clan and numbers among the few who have been on the list for quite a while. E. is terrible to behold, as the →Beast and the →Gangrel curse have taken their toll on this ancient clan member. The Camarilla now hunts him for a series of crimes, the main points of accusation being several violations of the Sixth Tradition and →Amaranth.

• **Ennoia:** If you want to believe the ancient →Ravnos legends, E. is Ravnos's childe, cursed by →Caine for betraying her →sire, which made her the first →Gangrel. The truth of this usually very well-told story is questionable, though, partly because it describes Ravnos as our →Dark Father's favorite childe, which would make him a member of the Second Generation. Nevertheless, some myths of the →Clan of the Beast refer to a female founder, so E. might really have been the first Gangrel.

• **Enoch: 1.** The →First City, which must have been located somewhere in Mesopotamia. However, there is no proof on this side of the →shroud that it actually existed, which probably is the case because it was on the decline even before the first Flood. But members of the Tal'mahe'Ra claimed they had found its counterpart in the →wraiths' →Shadowlands. Because of the relatively exact geographical description and the special architectural features I was told of by a sect member, I tend to believe this place in the Shadowlands was really E., the First City, or maybe a twisted image of it. But I never had the chance to visit the place in person to check on the →Nagaraja's strange words. — **2.** →Caine's first childe. Architect of E. (1) who was destroyed by the hand of the Third Generation when the First City fell.

• **Enochean:** Inhabitant of →Enoch (1), or the language spoken therein; sometimes known also as Enochian.

Enrathi: The →revenants of the E. family had the questionable reputation of being slavers catering to the →Kindreds' special needs in the Dark Ages already. Somewhere on the way to more wealth and influence they stumbled across their mythical benefactor who made the family members revenants. Even in the Final Nights, they abduct mortals — mostly children — to sate the perverted desires of their undead customers.

• **Ephraim:** Seventh Generation member of the →Clan of the Hidden; *Jerusalem 770 B.C., #Jerusalem 722 B.C. E. was the first mortal to be →Embraced by →Kothar shortly after the conquest by the Assyrians. When Jerusalem fell to the Assyrians and Solomon's temple was defiled, E. lost all hope. But soon he learnt to hide his deformities far better than did his →sire and thus became Kothar's most trusted watcher. In 1195, E. created for himself the identity of the merchant Michael ben David, who had come to Jerusalem from an unknown place in the south and specialized in the needs of priests and religious ob-

Truly a tragedy. This act of vandalism of important knowledge alone should suffice to send this shady clan of Mediterranean brutes to their Final Deaths.

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servers. Over the years, E. met many of the city's old →Cainites, but he is not in regular contact with any of them. Meanwhile, he operates in Jerusalem under the name of E. Goldstein, immigrant from the U.S. who studies medical history and makes related excavations in Hinnom.

• **Erciyes:** On top of this Turkish mountain lies a ruined monastery that once was home to the heart of a whole →clan, the →Cappadocians. Here, →Cappadocius himself had a →haven when he was not traveling. Here, Augustus →Giovanni was →Embraced, and here the members of the former →Clan of Death hoarded their considerable knowledge. I once had a chance to visit the giant halls where countless platinum, stone and clay tablets; books and papyrus and parchment scrolls were collected. The Clan of Death's library contained the most complete collection of the →*Book of Nod* and numerous arcane writings that were lost when the Giovanni burnt down the library.

• **Erciyes Fragments:** Medieval text collection by the →Cappadocian Fra Niccolo, who followed an invitation to a monastery where he found fragments of the →*Book of Nod* in a language that had been dead for a millennium. He transcribed these fragments and collected them as the E.

• **Erianthe:** Member of the →Moon Clan; the oracle of Knossos. The ruined palaces of Crete surely are not the reason for visits from several childer of →Caine, who search the long-forgotten ruins. A childe of →Malkav whom many know only as "the oracle" shares her prophetic dreams with those who find her, bring her gifts and treat her with respect. But often the insight of the Moon Clan is necessary to understand her divinations before they come true. Here's a warning to all those who wish her evil: the oracle is protected by a pack of →Lupines who consider her sacred.

• **Esau:** The other personality of the tormented →Malkavian →Jacob.

• **Esbat:** Weekly meeting of a nomadic or founded →pack. Central to the E.s are discussions of events that affect the pack as well as the →*auctoritas* and →*ignobilis ritae*.

• **Eternal Night:** Poetic term for →Gehenna from the →*Book of Nod*.

• **Etheria:** Sixth Generation member of the →Learned Clan; *360, #395. Spaniard who converted to Christianity at an early age. Abbess at the age of 18; pilgrimage to →Jerusalem. Knowing the value of historical records, she wrote many letters and a diary about the numerous rites and rituals she saw there. Was →Embraced by an unknown member of the Learned Clan in Jerusalem in 395. Retreated to a nunnery and influenced the city's Christians from there. During the terrible carnage of the First Crusade, E. hid several →Cainites from Jerusalem who still owe her favors, among them →Adam (2) from the →Clan of Death, who, in exchange for her shelter, supported →Bonifatius in his struggles against →Azif. E. still exists and resides in Bethlehem. Every year she comes to Jerusalem for Easter and Pentecost.

• **Etrius:** Fourth Generation member of the →Clan of Warlocks; *989, #1022; member of the →Council of Seven. E. is supposed to be Tremere's most faithful servant and a founding member of the →Order of Hermes. As councilor, he is responsible for vast areas of eastern Europe these nights. His haven is the →chantry of Huse and →Clan →Tremere in →Vienna, where he is responsible for the torpid clan founder's security. His work as a founding member of the →Camarilla was maybe his greatest historical feat. Additionally, he helped formulate the first draft of the

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Six →Traditions. →Goratrix, the renegade →Warlock converted to the →Sabbat, is considered E.'s greatest adversary.

• **Eve:** →Adam's third wife. Mother of →Caine, our →Dark Father, of →Abel and →Seth.

• **Eye of the Serpent:** One of the most secretive →Tremere secret societies; seems to exist only in rumors but is supposed to have developed a lot of rituals connected to snakes and their abilities.

• **Ezekiel:** Eighth Generation →Serpent of the Light; *Montreal 1965, #Montreal 1981. One of the →Sabbat leaders there. →Ductus of a →pack called 25:17 consisting only of →Black Hand members.

When →Sangris was publicly sentenced for infernalism by the →Sabbat Inquisition, he knew that only his childe E. would be able to save his soul. High-ranking officials had taken part in his →Creation Rites, and when E. rose in the night after they had interred him, he was completely changed. He spent his early years as a Cainite studying the Sabbat ways and the Cainites' history under the tutelage of learned Sabbat members. Later on, as a Black Hand member, E. went on several suicide missions and made a name for himself as a good fighter and skilled leader. Among these missions was a trip to →Chicago in 1990–91, where he took part in the Sabbat-Camarilla-Lupine war. At that time, his intimate knowledge of what happened in his hometown suffered somewhat.

Sangris's treachery hurt E. significantly, but in the end he recognized that his →sire had fallen only due to the Sabbat's momentary weakness. Ever since, he has been trying to help the →sect regain its former power.

• **Ezmeralda:** Member of the →Wanderer Clan; although it is questionable if this woman ever existed, she embodies all that is Rroma or Ravnos; beauty, dark hair, dark eyes, cleverness and wits. In every tale, every story and legend she is always victorious. And as it is with legends, she is attributed unbelievable deeds and abilities the sheer number of which I cannot quote here for the constraint of space. But especially we →Kindred know that legends, as absurd as they might be, often contain at least a grain of truth.

• **Ezuli:** →Setite. For Haiti's mortal populace, she is the goddess of love and of the moon; for her →sire →Ghede she is probably rather a little hellion whom he'd very much like to squash. She followed her sire's call to the Caribbean, where she established the first temple of →Set, as he had ordered her to pave the way for many more Setites who'd come to the islands. Over the next 50 years, she managed to surround herself with a righteous crowd of followers and thus became one of the most influential beings on the island, in spite of her young age. Since most of her followers came from her sire's camp, the two of them couldn't help but become adversaries. In the last two centuries, E. has slowly expanded her power base, and her cult has gained more worshippers. She seems to believe that her sire has forgotten or forgiven her rebellion since she hasn't met him for many years. I doubt this is true. Nevertheless, E. has become known far beyond the Haitian borders, and many Serpents come to see her to pay her respect.

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• **Faeries:** The "good folk" of legend, ascribed an alien supernatural existence between our world and one of their own.

• **Fanchon, Mistress:** Sixth Generation member of the →Clan of Warlocks; *1186, #1223. Attractive, mature woman in her late 30s with fair skin and ice-green eyes. Dresses in simple black robes; her long, dark hair is curly. F. is one of the →Founders of the →Camarilla.

• **Farmer:** Young →Kindred who feeds from animals (for whatever reason). This practice will quench the Kindred's thirst only temporarily, though, for the →blood of lesser beings is not nourishing enough to cater to the needs of Kindred.

• **Father Iago:** Sixth Generation →Malkavian; *Sienna 1038, #Florence 1077. Spent his mortal life after his ordination as personal confessor of the Italian countess Mathilda. →Childe of Antoine →LeFanu. After his →Embrace his madness worsened bit by bit until he donned the name of Lazarus. In the modern nights, he travels through America preaching heretic sermons. Occasionally, he goes by the simple moniker of "James."

• **Femur of Toomler:** Magical artifact of the →Sabbat in possession of the →Clan of Shapers. Toomler was an ancient and mighty →Tzimisce of the Fourth Generation who had mastered →Vicissitude. After his destruction the →Fiends acquired it and used it to great effect in their war against the →Warlocks. The F. is rumored to cause horrible wounds even when used against other →Kindred.

• **Feroux, Baron Thomas:** Seventh Generation member of the →Clan of the Beast; former leader of →Constantinople's →Gangrel family at the time of the →Trinity. The Gangrel belonged to the family of the →Obertus Tzimisce and had dedicated themselves to protecting the city. But the baron could not prevent its destruction by the crusaders. He dragged himself from the ruins and possibly joined the →Inconnu.

• **Ferox:** →Gargoyle. F. is not only one of the few free members of his →bloodline, he even belongs to those who led the bloodline to freedom in revolt. But this is not why the Gargoyle is on the →Red List of →Anathema. He earned his place on the list because his mind is plagued by madness and visions that make him believe all members of →Clan →Nosferatu are demons to be destroyed. This impressive giant's most powerful weapon is not his sheer strength, but his →True Faith that is said to be strong enough to have →Kindred who oppose him go down in flames.

• **Festivo dello Estinto:** "Feast of the Dead," a grand celebration held in →Sabbat cities in the second week of April. All founded packs take part in the celebration, as well as all nomadic ones that can make it.

• **Fida'i:** Title for the youngest members of →Clan →Assamite during their period of training at →Alamut.

• **Fief:** A sarcastic term from young →Kindreds' argot for the →domain of a →clan or →prince. In some places, this usage is not sarcastic at all but traditional, such as Ireland.

• **Fiends:** Nickname of the →Tzimisce.

• **Final Death:** A →Kindred's irrevocable destruction.

• **Final Nights:** The era prophesied in the →*Book of Nod* immediately before →Gehenna; marked among other things by the appearance of the →thin-blooded.

• **Fire:** One of the means to destroy a →Kindred once and for all. All assumptions F. was as damaging to →Cainites because its purging flames eat a sinner's corrupt soul are to de discarded as pure speculation. Supposedly, some →Sabbat have managed to overcome this weakness, and the fabled state of highest moral perfection called →Golconda presumably allows a Cainite to completely get rid of his fear of F., too (→Rötschreck).

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• **Fire Court:** The →childe →Methuselah →Neferu claims this place of exotic and sometimes kinky pleasures where the knowledge of dynasties past is collected. The →Setite's F. is a mystical place as well as a dangerous one, but a visit can be very rewarding if you look for answers no one else can give. But you have to be ready to pay the price, which is often more than it seems at first glance, like almost anything related to the Serpents.

• **Fire Dance:** A ritual — or better: a wild celebration — in which →Sabbat →Cainites prove their loyalty and courage by jumping through raging flames. Many Sabbat war efforts and other events start with a F.

• **First City:** Common name for →Enoch.

• **Five Pillars of Power:** A treatise on the interaction between →elders and their →progeny penned by Redondo →de Vasquez in the 12th century. He proposes to reward a →childe for faithful service, but also to stoke a certain rivalry among one's childer to instigate them to maximum performance. Stubborn childer should be exposed to great dangers to be rid of them without dirtying one's hands. If a childe braves all dangers, it should be forced into a →blood bond according to this document. De Vasquez also regards the →Final Death as an adequate means to solve problems with hopeless childer.

I would have slapped anyone who would have called me that. I think one of our kind has earned a minimum of respect from the beginning, no matter how conceited our elders are!

• **Flaming Candle:** Extraordinarily rare magic item, probably fashioned by the →Clan of Warlocks. This candle is about 12 inches long, magical, usually black and doesn't burn down under normal circumstances. As soon as a drop of →Kindred →vitae is dripped onto the flame, though, it flares in magical light and strikes terror in any Kindred's heart. Only the Kindred whose vitae was used for the ritual of fashioning the candle is immune to this effect. Any time it is invoked, the candle burns shorter by 6 inches. The only way to make it longer again is to rebuild it with 50 pounds of cooking fat. If it's used twice without refreshing it thus, it is used up and gone.

• **Fledgling:** Term for a young, recently made →Kindred.

• **Foccart, Marguerite:** Ninth Generation member of the →Learned Clan; *Paris 1768. Further CV unknown. Before the →Embrace, she was an actress. In spite of her noble lineage and her ties to the upper echelons of society, her talent and her kind nature made her popular with the common citizens as well. →Childe of Robin →Leeland. →Sire of Crispus →Attucks (1770), Philip Henry Lord Stanhope (19th century) and Steve Booth (1965).

• **Followers of Set:** Independent →clan. Due to an embarrassing mix-up of etymology, occasionally incorrectly called "F. of Seth." The →Setites despise both →sects for various reasons. The F. claim to be heirs to a tradition far older than the →Sabbat and the →Camarilla and laugh about the idea of putting to rest their inherited tasks in the name of a modern institution with practically no chance to survive more than a few centuries. Their dark faith's tenets supposedly go back to the first nights of civilization, and this philosophy is more important than purely political questions. In the war between the two great sects, they do not hesitate to play the role of mercenaries, offering ambiguous favors and immense knowledge to both parties, but with a Setite, nothing comes for free. Many elders consider these pacts with the sand snakes as bad because they are afraid that every agreement entered into brings the Setites closer to their Antediluvian founder's dark goal. Nevertheless, the serpents seem to have a knack for knowing what others need that only they can offer. Of course, they jump to these occasions. In spite of the bias against them, these traits do not keep the sand snakes from continuously entertaining "business relationships" with →Kindred of various other clans.

• **Fortitude:** Regardless of the fact that all →Kindred possess a superb constitution and are able to heal injuries of their undead bodies incredibly quickly, those →Cainites who have mastered the →Discipline called F. can withstand truly devastating physical damage without concomitant trauma. →Gangrel, →Ravnos, and →Ventrue command this amazing power of the →blood.

• **Founded Pack:** A →Sabbat →pack that has settled down in one town, not roaming the area like a →nomadic pack.

• **Founders:** In 1394, representatives of several →clans met for the first time to talk about how to deal with the →anarch revolt. It was a very difficult time for the childer of →Caine, probably even the most dangerous since the end of the *Pax Romana et Vampirica* (→Camilla). →Princes, lords, doges, caliphs or

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whatever they called themselves had overseen their →domains with an iron fist for the whole Dark Medieval epoch. They thought everybody else was just as greedy as they were, so they locked themselves away in their castles and cities and trusted no one. The practice of →siring as many →Kindred as possible and then binding them through the →blood that had made them undead was far spread. There were no minions more attentive, no fighters more loyal, and the more you had, the merrier. That worked perfectly for many, until the raging fires of the →Inquisition were lit in Spain. To save themselves and keep their power, the →elders sent their own progeny against the Inquisitors, who came armed with fire and faith, and numerous young childer were destroyed. Most of you, esteemed readers, know what happened next. Under cover of unrest in mortal society, the young →Cainites managed to cut the ties that their sires had strengthened with their blood for so long. First, they were only a few, but almost two centuries later, their numbers had grown immensely, and not only in Spain. The sons turned against their fathers. The Anarch Movement was born.

The →Ventrue elders sent one of theirs to quell the anarchs, and Hardestadt the Elder set off to discuss the problem with the other clans' representatives. He found that only an organization with power that reached beyond single cities and customs that would bind everyone alike had a chance to stop the unrest. It was no simple task to convince other Cainites of the importance and meaning of such an organization, because they feared they would lose their status as preeminent in their domains. But in spite of all obstacles, the Ventrue managed to convince representatives of all clans to gather around a table at the beginning of the 14th century, and Hardestadt's cold logic swayed the representatives to form a council by which the clans could present a united front against enemies without and within. When this was decided upon, the group called itself the F. Just one year later, the →Brujah →Tyler attacked Hardestadt for the first time, which triggered the climax of the Anarch Revolt. In spite of the lengths they go to, the F.'s pleas fall on deaf ears. Many clans decided then they wanted nothing from such an organization. Only when the →Antediluvian →Cappadocius was destroyed in 1444 and thus followed his brothers →Lasombra and →Tzimisce — mind you, the Anarch Revolt had cost the existence of three supposed clan progenitors by then — the elders were afraid enough to consent to an organization to unite the clans. The groundwork was laid, and six years later, the →Camarilla was formed and at once installed the first →justicars to counter these numerous threats with all possible force.

The F. had reached their goal, but the →coterie did not dissolve then. It observed the →sect's interests and coordinated the struggle against the →Sabbat. Probably the Camarilla's first →Inner Circle consisted of the F., but it is unknown how many of them retain this position these nights. But even if they aren't part of that highest body of the sect anymore, their opinions and wishes no doubt have a great influence on the sect as a whole. The speakers for the clans among the F. were Hardestadt for the Kingship Clan, Adana →de Sforza for the →Learned Clan, Milos Petrenkov for the →Clan of the Beast, Camilla →Banes for the →Clan of the Moon, Josef →von Bauren for the Clan of the Hidden, Rafael →de Corazon for the →Clan of the Rose and Madame →Fanchon for Clan →Tremere.

• **Frankfurt/Main:** Largest city in Hess, one of the most important German centers of trade, industry, stock exchange and fairs; 635,000 inh.; Rhine Main airport, inland port; Goethe's birth city; Church of St. Paul, Römer, Cathedral. (See the timeline for F.'s (Cainite) history.)

• **Frenzy:** The strict rules of the →Camarilla and the false camaraderie of the →Sabbat hide a deeper truth: all →Kindred are possessed of a →Beast within. Although it is possible for us to resist our basest urges like mortals do, sometimes we are overwhelmed by instinct. If such is the case, →Hunger and Beast become insurmountable and nothing is safe from our mindless rage. Elder →Kindred refer to this state as "succumbing to the Beast," whereas younger ones plainly call it F. During a F., Kindred literally — and in most cases unwillingly — give in to the ferocious wiles of their predatory nature. Hunger and wrath consume them and they are unable — and under some circumstances even unwilling — to consider possible outcomes of their actions. Friends, allies, enemies, lovers, ethics: all these things mean nothing to a frenzied →Cainite. If hungry during a F., he will drink from any person nearby without any second thought about the well-being of that →vessel. If enraged, he will do all that he can to destroy the reason for his fury.

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TIMELINE: FRANKFURT

8000 B.C.: The history of the region tonight called Rhine Main colloquially starts with the end of the last Ice Age. Mortals lived as nomadic hunters and gatherers. Their life is marked by continuous hardship.

6000 B.C.: For the first time, prehistoric farmers and herders compete with the nomads for their traditional hunting grounds. They adapt their new settled, productive lifestyle from southeastern Europe and bring inventions like ceramics, drilling and sanding techniques for their stone tools, house building, farming and herding. With them an unknown →Kindred reaches the area, a daughter of →Absimiliard. The flight from her domineering, vain →sire had led her here. She hopes to find a safe haven far from the →First City and Absimiliard among the few people of the time. Her powers to hide herself save her from the →Final Death. But every night, terrible pain tortures her deathless heart. For nights, she sits weeping at the Main's shores, and bloody tears darken the water and the earth. She who once was beautiful has become grotesquely deformed over night, cursed for a reason she doesn't know and doesn't understand. She feels her sire's hatred, hears her sibling's angry roar, knows they demand her death. She is lonely and terribly afraid.

5000 B.C.: →Angiwar, a mortal hunter, hears the Kindred's sobbing. Sympathy fills his heart, and he carefully approaches the riverbank. There, he sees the most charming creature he has ever seen. Her weeping almost breaks his heart. Fearlessly he approaches her. When she notices him, she is terrified and wants to flee, but his soft voice keeps her from doing so. He notices her blood-red tears but is not afraid, and he shows sympathy and all-encompassing love. The ancient →Nosferatu →Embraces Angiwar.

3000 B.C.: Angiwar goes to Nineveh after his sire has left him. There, he makes an enemy in →Inanna.

1000 B.C.: Angiwar returns.

400 B.C.: Driven by his search for knowledge and his love, Angiwar supports a tribe of →Lupines wanting to expand southward.

264 B.C.: First Punic War; Inanna offers →Camilla her aid. Angiwar develops the Rhine Main area. Later, he goes south again to support his ally →Mardan in the insurrection of the Boians and Insubrians. Mardan flees east when Inanna awakens the →Beast in him.

83 A.D.: Inanna finally manages to lead the Romans to war again: the ground trembles under the Roman legions' boots when they scatter Angiwar's mortal allies and conquer the Taunus area. Angiwar flees north and allies with the Allemans.

110: Allemans under Angiwar's leadership destroy the city of Vikus Nida, where Inanna's haven is. Inanna sinks into torpor, and peace returns to the region.

391: Supported by the →Lasombra, the →Choeur Céleste achieves its greatest victory. Christianity becomes the state's religion, and all pagan cults are forbidden. Suddenly, Angiwar is not a god anymore, but a demon; he reacts by retreating and becomes "the invisible one."

794: During an imperial assembly at the Franconian court on F.'s Cathedral Hill called by Charlemagne that lasted six months, "Franconofurd" (today called F./Main) is first mentioned. With Angiwar's patronage, the Franconian court develops into a palatinate that becomes the residence of the eastern Franconian Carolingians.

1150: F.'s fair is first mentioned in an official document.

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1152: The German lords elect Frederick I as king in F., hoping to finally settle the conflict between the Staufer line and the Guelphs in doing so. Angiwar him self supports "red beard's" election.

1155: →Barbarossa's coronation as emperor in →Rome. Julia →Antasia, a →Ventrue, makes him her vassal.

1162: As an example of his authority, Barbarossa destroys Milan.

1176: The Guelph Henry the Lion refuses to submit to Barbarossa's authority on the fifth Italian campaign; the imperial army is defeated at Legnano when fighting the Union of Lombard Cities. Julia Antasia and Angiwar prevent the worst in a last-ditch effort when Inanna, who has woken from torpor, influences the Guelphs and almost causes Frederick's death.

1190: At Worms, Barbarossa takes on the cross at the age of 68 and leads the Third Crusade according to his idea of the emperor's universal responsibility. Julia Antasia accompanies her vassal to lead the attack on the →Setites, her actual reason for following the Crusade. At Ikonion, the emperor "drowns" after a glorious victory. The corpse is never found. Probably Julia Antasia Embraces him.

1300: →Teutonic Knights establish a chapter house in the suburb of Sachsenhausen and in doing so, invite a radical faction of Christian →mages in.

1320: The city's artisans gain a seat on the city council of F.

1394: First meeting between all →clans inhabiting F.; to eliminate the anarch prob lem, Angiwar proposes to his own clan the idea of a →sect uniting several clans and thus offering better protection against internal and external enemies.

1529: Reformers protest against majority votes in matters of faith.

1530: Vinzenz →von Stalburg declares himself →prince. Ruthlessly, he uses his ties to his clan's →elders and the Teutonic Knights to make F. a fief of Clan Ventrue. Afterward, he declares war on the other supernatural beings.

1533: Led by von Stalburg, F. joins the Reformation to show the weakened Christian mages who really holds power within the city.

1585: The fair becomes the F. stock exchange; conflicts between Clan Ventrue, the →Giovanni family and the city's →Lupines who are organized in guilds ensue.

1600: Seven archons from Clan Ventrue overthrow von Stalburg and put one of their own in the prince's position. The new prince calls himself Barbarossa.

1806: French troops conquer the city, and the →Toreador Cecille becomes new prince of the fief. The former prince becomes Ventrue primogen.

1812: Ahjan Shakkar, a childe of Angiwar, unexpectedly shows up in F., leaves a childe behind — Meyer Amschel →Rothschild — and vanishes again.

1816: Cecille disappears; the city is once again in the firm grip of the former prince, and F.'s citizens swear by the new "Constitution of the Free City of F."

1833: Students' revolutionary efforts thwarted.

1848: Deeply moved by the →kine's libertarian ideas, the prince uses all his influence to have an assembly decided upon by 51 democrats in Heidelberg, the so-called preparliament, take place in F. A cry for freedom arises amidst the populace as street fighting occurs in →Vienna. In response to upheaval in →Berlin, King Frederick Wilhelm IV calls back the troops; to save his own unlife, Gustav →Breidenstein has to leave the city. The National Assembly, the Parliament of St. Paul, meets for the first time; numerous Kindred fear Barbarossa could influ ence the parliament's members too heavily.

1849: Lords' Assembly dissolved. First German parliament dissolved. Lords' Assem bly reestablished.

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1866:	With Breidenstein's influence, Prussia conquers F. Carl Fellner, last Mayor of the Free City of F., commits suicide rather than bearing the loss of his civil rights.
1867:	Constitution of the Northern German Union, influenced by decisions of the Parliament of St. Paul on the electoral rights and the basic rights of the German people.
1871:	Imperial constitution; heavily influenced by the Parliament of St. Paul.
1900:	Mardan's return. Burning with rage as he sees what has become of his home land, he influences the region's →Gangrel until one after another gives in to the Beast and kills several kine in senseless frenzy.
1920:	As everywhere in Germany, the unions and workers' parties declare a general strike with the support of Barbarossa and the Brujah after reactionary politicians and nationalist military led by Kapp have usurped the power.
1940:	F. bombings start.
1944:	All-out aerial attack completely destroys downtown F.
1945:	End of F. bombings.
1948:	Currency reform becomes effective.
1950:	The capital question is discussed anew when the SPIEGEL reports bribes for members of the parliament before the vote on Bonn or F.
1974:	Barbarossa and Meyer Amschel Rothschild try to bring the European Currency Institute to Frankfurt.
1993:	Barbarossa's and Meyer Amschel Rothschild's efforts for the region finally bear fruit: F. becomes the seat of the European Currency Institute, the future European Central Bank.
1998:	Vinzenz von Stalburg overthrows Barbarossa, dismantles the primogen and has claimed the princedom ever since.

A frightened Kindred readily will commit any atrocity necessary and imaginable to get him a safe distance from the trigger of his fear. He surrenders himself to the lowliest aspects of his nature and casts aside the behavior and attitude he generally shows to the world. Put bluntly, he *is* the Beast. It is seen as an embarrassing loss of self-control to fly into a F. Kindred who do so too often are banished or even put out of their misery in the most extreme cases. The →Tradition of the →Masquerade and etiquette expect the Kindred to keep their Beast in check; those who fail to do so are no longer fellow Cainites, but monsters who have to be destroyed for the greater good. A F. can be triggered by many things, though most frequently anger or hunger can be held responsible.

• **Furores:** From the Latin *furor:* anger; in the Dark Medieval era, this →sect's members had the reputation of being pickpockets and connivers. They were called the outlaws of →Cainite society, which saw chaos and disorder in them. Even of the basic rules that governed →Kindred existence, the F. had presumably no idea. Many F. knew the Six →Traditions very well but had decided to cast their lot with those existing at the brink of undead society. Often they were second or third childer who could not compete with their older siblings for their →sire's attention and thus, tried to thrive or survive on their own. →Coteries of this sect existed in many cities, and they all tithed their →prince. Their dislike for monarchist hierarchies led to them →Embracing those →kine who had been standing outside of state and church in life, which surely contributed a lot to their bad reputation. But this doesn't mean they had no sort of hierarchy — of course they did. They organized themselves as guilds, and especially →Clan →Toreador has kept up this practice until the modern nights. In the cities where F. were the dominant Kindred faction, there usually were more artisans and merchants than in most others, and they open-mindedly accepted new ideas instead of damning them as Satan's work.

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• **Gaius Marcellus:** →Ventrue. Generation unknown; *Rome 169 B.C., #→Carthage 146 B.C. G. was 23 when he was →sired during the final attack on Carthage. Before, he had gained the attention of his sire, one of the Roman Ventrue's leaders, who was impressed by Gaius's abilities, his intelligence and his rhetorical and writing talents and thus, didn't let him die when he was fatally wounded on the battlefield. He kept G. with him to record the events of the war. Later on, G. resided in France for a long time, where he sired →Doran in 1471.

• **Gaje:** Term used by the →Ravnos and presumably the gypsies to describe anything not of their blood. Literally it means "outsider."

• **Gajo:** →Gaje.

• **Galbraith, Melinda:** →Regent of the →Sabbat. G. resides in →Mexico City and is →Toreador *antitribu*. Has led some of the decisive sieges in North America. Claims to be →Lasombra.

• **Gangrel:** 1. The so-called →Clan of the Beast belongs to the seven founding clans of the →Camarilla. Its members, as diversified as they may be, share a few common traits and powers. Many of them are possessed by a great wanderlust. They rarely stay in one place for too long and prefer relative wilds to cities. Many of them are tough as nails, and their claws strike fear in the hearts of their enemies. Their ability to change into animal forms doesn't only resemble the archetypical literary "vampire," it also makes the G. the Cainite masters of wilderness. But their affinity to the →Beast takes its toll, so most of them move inexorably closer to what we others try to hide over the years. Their courage, their strength and their loyalty belonged to the Camarilla and its →Kindred for 500 years, but that is no longer true. The clan, all this time one of the seven pillars holding up the →sect, has turned its collective back to it. The G. have left the Camarilla, and the venerable sect's foundation crumbles. The accusations of cowardice and betrayal grow louder, but this doesn't do the G. justice — quite the opposite is true, for the accusation is completely false. Their leaving was neither a surprise nor unforeseen. As long as the Camarilla has existed, the G. were its warriors and last line of defense. They were the first to lose their unlives in any battle. And for what? For being avoided and considered animals by all the others. Politically, they had long been insignificant. Of course, some unfortunate circumstances added to all this and finally led to the breakup with the Camarilla. Especially →Xaviar, the last G. Justicar, played an important role in this. The clan as a whole followed him as his call for succor against an important enemy fell on deaf ears with the Camarilla. Additionally, he began to consider the →Antediluvians as a real threat, which would have conflicted with Camarilla ideology anyway, for after all, these ancient Kindred do not even exist. It's sad to see such proud Kindred so hurt and broken. The nights to come will not be any easier on them after leaving the Camarilla. But it's not going to be easy for *any* of us. — 2. Little is known about the Clan of the Beast's Antediluvian founder aside from the tall tales the →Ravnos tell (→Ennoia). He reminded his progeny to always be brave, honorable and fair, which is true for most of his brood until these nights, at least in my opinion.

• **Garcia, Salvador:** Ninth Generation →Brujah; *1869, #1892. At the end of the 19th century, G. joined an anarchist movement in Spain and was saved from the Spanish police by his →sire. During the Spanish Civil War, G. was forced to flee to America after his sire had met his →Final Death in an attack on the →Prince of Barcelona. G. soon found out that the situation in L.A. wasn't that different from the one in Europe and helped in plotting the prince's downfall with a number of other Brujah, like Marguerite →Foccart, Crispus →Attucks and Jeremy →MacNeil. He is considered one of the key figures in the founding of the →Anarch Free State, especially because he claims to have

How quickly things change. I have reason to suspect that Galbraith has stepped down from her position as regent. Mexico City is rumored to be in the throes of coup, positioned to appoint a new regent or to plunge the Sword of Caine again into civil war.

Why are you so sure there are no Antediluvians? Is it pure self-defense or ignorance that makes you believe we originated out of the blue?

Lucita is right... The Book of Nod doesn't lie, and it no doubt tells of the Antediluvians' return. They are not the boogeyman, they are a real threat.

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Actually, he seems to have been sleeping with the enemy recently, as he is a known cohort of the New Promise Mandarinate.

destroyed the prince of L.A. with his own hands. Additionally, he is one of the main authors of the →Status Perfectus and the sole author of the →Anarch Manifesto.

• **Gargoyles:** G. were originally created with the help of a magical ritual that was supposed to punish traitors from the ranks of Clan →Tremere with eternal slavery. The G. were the chantries' servants and guards. Their terrifying appearance that mortals depicted in the stone gargoyles of gothic cathedrals aided them in their task. Unfortunately, I must confess that the ritual did not always have the desired effect, so some G. have a modicum of free will. This led to a short-lived uprising of the G. that the Tremere stopped quickly and without bloodshed. Only the most superstitious of →Kindred take the rumors at face value that say some small groups of escaped G. are alive these nights, and they even breed naturally by laying eggs.

• **Garlic:** Common plant originating from the inner Asian region of Dsungaria. Belongs to the lilies. The sharp scent hails from the G. oil. The bulbs are often used as a spice. Probably because of its scent, G. was regarded as a means to deter →Kindred and keep them away by the Dark Ages. In bundled grains, two or three G. bulbs were put into the first sheaf to keep witches away. In eastern Germany, the cocks, ganders and guard dogs are fed G. to keep them "sharp," which is to say vicious or attentive and bold. The same custom exists in the Czech Republic. This superstition's origin is probably less demonic than empiric. In sympathetic medicine, G. is often used; sometimes it is part of medieval rituals against the pestilence. In the night before St. John's Day, G.'s leaves have to be tied together to prevent it from disappearing into the ground, according to superstition. Another superstition says that people who behead a snake, stick the head into a G. bulb, lay both beneath the eaves and wait until the head grows back out can see the Trudes, a sort of Boggans, on St. George's Day if they wait for them, snake's head in hand. Sometimes a pea is taken instead of the G. Of course, all of this — with the possible exception of the effect on animals — is sheer nonsense and superstition. Yet, G. plays a certain role in some secret rituals of the →Usurper Clan.

• **Gather:** One of the most interesting facets of traditional →Gangrel culture, G.s are held at each solstice and equinox. The solstice festivals are usually open to invited guests, while the equinox meetings are secret revels for members of the clan only.

News of an impending G. are spread by word of mouth, and the regular or exceptional meetings can attract impressive numbers of undead. A well-known, regularly held meeting like the →San Francisco Redwood Revel is attended by Gangrel from all over the world. Nonetheless, nobody has ever succeeded in drawing the entire clan.

A G. generally begins with a party (refreshments of various types are provided by the host). It then turns into a storytelling and boasting contest. Someone is sure to provoke a fight, which sets the starting point for any physical competitions the evening may hold. There is always the danger that someone gets too close to a fire, which adds spice to the G., and the famous (and infamous) shapechanging contest signals the end of physical pursuits. At this point, most of the →neonates have collapsed either because they have to sleep themselves sober or due to immense blood loss. The →elders of the clan will stay awake into the wee hours telling tales. During exceptionally successful G.s, this may even continue through the following day and into the next night. It is considered a mark of highest respect for a storyteller if he succeeds in enthralling his listeners so much that they are able to resist the sleep of day to hear the end of his tale (though all will head into an enclosed area while the storyteller continues his tale as they move). It is said that →Snorri kept an audience of →ancillae awake and gripped by his tale through all of Lent.

Finally, the G. will disperse to carry the word of decisions, fights and stories to other Gangrel who were not present. Often a reputation can be made or destroyed during a G. in a number of ways. By doing or saying something notable, by fighting particularly well or poorly, by telling an outstanding story or by hosting an exceptional G., a Gangrel can do wonders for her standing within the clan. An impressive enough G. can become a tale unto itself.

• **Geb:** Old Egyptian deity, son of →Ra, →sired the brothers →Set and →Osiris with his sister →Nut.

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• **Gehenna:** 1. In the New Testament, a fiery place of punishment similar to the Christian hell. — 2. The end of the Third Cycle; the coming Armageddon, when the →Antediluvians will rise and devour all other →Kindred.

• **Gehenna Cults:** While the →Kindred community trembles in fear of →Gehenna, more and more G. arise. These groups resemble secret societies or coteries and are most common within the →Camarilla, even if some G. have spread to the →Sabbat and the independent →clans. Because membership in G.s is frowned upon, the actions of these cults always remain secret, and officially the cults are ridiculed as foolish rumors. In recent nights, though, their membership has increased tremendously, and certain very powerful, influential Kindred secretly belong to one of the cults.

G. develop because their members prepare for the end of the world or want to prevent it. The cults fear an escalation of the →Jyhad and the return of the →Antediluvians and therefore either prepare to serve the ancients (and in doing so, hopefully avoid their own destruction when the end comes) or to find their hidden →havens (and thus, be able to strike first and prevent Gehenna completely). Some participants in G. are →Arimatheans, →Servitors of Irad, →Heralds of the Red Star, →Royal Order of the Edenic Groundskeepers, →Twilight Cult, →Cult of Enlightenment, →Lilith Cults, →Ninth Wave, →Seer Cults, →Way of the Ancient Lawgivers.

• **Generation:** The number of steps between an undead and the mythical →Caine. According to the commonly recognized history of the →Kindred, our kind hails from the progenitor of all undead, Caine. Caine was banished by God to the Land of →Nod after killing his brother →Abel and additionally made the first undead by God's curse. Then, Caine sired three childer who sired childer in turn and so on and so on... The often quoted →*Book of Nod* contains numerous illustrations on the Kindred's creation myth. Unfortunately for all interested scholars, the book offers more questions than answers and even is the foundation for one of the more untenable theories on the origin of the Kindred, the blasphemous →*Cycle of Lilith* (see the →sidebar "The Generations").

CAINE

Reputedly the "father of all vampires," caine is more myth than reality in the modern nights. Some of the Fourth Generation, as well as certain memebers of the Sabbat, claim to have met a being who referred to himself as Caine, but the story has filtered through so many individuals and layers of the Jyhad that no one can precisely tell where truth ends and fabrication begins.

Skeptical Kindred have noted a lapse in the myth of Caine: If Caine's first chlder are of the Second Generation, and thereby two steps removed from Caine, what, if anything, was the First Geneartion? Certainly, Caine himself is not "Frst Generation," as he can hardly be one step removed from himself. The question will likely go forever unresolved.

• **Genevra:** →Giovanni; this devious Necromancer not only assisted her family's good standing with the church, she also financially supports the →Seraph →Jalan-Aajav and his crusade against the →Camarilla. Assumed to have met Final Death within the past five years, she made too many enemies inside her family while pursuing other interests outside of it.

Oh what I'd give to stand on the stairs of this babled monument just once...

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Quite wrong, dear Lucila... Obviously, your knowledge of alchemy is not as impressively developed as your brute strength. Nobody is perfect. Giants' Blood does exist — and it does work!

• **Gesu:** →Tzimisce; the childe of →Dracon allowed himself to be worshipped as a saint of Christ, explorer of the inner divinity and savior of →Caine by the Akoimetai, an order of monks. In his →sire's absence, he led the →Obertus family to influence and wealth until the events that destroyed →Michael. It is improbable, however, that he survived his family's destruction by the Old World Tzimisce.

• **Get of Khayyin:** Derogatory →Assamite term for all →Kindred except for themselves.

• **Ghede:** →Setite; #probably by 100 B.C. in →Rome, where he'd made a name for himself as a mortal opponent in the arena. Little is known about his history until he reached →Haiti by 1700. There, he allowed the mortal populace to worship him as a god of death. Although his power and influence on the island know no bounds, his position was repeatedly endangered by younger Setites. Most important, he has been struggling with his own childe →Ezuli for quite a while. Probably he'd have destroyed her by now if not for an archenemy of his, a →Serpent of the Light residing in Port-au-Prince who sends assassins to destroy him. G. reacts by sending assassins of his own, *houngans* (Voodoo priests), and initiates that visited a shadow war on the mortal populace. Even those who are unaware of our hidden world all around them feel something evil is afoot and leave the island in flocks. No doubt the winner of this struggle will be able to take over the island and find time to deal with the upstarts who have kept attacking his power base in his time of weakness.

• **Ghemal:** →Caine's palace in →Enoch.

• **Ghiberti:** This is a minor family belonging to Clan →Giovanni. The G. call Africa south of the Sahara their home and have created important trade routes there as well as made maybe even more important contact with the mystical →Laibon. Their art of →Necromancy is a little different from the clan's main style, since the family studied a Nubian death cult and finally adopted it.

• **Ghoul:** A servant created by allowing a member of the →kine to drink a →Cainite's →blood without draining the mortal to the point that would lead to the →siring of →progeny.

Most G.s depend on their →domitors' whims and loyally serve them in exchange for →vitae. Since G.s are just as susceptible to the →blood bond as anybody else, they are almost all loyal to their masters, and if the domitor has more than one G., this often leads to envy among the servants. G.s' feelings go to extremes due to the vitae in their veins — such creatures often suffer from fits of dementia and disturbing desires. As long as G.s regularly drink →Kindred vitae, they do not age. Once their natural life span is over, they always have to have Cainite vitae in their veins, or they'll age and die quickly — sometimes even within minutes. →Caine's vitae is reputedly powerful enough to make a G. similarly resilient and as strong as Cainites. In many cases, G.s have shown the ability to use certain →Disciplines to some extent, which probably corresponds to the age and the power of the Kindred they regularly drink from. Sometimes a G. who has been serving the same Cainite for quite a while will show personality traits and physical characteristics similar to his master's.

• **Giangaleazzo:** →Prince (formerly Archbishop) of Milan; #c.1400. →Sire: Fra Diego, a monk from Milan. →Lasombra. Has been present at many important events of Cainite history in the last 500 years. To the →Camarilla's regret, G. claimed domain in

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one of the artistic and economic centers of Italy while a →Sabbat leader. Had a shaky nonaggression treaty with the →princes of the surrounding Camarilla cities. Changed sides and joined the Camarilla in 1997, declared himself prince and destroyed all Sabbat in his city. Has been called "the Traitor Prince" by the Sabbat ever since.

• **Giants' Blood:** Legendary magical artifact owned by the →Sabbat. To impress the newest members of the →sect, the →elders are fond of telling the young →recruits about this amazing potion that has reputedly been brewed from a giant's blood and is said to bestow upon the drinker incredible physical strength. To end such a night of tale spinning, one of the elders takes a vial out of his pocket and distributes its content fairly among the wide-eyed recruits. And even though this potion is usually nothing more than red syrup, it shows unexpected effects on most of the drinkers.

• **Giovanni:** The →Clan of Death and its many families. The clan these nights hails from a Venetian merchant family that dabbled in →Necromancy even in life. →Augustus, head of the family following the Crusades, was probably the first to be →Embraced by no lesser than the →Cappadocian →Antediluvian. Not all of Cappadocius's progeny agreed with this decision; many already saw danger brewing in the future. In the middle of the 16th century, history proved them right when Augustus turned against Cappadocius and →diablerized his →sire to save others from the Antediluvian's madness. Cappadocius in his hubris had gone so far as to try and become God's equal by drinking his soul (→apotheosis). Maybe the Antediluvian had gone mad, but this barely justifies the ensuing mass murder. For more than three centuries, the G. hunted Cappadocians and destroyed them. The →Camarilla reacted too late. Although clan and family demand independence from the large →sects, I wonder who from the Camarilla's ranks has supported them and what they paid for that support. Anyway, the G. have managed to almost annihilate the Cappadocians before the rest of the world recognized how far they'd gone. As an independent clan, the G. weathered the centuries. In that time, they managed to deeply root their mortal family in worldwide financial endeavors. Perhaps no single clan aside from the →Ventrue or possibly →Toreador has such power over worldwide economic processes and such an influence on mortal society. Sometimes I wonder if they want to win the →Jyhad by buying the world. The →Sabbat once tried to annihilate the family, but it was stopped cold by the sheer mass of mortals working for the family and gave up on that endeavor. Maybe the more monstrous →Cainites know more about the rites and practices the clan performs behind closed doors to expand its knowledge of Necromancy. It's not their seemingly endless resources that worry me. They are the absolute masters of the dead's shadowy worlds these nights, and no one can say what they are up to.

• **Giovanni, Ambrogino:** Unshakable ambition and ruthlessness have brought this bastard to the highest echelons of the →clan. In questions of →Necromancy, he is a foremost authority after almost 1000 years of study. For centuries, he has been hunting for the →*Sargon Fragment* and belongs to those →Giovanni who have especially researched the history and ideals of the extinct →Cappadocian clan. In this area, too, he's one of the leading experts. Two centuries ago, we didn't hear much from this man, who often had *carte blanche* from Augustus Giovanni himself. In August 1999, however, he aroused some degree of concern. For the first time in

Ambrogino, if you should read this old bellow, I'd be eternally grateful for a copy of the fragment – should you ever find it.

He had the chance, and he used it... What's so bad about that? I'd have done the same, had I been in his stead...

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Wait a second... the inflection of light! Isn't that connected to shadows? And I always thought that was our domain...

Quite to the contrary, the Great Jyhad is the eternal game of elder versus elder, of which the struggle between the Sword of Caine and the Ivory Tower is but one aspect.

My, but we've swallowed vast tracts of our own propaganda, haven't we?

over 100 years, he left the Giovanni's ancestral manse and traveled to Turkey to revisit →Erciyes. Rumors about sudden changes in the Underworld could be connected to his latest activities. When asked about them, he just said, "Maybe Cappadocius was right, after all."

• **Giovanni, Augustus:** The →Antediluvian of the Giovanni family is notorious even among the childer of →Caine. For him, I have heard more impolite adjectives than I could list in this volume. Like any other member of the Third Generation, G. is inscrutable; his plans, intrigues and schemes eat through the centuries like maggots through fouled meat. According to all reports, his powers no doubt match those of a true Antediluvian, though he is the youngest of them. He makes up for this shortcoming by being by far the most active among them.

• **Giovanni, Claudius:** →Augustus's first childe distinguished himself mainly by his ruthless seizure of power. It was he who founded the →Conspiracy of Isaac as his father had told him to. He used this faction to plot against his new "brother" →Japheth and his sire →Cappadocius and to take their heart's blood from them, which gave them power over him. G. served Augustus loyally for a long time, but his hot temper would become his downfall, for it was he who completely destroyed →Erciyes. It was much later that Augustus heard that a bottle with the Antediluvian's blood was supposed to have been hidden there. Since G. had nothing to say about this and the old monastery had been razed to the ground, Augustus raged and destroyed his childe.

• **Giovanni, Enzo:** Although this member of the family sat on the board of directors of a multinational holding corporation, he had managed to keep a (self-preservational?) low profile in family affairs. After his destruction, there are no ties anymore between the Giovanni and the holding company. The young G. seemed to be part of a complicated diversion that served to turn antagonists of the family toward red herrings and thus identify them easier. Those who are interested in the true family business should not consider people who are as publicly visible as Enzo.

• **Giovanni, Ignazio:** In his mortal life, G. served as muscle for his family's less savory endeavors, and when he was taken into the ranks of the undead, this attitude changed little. As opposed to most family members, G. is no scholar and not subtle. He is a man who uses violence to reach his goals. As he

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was first in charge of caring for the elements of crime in Venice and later of defending the city against the →Lupines, he was able to ascend quickly through the family's ranks. Tonight, he is assumed to be an influential figure in organized crime.

• **Giovanni, Isabel:** As one of the more capable spies of the Necromancer family, she has managed to wander the northern U.S. in the guise of a member of several primogen and as a →bishop of the →Sabbat and never stay in one place long enough to be caught — just to collect information for her family.

• **Godefroy:** Former →justicar of the →Kingship Clan. Replaced by Lucinde in 1998.

• **Golconda:** The state of being many →Kindred try to attain in which they reach a balance between conflicting urges and reservations. Many →Cainites see it as the only way

to salvation. Like the mortals' Nirvana, G. is often discussed, but rarely attained.

• **Goratrix:** Renegade member of the →Clan of Usurpers; Fourth Generation; *987, #1022. Former member of the →Council of Seven. G. is supposed to have been →Tremere's most ardent supporter before his betrayal. Among other things, he is assumed to have founded →Ceoris. He was made administrator of the French territory and put in charge of placing spies inside the church. There, he is supposed to have made first contact with →Sabbat leaders. What other explanation would there be for his flight when he was called before his clanmates' →Inner Council? G. did irrevocable damage to the →Camarilla and especially the Tremere when he betrayed his blood and told the Sabbat many secrets hoarded carefully until then. With his bloodline's extinction by Tremere himself a short while ago in →Mexico City, this devil's nights are numbered, too.

• **Gorchist:** →Sabbat regent in the 19th century, one of the five undersigned of the →Purchase Pact.

• **Gorgo:** →Nosferatu; She Who Screams in Darkness. This awful creature who can tear bones with her voice alone belongs to the terrible →Nictuku. According to rumors she was last heard in Peru in the times of Pizarro and probably lies in →torpor somewhere there.

• **Gotsdam:** →Ventrue; →Tiamat's childe has been calling Germany his home for quite a while but has never played an active role in the country's political landscape. G. seems to appear only when big trouble that may change the →kine's and the →Kindred's society alike looms. Thus, he was seen in →Paris only days before the revolution and in London shortly before the blitz war. As such, we should probably wonder if he serves his demonic →sire, but I have no answer to that. Rumor has it he was seen in the heart of Germany last year. That was immediately after the seizure of power in →Frankfurt, the metropolis on the Main, and now we can only hope that his appearance there will have no lasting effects.

• **Grail:** In medieval legends, the G. is the cup from the Last Supper that Joseph of Arimathea used to catch Jesus' blood. A rich series of legends intertwined with knights' tales surrounded it in French epic poetry. Wolfram of Eschenbach depicted the G. as a sacred stone with fabulous, wondrous might guarded by a knightly order (G. knights).

• **Gratiano:** Fourth Generation →Lasombra; *ca. 1080, #ca. 1100. In life, son of a wealthy Italian family from Verona. Last childe of Lasombra himself. Helped destroy his →sire. Archbishop of the →Sabbat.

I assume that Jereaux Guilbeau destroyed Prince Doran to claim the domain under cover of his brother, the puppet prince...

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• **Grimaldi: 1.** Genovese noble family, rulers of the principality of Monaco since 1467. — **2.** →Tzimisce →ghoul family. The G. family is the smallest and youngest →revenant family — and that is okay for its members who are used to their position as button men. The G. are especially adaptable, which proved to be a decisive factor for their survival. They possess the →Disciplines of →Celerity, →Dominate and →Fortitude. Compared to other revenants', their vitae tastes extremely stale. In the Renaissance, they installed themselves amidst the budding bourgeoisie, where they still serve as undercover agents for the →Sabbat. — **3.** Francesco Maria G., *1618, +1663, member of G. (2), Italian physician and mathematician; discovered the inflection of light.

• **Grand Inquisitor:** Title for the leader of the →Society of Leopold. This office is held by Ingrid →Bauer at the moment.

• **Great Jyhad:** Common →Sabbat term for the war against the →Camarilla for dominance in the New World that started in the 17th century and no doubt continues until these nights.

• **Grimgroth:** Member of the →Clan of Usurpers, Fourth Generation; member of the →Council of Seven. G. is responsible for the majority of western Europe, including the British Isles and Australia. He is not one of the original councilors, but replaced the renegade →Goratrix. He habitually changes the location of his →chantry very often. At the moment, his chantry is in →Rome. Rumor has it that he cooperates with the →mages there, who plan some sinister fate for all of Europe. The →Tremere strongly deny the heretical accusations he was a spy for Goratrix among the Council of Seven.

• ***Guarded Rubrics:*** This is a collection of old writings telling more about the origins of →Cainites than the →*Book of Nod* can, for the rubrics are not tainted by prophecy. Although most parts of the rubrics are deemed lost, probably the biggest collection exists in the hands of the →Tal'mahe'Ra, whose →Rawis guard and study it. Remarkably, some of these Rawis — often after studying the G. for a very long time — come to the conclusion that the Cainites trace their origins back to →Lilith, the Dark Mother, not to →Caine, →sire of us all.

• **Guardians of Tradition:** A →Tremere secret society. This group, a right-wing traditionalist faction within the clan, is dedicated to cleansing House Tremere of computers and other high-tech tools many Tremere rely on these nights. The G. actively oppose technological expansion and are suspected of sabotaging gadgets to find "proof" for their antitechnical theories at times. Even if that's not true, it has been proven that the G. can summon spirits who wreak havoc upon databases if set loose on a computer system by invading them while the hapless user works, slightly altering data and thus invalidating research and causing projects to fail. There even is an extreme faction within this group that behaves in a very racist and chauvinistic manner and objects to →Embracing anybody who doesn't fulfill its... specific criteria.

• **Guil, Mme.:** Sixth Generation →Toreador; *1563, #1579. Childe of →Baron Volgirre. →Sire of Countess →d'Adhemar. Toreador →Justicar. Only justicar to be reelected in the last vote in 1998 because she is seen as a necessary evil by the →Inner Circle. Even among the justicars, she is known for her remarkable lack of sympathy; her skill in discovering traitors and criminals in the corridors of power is the topic of many a horrible legend.

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• **Guilbeau, Marcel:** Eighth Generation →Ventrue. *Baton Rouge 1835, #Baton Rouge 1866. Childe of Lothar →Constantine. Childer: Christopher (1985), Anthony (1986). →Prince of →New Orleans. Everyone doubts if he really holds power in the city or if there is a figure behind the throne. With regards to this, G.'s rarely mentioned brother Jereaux, who is never seen in public, comes to mind.

• **Guillaume:** Member of the →Learned Clan; one of the few →Kindred actively taking part in →Cainite politics, though he has been said to have attained the state of →Golconda. G. is the preeminent Kindred in Switzerland, and his ascension to inner peace could very well be responsible for the country's continued neutrality. This childe of →Hannibal is much like legend's Robin Hood, and he allows only few guests in his domain. Those who tend to troublemaking are sent away or disappear without a trace. G. keeps the peace with his immense personal power and influence. He tolerates absolutely no violence, which makes Geneva an exceptionally beautiful place to sit down and talk.

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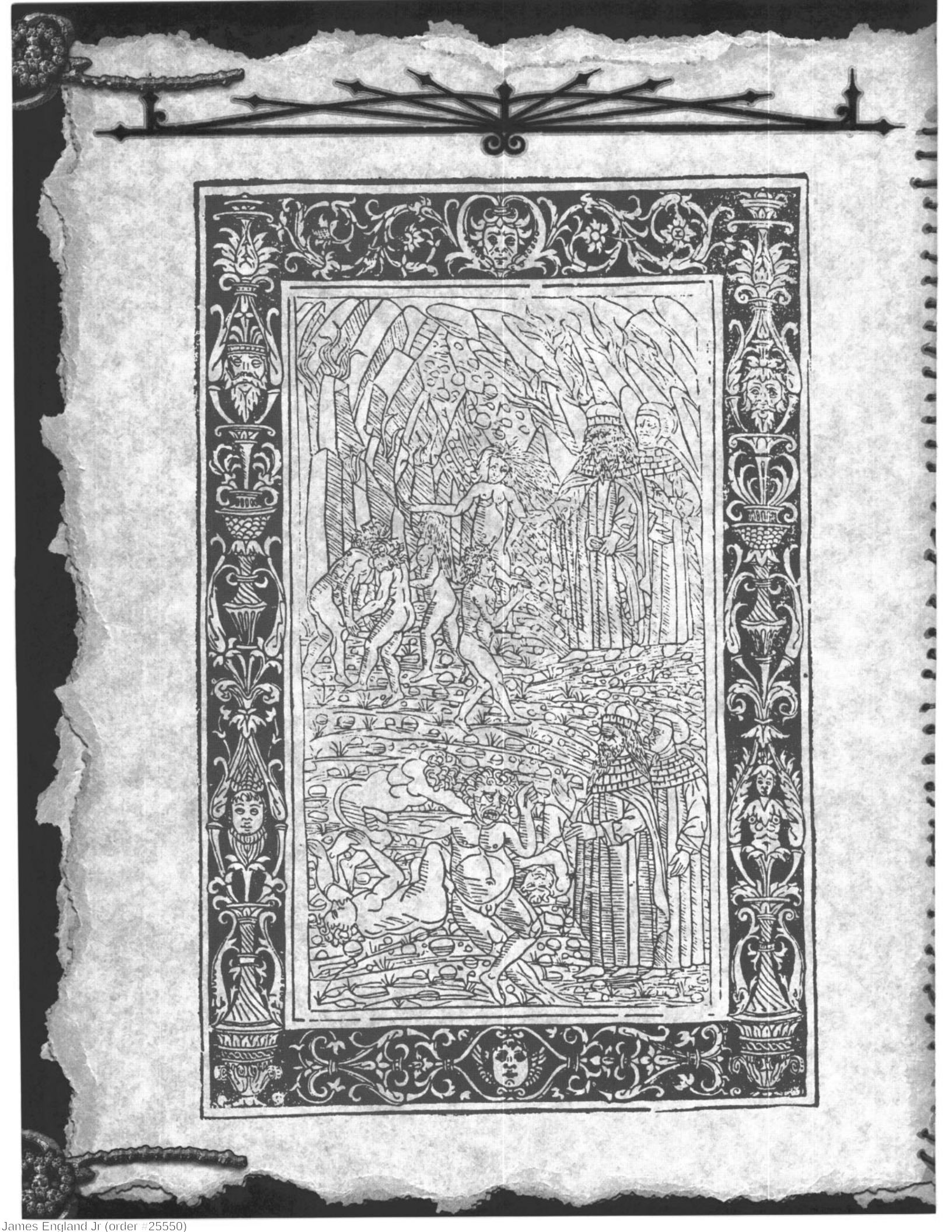

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• **Haiti:** H. is populated by a mixture of many ethnic groups. The island differs from other Caribbean islands insofar as it is a paradise for the →Followers of Set, who thrive in its Voodoo culture.

• **Hakari:** The so-called →elder of elders among →Hiruko's childer is the Japanese equivalent to a →Prince of Tokyo, maybe even of all of Japan. Very little is known about this mysterious figure holding court in the city's Imperial Palace. But he is the oldest Japanese undead and probably has been roaming the land since the time of the Daimyos. With his counselors, the elders of the different families, he leads a bitter war against anything Western and, if the rumors are correct, against his country's younger undead.

• **Hand:** →Black Hand, →Manus Nigrum.

• **Hannah:** Eighth Generation →Nosferatu; * Jerusalem 1165, # Jerusalem 1180. H. is →Ephraim's youngest childe. Ephraim and →Kothar were very astonished to see that she was not grateful for her new state of being but felt lonely; still, she has always feared Kothar's retribution if she were to →sire childer. Until 1200, H. saw herself as an outsider in the leper colony of Hinnom, where the Nosferatu resided. By 1300, she went east. In 1399, H. reached Golconda in the Far East and never returned.

• **Hannibal:** →Brujah; "H. ante portas" is probably the most famous sentence Roman parents used to frighten their children, but even more frightened were the undead lords of the Eternal City when they heard that no lesser than →Troile was rumored to have →Embraced this warlord. But after the Punic Wars, this →Kindred — if, indeed, he is Kindred at all — seems to drop off the face of the Earth, so no one can even say for sure whether he has survived the destruction of →Carthage or if he met his Final Death there.

• **Haqim:** Also called Hassan I Sabbah, Assam-Hashshan al-Safa, Hashsan ibn Canan. Second or Third Generation →Assamite. Also known as the →Old Man from the Mountain and under several other names.

• **Harbingers of Skulls:** Suspected remnants of the →Cappadocian →bloodline. Also called "Lazarenes." Not unlike the →Salubri *antitribu*, the H. appeared within the →Sabbat only a short while ago. Since their appearance often resembles a semidecomposed corpse, they can be easily confused with the abominable →Samedi.

• **Hardestadt:** →Ventrue; this German representative of the →Kingship Clan attained deathless fame through his share in the creation of what we know as the →Camarilla these nights. Rafael →de Corazon's speech aside, it was this →Kindred's efforts that laid the sect's groundwork. Saying that H. the Elder is the sect's founder would be no exaggeration. The Old World still is the center of his power, and his progeny hold important

Well, I don't believe that the Old Man from the Mountain sitting in Alamut tonight really is Haqim... For me, one walking psychopathic Antediluvian is enough, and we do have Uncle Augie. And Haqim would be a real Antediluvian at that...

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offices in many European countries. This popularity did not come without enemies, and the Ventrue has survived several attempts on his undead existence, especially at the height of his career in →Thorns when the →anarch Patricia →Bollingbroke tried to destroy him, to mention only the most commonly known assassination attempt. Although rumor has it H. was destroyed by Tyler, his existence is real. In the Old World, his influence can be felt and is part of the groundwork of the revered sect.

• **Harlequin:** Sixth Generation →Gargoyle. →Sire of →Ublo-Satha.

• **Harmonist:** Follower of the →Path of Harmony.

• **Harpies:** These →Kindred are proud to be the social pillars of the →Elysium. Their currencies are gossip and rumors. With the right (or the wrong) word to a →prince they can secure or ruin a →Cainite's position in a city. This role is rarely awarded officially; over time, mostly those who have the relevant abilities attain the position of H. Most of them are unimpressed by bragging and show amazing insight into the Kindred nature. Those who cross H. have a veritably guaranteed place on the lowest rungs of the social ladder for years to come.

• **Hattenborough, Sir Francis:** Eighth Generation →Brujah; *1794, #1850. Brujah representative in →Vienna. Member of the city's equivalent of a →primogen. H. hails from rural English nobility and was given into the care of his future →sire by his father to pay back gambling debts. H. served as a →ghoul for decades. To this night, H. is one of the rare cases in which a ghoul fed on →Kindred →vitae regularly and still aged. H. was sent to Vienna by his sire to keep an eye on the developments there. Soon, H. earned the →Tremere's trust and now belongs to Vienna's most influential Kindred.

• **Haven:** A common term used for the place a →Cainite regularly retreats to in order to protect himself from the burning rays of the sun and his enemies. If the Second →Tradition is followed to the letter, a →Kindred is sovereign within his H. and can actually put other undead in their place here.

• **Head:** Younger →Kindred's term for a →lush.

• **Healer's Clan:** Old term for the →Salubri from the *Book of Nod*. Alludes to their clan →Discipline of →Obeah.

• **Heart's blood:** The last residue of a →Kindred's →vitae, drunk by a diablerist in the act of →Amaranth immediately before the victim's soul.

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• **Helena:** Member of the →Clan of the Rose. Which other →clan could claim to have the world's most beautiful woman — if you lend credence to the ancient Greek sagas — among its ranks? H., daughter of Zeus and Leda, is the reason for the Trojan War. But →Arikel's childe doesn't play an important role only in ancient Greece, she later fought on the Roman Empire's side in its struggle against →Carthage. Her feud with the →Brujah →Methuselah →Menele is almost legendary, and both probably still plan each other's destruction tonight.

• **Heralds of the Red Star:** The world's most famous →seer cult; at the same time, one of the youngest. The cult leader, V. Harriet →Bakos (V. is for *Vampiresa*, which she hates), is actually neither a seer nor a →Kindred. The H.'s assemblies she or her seers organize tend to be mystical or pompous and have all the typical ceremonial features of a spiritualists' séance. At this point, the cult has five seers, and Harriet herself has been traveling the whole Western Hemisphere in search for more. In Brazil, she met a member of the →Tremere who told her about a so-called "Order of the Wyrm" — whatever that may be — within the Usurper Clan, but afterward, a member of the →Council of Seven assured her that there is no such order within the Tremere.

• **Heretic:** Follower of the →Path of Evil Revelations.

• **Hierophant:** High priestess of →Lilith.

• **Hijra:** Arabian for "exodus," the present state of →Clan →Assamite while trying to secure itself a new power base. An important stage of that process was reached when the →Tremere curse was broken in 1998.

• **Hiruko:** Mystical scion of the divine couple Izanagi and Izanami, who, according to legend, created the islands that would later be called Japan. He was presumably born even before the islands, but he was "deformed" (this probably refers to his mental state), so his parents abandoned him. The Japanese undead believe him to be the first of their kind.

• **Holy symbols:** The church habitually blesses a series of implements and symbols for its own rituals or for other mortals to use them. The most remarkable symbol is of course holy water, which usually consists of spring or tap water that has been blessed by a priest. In the Dark Medieval era, mortals used holy water as medicine, sprinkled fields and animals with it or poured it around their houses to keep away evil spirits (like us) and fend off witchcraft. If the priest blessing the water has →True Faith, areas sprinkled with the holy water are uncomfortable or even unapproachable for us. The same is true for faithful people not from Christian religions and their symbols.

The church blesses many other things as well, from seeds to armies going to war (which is not really consistent with that faith as far as I can judge, but maybe my outside view is wrong here). Church bells, houses (especially on holy ground), pilgrims' staffs, weapons and bread and wine (especially hosts) and of course →crosses are among the things that can be blessed that way.

• **Horseman:** A nomadic →Cainite of the →Sabbat. The term probably refers to the Four Horsemen of Apocalypse.

• **Horus:** **1.** Ancient Egyptian deity, worshipped as god of revenge with a falcon's body. — **2.** H. is probably the most famous opponent of the vile →Antediluvian →Set; the hatred and revulsion the →Setites feel for him even in these nights probably means that he still exists and leads a war that began over 5000 years ago. However, he is definitely no childe of →Caine but has mastered undeath in another fashion due to a mysterious ritual performed by his mother, →Isis. H. is a →mummy, a being whose body can be destroyed but who is in a constant cycle of rebirth and retains the memories and abilities from his past lives. His seemingly eternal struggle with the Setites has made the former pharaoh careful, sometimes even aggressive toward →Kindred of any clan. Needless to say, no one knows where H. resides.

• **Hrothulf:** →Ventrue; a strange representative of the →Kingship Clan who has chosen Milwaukee as his hometown. What makes him strange is that he separates himself from his own clan and is not interested in the area's politics although he is the eldest of his clan. The old warrior deliberately leaves the stage to Gracis →Nostinus.

Archaic rites! Nonsense! The Celts have already made the same mistake. You shouldn't kill a proven leader just like that... If they had simply put to bed those old rites, the Assamites might have become leaders of all Kindred long ago.

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• **Hulul:** Leader of the →Assamite →*antitribu*. The H. is ritually destroyed by his clanmates every 100 years.

• **Humanitas:** The degree to which a →Kindred still retains a residue of →humanity.

• **Humanity:** A basic part of the human psyche measuring how much of his human self a →Kindred can retain in spite of the curse of vampirism. Basically, it is H. that keeps our kind from becoming mindless animals, slaves of our bloody thirst for →vitae. But a Kindred following the →Path of H. is still no saint. Kindred are predators by nature, and H. only enables them to pretend otherwise. Unfortunately, the sheer existence of a Kindred is anathema to his H. Mortals tend to follow the Path of H., too, by the way, if only for lack of knowledge: they simply know no better.

• **Humanus League:** Defunct →Tremere secret society. It historically consisted of those rare Tremere who sought a rebirth of mortality. They hoped that purification of their souls would allow them to rejoin the ranks of mortals, so they showed their love of mortality through charity, compassion and defense. Of course, the demands of the Tremere hierarchy and the almost inescapable damnation of the →Kindred condition leave little room for such personal conscience...

• **Hunedoara:** Medieval castle in eastern Romania among the Carpathian Mountains. In its crumbling glory, H. seems sad and unfriendly.

H. never found its way in the area's annals. It was built centuries ago as a defense for the gold mines nearby but was soon known as an unshakable bastion that repelled the sultan's armies time and again. For 200 years, it withstood the Turkish invasions and several would-be conquests. Then Ciglesz, the renegade lord of the castle, gave H. to the Turks. Several Christian armies tried to punish him for it, but to no avail. After the siege of Belgrade, the Turks left H.

As the Kingdom of Hungary fought against the Ottoman Empire, events of even larger significance transpired in the ranks of the undead. A →bloodline of thaumaturgically gifted →Kindred had appeared, and no one knew whether they had attained undeath through the →Embrace or through terrible magic. The group's leader, →Tremere, ferreted out →Saulot, the →Salubri →Antediluvian, the first Kindred ever to attain the mystical state called →Golconda, and →diablerized him. The →Inconnu, some of the mightiest Kindred ever, had considered Saulot their chance for redemption for a long time. None of them doubted that the Tremere's sudden appearance was almost as dangerous as fabled →Gehenna. For the first time in many centuries, a meeting of Inconnu was called. This meeting sent 12 of the mightiest members of this ancient →sect, presumably former pupils of Saulot, to the Tremere homeland to move into a fortress, not unlike their →Ceoris chantry, to be able to make faster countermoves against the Tremere from within its walls.

So, the small group invaded the old building before the Hungarians could lay claim to it again and performed a ritual to erase H. from the memory of mortals.

Later, mortals erected a second castle called H. in the Carpathian Mountains. No mortal has entered the first one again since that fateful night. Maybe it is the Inconnu's home base.

• **Hunger:** The urge to feed, just like in mortals and other animals. But in →Kindred, H. is much stronger and replaces all other urges, desires and joys.

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• **Iconoclasts:** Faction within the →Brujah that follows its own personal crusade, with no regard to organization or establishment. The I., the largest faction within the clan by far, take up their own agendas, the passionate Brujah blood inciting them to rebel against... well, whatever they find that needs rebellion. History doesn't mean anything to them: it's the now and here that counts.

• **Idealists:** Faction within the →Learned Clan consisting mostly of →Kindred who look for rationale and theory rather than the hectic action of the →iconoclasts. Some can still remember →Carthage and its founders' dreams of a perfect Kindred society.

• ***Ignobilis Ritae:*** →Sabbat term for all rituals specifically designed by certain →packs. As opposed to the →*auctoritas ritae*, the I. are rituals that vary from pack to pack or were even specifically designed for one pack's needs.

• **Ikkenai:** Fifth Generation →Gangrel; *28, #49. I. was the daughter of a Saxon lord. Born in the woods around the city that these nights are called →Aix-la-Chapelle (the Romans called her home valley "Granus"). I. believed in the Norse pantheon. Early on, she learned to fight with a sword and to throw a spear, since the Saxon women traditionally fought alongside their husbands. Grew up with stories about the "forest dwellers," as the Saxons called the Gangrel. Later leader of the so-called "forest faction" of →Kindred in Aix-la-Chapelle. See the →Aix-la-Chapelle timeline.

• **Illuminati:** Secret order intending to illuminate humanity, founded in Ingolstadt/Bavaria in 1776.

• **Immortal Children:** →Abomination.

• **Imperial Order of Master Edenic Groundskeepers:** Radical spin-off from the →Royal Order of Edenic Groundskeepers founded in the 19th cent.

• **Inanna: 1.** Sumerian goddess of love. — **2.** A →Malkavian claims this name for herself, though there could be more than one I., since all high priestesses, among them Gilgemesh's wife, took this name in the holy marriage. I. was one of the first of the Moon Clan to urge the Roman Empire to fight →Carthage. Later, she pushed the legions northward, and it became obvious that she probably hunted →Angiwar, the Invisible One. I. clearly suffered from different derangements, but when her mind refused to be lucid, she usually disappeared. This female →Methuselah should by no means be underestimated. She is old and — when her mindset is right — a truly impressive and real love goddess.

• **Inauhaten:** A strange being with the ability to die and be reborn, hunted and caught by the Tal'mahe'Ra. I. revealed to the →Hand's →mages his identity as one of the few →mummies. His knowledge of death, the shadow realms and their inhabitants made him a valuable asset for the Hand. It is said he showed them the way to →Enoch. Although he is no →Kindred, he belonged to the sect's most respected members and was protected by it before his death, reportedly at the hands of raging Lupines.

• **Inconnu:** A →Kindred →sect, founded in ancient Rome under the name "incogniti," not involved with other →Cainites' trials and

A gruesome thought... undead Lupines.. disgusting! Repulsive! Bah!

This bundle of dry wrappings had never spoken to me.. For the way to Enoch I would gladly have protected him.

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tribulations or the →Jyhad. The I. are supposedly made up largely of →Methuselahs. Whether the I. of the modern nights is the outgrowth of this post-Roman I. is a matter of much debate — as is the existence of the sect at all.

• **Indians:** Casual →Sabbat term for the members of a →nomadic pack.

• **Individualists:** Smallest camp of the →Learned Clan, somewhere between the →iconoclasts' and the →idealists' opinions. Its members try to cooperate for the →clan's sake but do not insist on others obeying their commands, like many elder idealists do.

• **Infernalism:** Worship of devils and demons as seducers and corrupters. According to the New Testament, Satan is Lucifer, the Fallen Angel. Especially during the Dark Ages, some →Cainites followed this bitter road, aided by →mortals. The →Baali, some →Cappadocians and Giovanni, but also smaller groups of members of other →clans, tried to better their existence with demonic support. The most foul among them even tried to drag the world into the chaos that Dante describes so colorfully in his *Inferno*. Fortunately no one has yet managed to do so, but I swear that some keep trying.

• **Infidels:** A term the →Sabbat use for any →Kindred who do not belong to their →sect.

• **Injuns:** →Indians.

• **Inner Circle:** This group, the true heart of the →Camarilla, meets once every 13 years, usually in Venice, to charter the course of →Kindred society — as far as any group can think it could really tell a race of undead what to do. Every →clan has a representative, usually the oldest clan member, since only the oldest may vote for the clan according to a literally phrased custom. Others can be brought to the meetings and may speak, but only the →elders can cast the final vote.

One of the I.'s main jobs is to elect the →justicars. Their election is a long and difficult process, since all clans want to place their best representatives into key positions. Those who are finally put into office usually are candidates of compromise or even obscure Kindred the I. deems easy to manipulate.

• **Inner Council:** →Council of Seven, →Tremere.

• **Inquisition:** Mortal historians use I. as the term for the terrible face the Catholic Church presented to the world from 1231 to 1834. But →Kindred who have a certain survival instinct know that the I. did not die in the 19th century, but exists in the modern nights and is more terrible than ever.

The public eye doesn't see the I.'s recent activities due to strict secrecy. The →Society of Leopold, as it is called tonight, mainly, but not exclusively, consists of Catholics. The I.'s "interconfessional" membership is dedicated to eradicating our race and seemingly other supernatural beings, a goal that the society eagerly worked toward under the leadership of Monsignor Amelio →Carpaccio for 17 years. But when the Monsignor died of a heart attack in 1998, the society had to master an internal crisis that had accumulated over the course of a decade.

Fear and insecurity paved the way for a leader who was sure of herself and her modus operandi: the Austrian Ingrid →Bauer, the so-called Iron Maiden. Now, →elders tell stories about defectors from the I.'s ranks who betrayed their →Cainite masters, a high-ranking →Ventrue and his rival, a →Lasombra. Presumably, both Kindred still sit in some unknown dungeon where they are tortured by I. →witch-hunters. →Neonates whisper about →coteries that were destroyed by sword-wielding Society of Leopold members demonstrating a savagery hitherto unknown and great skill. The greatest worry for the Kindred, though, are recent reports about napalm attacks on long-established →havens, some of them having been left undisturbed for decades. See also →Society of Leopold.

• **Internalists:** Followers of the →Path of Self-Focus.

• **Inyanga:** →Gangrel; →Chicago's →primogen for the →Clan of the Beast left the city before →Xaviar made his mysterious opting-out speech to the war council in Baltimore but has returned in the meantime — to her city, not to her official position.

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• **Irad:** "The Strong"; →Caine's third childe and thus probably the last of the Second Generation who fell victim to the Third Generation, just like →Enoch and →Zillah.

• **Iron Hag:** Common sobriquet for →Baba Yaga.

• **Isis: 1.** Ancient Egyptian goddess of the sky, of fertility and life, sister of →Osiris and mother of →Horus. Depicted with cow horns and sun disc. — **2.** Together with her brother and her son, I. fought corrupt →Set in predynastic Egypt. She developed the spell of life that made it possible to raise the dead to an eternal life as →mummies. I. was killed by Set.

• **Istanbul:** Also called →Byzantium or →Constantinople; few cities can look back on a more turbulent history than Turkey's modern capital. The settlement was probably founded due to the efforts of a →Cappadocian called →Byzar, but its rise began when the →Trinity (1), consisting of →Michael, →Antonius and →Dracon, arrived by 350 B.C. The Trinity observed the customs of the →codex of legacies, and due to its leadership, their city was even more glorious than Rome at the time — and just this proved to be its downfall. A group of ancient Roman →Kindred calling themselves only the *incogniti* were crazed with anger and envy and set about bringing Constantinople down, which they achieved in 1204 through the crusader armies. The city burned, Michael was destroyed and the *incogniti* retreated, shocked by the amount of suffering they had caused, and vanished from undead society. Afterward, the city survived through a long time of being conquered and under the power of various →princes who were mostly →Fiends. The last →Tzimisce prince was Johann Paleologus, who was replaced by the Osman →Ventrue →Mustafa, who still interprets the city's →Traditions tonight.

A never-ending night filled with exotic thrills awaits visitors these nights. A large number of various →kine populates the ancient roads; on the Great Bazaar, negotiations run late into the night; excellent Turkish baths tempt passersby with their commodities; numerous nightclubs and discotheques are a sign of many inhabitants' desire to dance; and in the smoky coffeehouses along the Mesrutiyet Cad, you can meet an →Assamite and discuss contracts. The city is dominated by Clans Ventrue and →Toreador, but many other Kindred stay only briefly in this beautiful, historical place, for the Clan of the Hunt stalks the dark alleys, and its presence seems to worry most Kindred so much that they prefer to stay as short as possible.

• **Ivory Bow:** Magical bow made of rowan wood and ivory. Arrows fired by the I. cause terrible pain to →Kindred and →Lupines.

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• **Jacob:** Schizophrenic but quite powerful Fifth Generation →Malkavian; # 750. Resides in Milwaukee, where he spends his unlife in a house at the border of the →Kindred-dominated region in the suburb of Greensdale. His madness subtly but undeniably permeates the domain. Childe of →Abd ar-Rahman. He has a Middle Eastern look and distinguished exterior; thinks he is the biblical J. as well as his brother and arch-enemy, →Esau. Esau definitely is a chosen name; J. created this personality when he was →Embraced. J./Esau denies the →Jyhad's existence to stress the profanity of undead existence.

• **Jalan-Aajav:** Fifth Generation →Gangrel and Third →Seraph of the →Black Hand. In life, the giant J. presumably rode with Temujin, better known as Genghis Khan, who destroyed the European lands in the 12th and 13th cents. If you regard him with scrutiny, these assumptions seem to be true. Nothing is known about his →sire, and I don't even dare to dream of asking him. One thing is certain, though: at some point, he appeared at Regent Melinda →Galbraith's side and now seems to answer only to her.

• **Jamal:** Probably Fourth Generation →Assamite and a former leader of that →clan. Destroyed by →ur-Shulgi in 1999.

• **Janni:** Probably Sixth Generation →Assamite. She was born in Israel and grew up with a burning love for her homeland, and her father's stories kindled the flame of her great pride for her country and her people and her strong determination to protect both from enemies even more. She put all her strength into her military training. She learned Arabic and was instructed in Palestinian culture and mentality. She was also taught to kill, with and without weapons. When her trainers considered her

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TIMELINE: JERUSALEM

18th century B.C.: Israelites enslaved by Egypt.

14th century B.C.: Akhenaton and →Nefertiti rule Egypt; the chief of the village of J. sends them a letter of deference.

1300 B.C.: Yahweh's followers flee from Egypt.

960 B.C.: Salomo becomes King of Israel and Juda.

926 B.C.: After Salomo's death, the empire is divided into Israel and Juda (including J.).

724 B.C.: Assyrians try to conquer J. Ahaz, then king of J., decides not to join the defen sive alliance of other small states and delivers the city.

605 B.C.: Led by King Nebukadnezar, Babylon defeats Egypt and Assyria; like all other small states in the area, Juda and J. become Babylon's vassal states.

597 B.C.: Under King Jehoiakim and his son and successor Jehoiachin, J. rises up against Babylon. The rebellion ends with the city's defeat.

589 B.C.: Second rebellion under King Zedekiah. Babylonian troops lay siege to the city.

588 B.C.: Rebellion quelled. First citizens of J. deported to Babylon.

586 B.C.: J. stands empty.

545 B.C.: King Cyprus of Babylon decides to send the cult of Yahweh back to J.

538 B.C.: 42,360 citizens, 7,337 slaves, 200 temple singers, 736 horses, 245 mules, 435 camels and 6,720 donkeys leave Babylon for J.

520 B.C.: The returned citizens gather to erect a new altar in the old one's stead.

400 B.C.: J. again is a religious center with a weak but growing economy and slowly increasing population.

323 B.C.: Alexander the Great dies; faraway Judea and J. suffer from competing expan sionist efforts of Mesopotamia and Egypt.

175 B.C.: Antiochus IV becomes King of Judea. Hellenization of J.

169 B.C.: Antiochus pillages the temple treasure and tears down the city walls to build a fortress for himself and his troops from the stones.

166 B.C.: Judah, nicknamed "Maccabeus" (hammer head), organizes his first attacks on the city's Greek populace.

165 B.C.: Greeks defeated by Maccabeans.

63 B.C.: Pompeius, perhaps under the influence of a Roman →Toreador, conquers J., and Judea becomes a Roman province.

44 B.C.: Julius Caesar assassinated.

43 B.C.: King of Judea assassinated.

37 B.C.: Herod becomes King of Judea.

10 B.C.: Herod starts thinking about a successor.

4 A.D.: Herod dies; his son Archelas now calls himself "ethnarch."

6: The Roman governor sends troops to Judea to sell part of Archelas's riches as a compensation for unpaid tolls and to take a census to see how many people live in the area.

26: The new procurator Pontius Pilatus sends troops with giant Augustus statues to J.

30: →Jesus comes to J. and cleans out the temple.

70: Vespasian, who has been fighting for several years in Galilee, is declared em peror by the Roman senate and leaves his son Titus to command the troops while he returns to Rome. Titus conquers J. and destroys the temple to Yahweh on the Temple Mount.

132: Jews try in vain to organize a revolt against Rome.

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325: Council of Nicea makes Christianity the Roman Empire's official religion. Jews chased from J. as "killers of Christ."
390: →Helena discovers a portion of the suspected True Cross on a journey through the Holy Land.
395: →Etheria of →Clan →Brujah →Embraced on a pilgrimage to J.
431: Christian Church excommunicates the Nestorians as heretics.
438: Rumor spreads that Jews may return to J., but upon entering the city they are stoned. Eudocia, wife of Emperor Theodosius, leaves her husband after a visit to J.
444: Eudocia returns to J. and builds a hospital for pilgrims and a house for the patriarch.
610: Persians conquer J.
620: The archangel Gabriel brings Mohammed to J. on his winged horse Buraq.
634: Muslims make camp at Berhlehem to conquer J.
635: Muslims conquer J. with almost no bloodshed.
638: J.'s official surrender to the Muslims.
815: The →Cappadocian →Abraham Embraces the Jewish scholar →Adam be cause he needs help in studying the holy mysteries.
880: Caraites split off of Jewish faith.
1009: Caliph al-Haqim has the city's churches and synagogues destroyed by his troops.
1017: Al-Haqim ends all restrictions against Jews and Christians and returns their property to them.
1021: Al-Haqim vanishes without a trace.
1030: Armenian Christians settle in J.
1054: Roman Catholics and Orthodox Christians excommunicate each other.
1063: Christians build a wall around the Christian quarter; Muslims who have lived here for generations are expelled.
1095: In spite of the Muslim rulers' relatively moderate attitude, Pope Urban III decides that a religious quest could convince some of the divided European kings, dukes and barons to cooperate instead of going for each other's throat.
1096: Begin of the First Crusade to reconquer J.
1099: J. conquered by mainly Frankish crusaders.
1100: Baldwin becomes (Christian) King of J. All Muslims expelled from the city.
1114: Begin of the reconstruction of the Al Aqsa Mosque.
1119: The founding of the →Templars. They move into the mosque.
1142: Al Aqsa Mosque consecrated as a Christian church.
1169: Nur al-Din first writes down his intention to expel the Christians from the mosque and reconquer J.
1180: →Hannah Embraced by →Ephraim.
1187: Nur al-Din's nephew Saladin leads an army to the Holy Land and meets the crusaders in Galilee on July 4. They are cruelly defeated.
1192: Five-year peace treaty between Saladin and Richard the Lionhearted.
1193: Saladin dies. From now on, a strange, threatening presence keeps Kindred from J.
1948: Jewish quarter almost completely destroyed when, supposedly, →Malkav stirs in →torpor.
1967: Reconstruction of the Jewish quarter begins, partly financed by Meyer Amschel →Rothschild.

I can only warn about the Jocastatians... One of them a woman called Aiysha, even dared to publish an edition of the Book of Nod under my name.

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Sorry, but those new justicars you have elected are a joke, if I may say so. And a bad one at that...

ready, they gave her a new name and sent her to a refugee camp. J. joined the PLO like her superiors had planned and quickly climbed the ranks of the organization. It hurt to kill members of her own people, but she comforted herself with the future revenge. J. kept coming closer to the leaders. But she would never attain revenge, for one night she found herself in a mountain fortress without knowing exactly how she had arrived there. As a woman she had a hard time among the →fida'i, but she silenced all critics. Rumor has it this young →Rafiq wants to be the first female →caliph.

• **Japheth:** (Hebrew) **1.** The biblical son of Noah. People in northern and western Palestine are called Japhetites, progeny of J. — **2.** The first childe of the →Antediluvian →Cappadocius. He is →diablerized by Claudius →Giovanni before the →Amaranth against his →sire.

• **Jason:** Sixth Generation →Malkavian; *Milwaukee 1876, #1903. Was arrested for murder as a mortal in 1901 and sentenced to death; he sat on death row until 1903. Was →Embraced by →Jacob there. Was tutored by Jacob from 1903 to 1953. Knows the truth about his →sire's two personalities. Of slight build; speaks softly. Resides in the domain of Milwaukee, where he has his haven in a spacious penthouse on a rundown little building block. Represents his →clan in Milwaukee's primogen as his sire's puppet without being taken seriously and without any real influence.

• **Jerusalem:** Hebrew: *Yerushalayim*, capital and second largest city of Israel, center of the Jewish faith and Jewish spiritual life, in the Judaic Mountains, 370,000 inh. (among them more than 90,000 Arabs). J. is also a holy city for Muslims and Christians. The old part of town, dominated in the east by the Mount of Olives and in the northeast by Mount Skopus, has for centuries been divided into a Christian quarter in the northwest, a Muslim quarter in the northeast (temple square with Al Aqsa Mosque) and along the western wall, an Armenian quarter in the southwest (with a citadel and the Tower of David, remnants of Herod's palace) and a Jewish quarter.

• **Jesus:** Central figure of Christianity. In spite of all historical calculations, it is certain only that J. appeared around 30 A.D. His home was Galilee, his hometown Nazareth. The gospels of Matthew and Luke show him as an active proponent of love and justice walking toward a divine future. The gospel of Mark shows the miracle man who redeems the world through his suffering. In the gospel of John, J. appears as "the word," claiming "I am the way, the truth and the life!" J. didn't bring a new theology, but like all of Israel, believed in God as the creator, lawgiver, lord and judge. J.'s call for a realization of a limitless love for God and man after his example is a parallel of God's love and mercy. His claim to be able to forgive sins in God's stead was heard with terror; the self-confidence with which he put himself above Moses, the law and the prophets destroyed the foundation of the Jewish religious scholars' existence. In an act supported by the Roman conquerors, he was killed in Jerusalem by crucifixion. According to several reports from the New Testament, J.'s followers witnessed his resurrection and ascension. Other, less trustworthy, sources claim he had been →Embraced by "Judas," a mysterious →Malkavian (and in all certainty *not* the fallen apostle), immediately after being taken down from the cross. I commit this last to print only to supply all opinions. Anyone lending any credence to it should be staked repeatedly and viciously.

• **Jocastatians:** An obscure →bloodline suspected of →Malkavian origin. We know nothing about them.

• **Justicars:** These six powerful →Kindred are the judges the →Inner Circle has established as the →Camarilla's enforcers of the →Traditions. J. are the ultimate authority within the Camarilla and for all Kindred, with the exception of the Inner Circle. They have a power superseding that of →princes to judge in issues of the Tradi-

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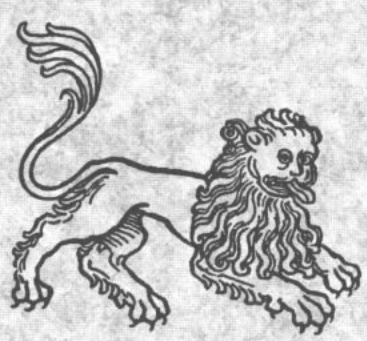
tions. J. decide upon the punishments for those who have severely violated the Traditions; the accused may expect no mercy. J. are expected to call a →conclave when they want to pass judgment, but over the years, this has happened less and less the more powerful the J. grew. J. have the power to call a conclave whenever they see fit, either to confirm a decision or to make one that a justicar doesn't want to make on his own.

The endowment period for J. is 13 years, and only other J. can question their deeds. If things become problematic, the opponents or another justicar can call a conclave anytime to settle a dispute.

The present J. are Jaroslav →Pascek (→Brujah), Maris →Streck (→Malkavian), →Cock Robin (→Nosferatu), Madame →Guil (→Toreador), Anastasz →di Zagreb (→Tremere) and →Lucinde (→Ventrue).

• **Jyhad:** Every →neonate hears about this unholy war of →clan against clan, →elder against childe. But especially for neonates, existing under the protection of the →Camarilla or the →Sabbat, it belongs to the realm of the many legends permeating →Kindred existence. However, the really important question is, why is there a J. and who plays at it? The question why is not a simple one, for we have to go far back in history to answer it. According to the →*Book of Nod*, it was the archangel Uriel who came to see our Father in the →First City and warned him not to →sire any childer, for their →blood would carry his curse and they would inherit his envy and be damned to betray and fight each other. According to this origin theory, →Caine did not take this advice and sired childer who begat childer in turn. Although the J., a terrible war, did not start before the fall of the →Second City, its origins lie within the First City, when Caine was still among his childer, for brothers and sisters envied each other for the attention of the →Dark Father. Thus, Uriel's prophecy came slowly but inevitably true. When Troile finally rose up to destroy Brujah, the J. began in earnest. The Second City fell and the →Antediluvians fled with their childer to found their own cities and to use the →kine in their war. Thus, the J. raged for centuries, and the elder ones retreated to the shadows to manipulate their progeny, who in turn led kine in their wars against each other. This was many millennia ago, and the J. rages on. The two great →sects, the Camarilla and Sabbat, are sometimes derided as mere tools in this perpetual struggle. The Antediluvians themselves and their childer lead the J. from the shadows as they have done for millennia.



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AS Mary was grette with Gabryell
And had conceyued and borne a chylde
All ye deuylles of the erche of ye ayre & of hell
Helde theyr parlyament of ye mayde mylde
¶ what man had mad her wombe to swel
To tempt her ye cende to sylde
Her chyldes fader who can tell
w ho dyde with her tho werkes wylde

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• **Kaen:** Rarely seen name for →Caine, the →Dark Father, in a →Ravnos's dialect.

• **Kafir:** Arabian for "infidels." Derisive →Assamite term for →Kindred of other →clans.

• **Kahn, Marge:** Member of the →Clan of the Moon; a dangerous, power-hungry →Black Hand member claiming to be part of the →Clan of the Rose. Is in charge of supervising several missions. Through lies, betrayal and lastly the proof that the Hand is every bit as corrupt as the other sects, she managed to rapidly rise from hapless field agent to the position she holds these nights. She claims fame rightly due to her subordinates for herself and places blame for failings on them. As if all this weren't bad enough, an even darker mystery surrounds the Malkavian, fostered by rumors that she is in league with demons and tries to suborn the Hands as a whole.

• **Kamut:** These groups resemble the →Camarilla's →coteries except for the fact that they consist of nomadic members of the →Sword of Caine assembled for a specific purpose. Roughly, you could say there are two sorts of K. One is the K. that young sect members form on their own, and the other is assembled by sect →elders to handle special assignments. In any case, the K. gather to solve problems and go on missions a single →Cainite couldn't brave.

• **Karolus:** This Dutch member of the →Learned Clan belongs to the →Sabbat. It is known only that he is probably a renegade childe of the former →Brujah primogen of →Amsterdam (who has relocated to the U.S. in the meantime). Active first in the area around Aix-la-Chapelle, then in the Rhine-Neckar-Triangle after 1997. →Ductus of a nomadic →war pack. Is often mistaken for Charlemagne due to his name and his activities in Aix-la-Chapelle.

• **Karsh:** Member of the →Beast Clan; little is known about this warrior's origins and →sire, as he doesn't speak about them. But still, one can easily find enough to say about this extraordinary member of the →Gangrel. K. is a faithful Muslim who, even in undeath, never fails to pray in the direction of Mecca regularly. He is a founding member of the →Camarilla, and the →Inner Circle turns to him when diplomacy and subtlety fail. He is the sect's warlord, the first and only to ever bear this title, and if he says the word, the justicars go to battle. Not long ago, a dispute occurred between K. and the former Gangrel Justicar →Xaviar, for K. doesn't want to turn his back on the Camarilla. Probably this conflict will continue for a while, and it is very possible that according to the clan's ancient traditions, much bloodier encounters between those two could ensue. Of course, numerous ugly rumors surround the man who has risked his existence countless times in battle for the sect.

• **Kartarirya:** Member of Clan →Tzimisce of unknown generation. K. is probably one of the most powerful and enigmatic

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→Methuselahs whose actions have been recorded in the modern nights. K., also called the many-armed due to his strange extrapolations of the →Discipline of →Vicissitude, presumably emigrated to the Indian subcontinent millennia ago to look for solitude, worship and easy prey. His centuries-old feud with a →Nosferatu Methuselah looking for the same things inspired a whole cycle of myths the natives of the area treasure. K., the winner in this war, now resides in his old enemy's sanctum on the island of Sri Lanka, fanatically defends his private property and considers all of India his personal hunting ground. Only →Cainites from his line or those who agree to a blood oath are welcome in "his" India. Trespassers are often attacked by incredibly powerful →ghouls resembling giant gibbons or chimpanzees.

• **Kaymakli:** Like its twin →Derinkuyu, this subterranean city served as a place of learning and teaching for the →Cappadocians and the →kine living with them as well as a haven for persecuted Christians for many centuries. But K. harbors a much darker secret, for when the mortals in the subterranean cities started living in fear of the pale, undead figures with whom they shared their haven, →Cappadocius himself took note and looked for a reason. Terrified, he found that it was the sheer number of his line, and he wondered how his blood could have spread so thin. All mortals were sent away from K., and Cappadocius called his whole clan there. I do not know how he chose those who left the city again, but it was only a small part of the Clan of Death; the rest was left to an uncertain, dark fate in a city the →Antediluvian himself sealed with a ritual. K. was soon forgotten, at least until a few years ago when the →Harbingers of Skulls appeared in the ranks of the →Sabbat. Their general dislike for members of Clan →Giovanni fuels the rumor that the interred Cappadocians could finally free themselves or were freed.

• **Keeper of Elysium:** The K. is responsible for anything that happens within the →Elysium. He can allow or forbid any planned event on its hallowed grounds. The K. must guarantee that mortals do not enter the Elysium during undead affairs and that everything works smoothly. Most K.s are named by the →prince, often serving *pro tempore* until they have proven worthy.

• **Khabar:** Arabian for "tradition." →Assamite term for their faith and code of honor.

• **Khayyin:** →Assamite term for →Caine, the →Dark Father.

• **Khunufseh:** Magus; some 15 years ago one of the last mages who faithfully served the →Black Hand. These gifted mortals' numbers had been dwindling for a while, but K. started a campaign to bring more mages into the sect at a quicker pace. Soon, the operations he orchestrated from a small chantry in Paris were crowned by success, and this success convinced even his →Cainite opponents. Tonight, the Hand enjoys the services of a few mages who have sworn loyalty to the sect under K.'s recruitment efforts.

• **Kiasyd:** This →bloodline is suspected to be the result of a failed experiment of Clan →Lasombra. A handful of its members tried to find out where their powers of shadow-mastery really came from. But unfortunately, one thing or another went wrong during the experiment; this was later ascribed to the dealings with a mage who probably sold the Lasombra a wrong ingredient. The participants in the ritual were changed physically and mentally. The *Amici Noctis* met and sentenced all of them except for one to →Final Death. Marconius, who was still young in the blood, was banned and forbidden to →sire. Centuries later he resurfaced, and he had sired. In one night those who now called themselves K. destroyed or chased all →Kindred of Strasbourg and claimed domain in the city. Physically, all K. are slender and tall and have completely black eyes and elongated fingers. They possess Cainite Potence and can manipulate the shadows like their parent clan. Additionally, they have developed a very mysterious power that allows them to interact with →Faeries. Most members of this bloodline are scholars who can spend centuries in a well-stocked library without noticing how time passes.

• **Kindred:** Member of the race of →Caine.

• **Kindred of Liberty:** Resistance group of U.S. Kindred in New England against the →Malkavian William →Biltmore. The K. have a great leader in Battista →Decamerone and are very devoted to their cause: freedom from British oppressors.

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• **Kindred of the East:** →Cathayans, →Kuei-Jin.

• **Kine:** Derogatory term used for mortals, as in →"Kindred and k." K. is the archaic plural of "cow."

• **King, Dr. Raoul J., Ph.D.:** →Gangrel. Born and raised in Detroit. This esteemed →Kindred is relatively young by undead standards — he was →Embraced in 1968 by another celebrated member of the Kindred scientific community, Lord →Ashton, and thus belongs to the 11th Generation K. has made a name for himself especially by editing and publishing his →sire's collected notes. K. took his doctorate degree at the University of Michigan or Minnesota and then worked as a journalist and an author. He wrote a book on the Rroma for whom he did research in Great Britain, among other places.

• **King, Quentin III:** Eighth (former Ninth) Generation →Malkavian; *1776, #1811. Former Prince of the Domain of Boston. Fled the city in 1999 after conflict between the sects left the Giovanni as the most dominant →Kindred faction there.

• **Kingship Clan:** Old term for the →Ventrue from the →*Book of Nod*. Alludes to the clan's lead role within the →Camarilla, but also within any other, earlier structures of →Kindred society.

• **Kleist, Dieter:** Seventh Generation →Toreador; *1851, #1881. K. is the chronicler of →Vienna's most powerful →Kindred: →Etrius, member of the →Tremere's →Council of Seven. K. was born in →Berlin and met Etrius in his early years. Soon, the councilor managed to hire K. to be his tailor, so he had to visit Etrius at least once a year in Vienna to deliver his latest creations. During one of these visits, Etrius told K. what he really was and offered the mortal to follow him into the night. Unfortunately, the →Toreador Maria →y Aragon heard about the imminent →Embrace, abducted K. and Embraced him. Etrius raged, brought the object of his desire back into his →chantry and taught the →neonate the Kindred's customs together with Astrid →Thomas. It is said Etrius had bound K. by a →blood oath, just to make sure, but that is an unproven innuendo.

• **Knights Templar:** Also Templars or Knights of the Temple, a religious order of knights founded in 1119 by Hugues →de Payns, who supposedly was influenced by some supernatural force.

Maybe we should all retreat into the sanctity of our own haven once his chronicle is published...

Maybe this preaching Methuselah is the true reason behind the rumors about Malkav lying in torpor under Jerusalem?

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• **Kornfeld, Katharina:** Sixth Generation →Ventrue; *1485, #1507. First childe of Gustav →Breidenstein. K. was born in the last days of the despised →Inquisition as the bastard daughter of one of the priests who craved the →Kindred's destruction so much. Her mother was Breidenstein's maid at the time.

• **Kothar:** Sixth Generation →Nosferatu; exact CV unknown; #1100 B.C. Born 50 years before David conquered Jerusalem for Israel, K. traveled between the settlements of the Jordan River valley as an itinerant craftsman. But when he contracted leprosy, he was exiled into the Hinnom leper colony, where the Jewish conquest was irrelevant; no ruler demanded more than distance from lepers. There, he was →Embraced. Through the following centuries, K. was the whisperer of God's words to the lepers and, through them, to the world beyond. Since the Black Death epidemic in the 14th century, he lies in torpor under Hinnom.

• **Krenyenko, Ivan:** →Ravnos; the name is just the latest in a long row of aliases in this infamous →Cainite's unlife. He embodies all that others hate in the Ravnos. This rogue has committed numerous crimes through the ages. →Camarilla →justicars and →Black Hand →Seraphim alike curse K.'s name. If you look at his MO, though, it seems improbable that he will drop by to chat with any of them anytime soon. Only one thing is certain: K., in any number of guises, has been present at many of the great events in →Kindred history.

• **Krieger, Marc:** Seventh Generation →Caitiff; * 1451, #1476. Was →Embraced together with two other Caitiff; they had a hard time in an era when the →Camarilla was still young, →princes maintained their domains with iron fists and →justicars let their →archons hunt for →anarchs like bloodhounds all over Europe. K. traveled to the New World and fought at Jeremy →MacNeil's side. He claimed to fight for →Kindred freedom everywhere, and the word was his strongest weapon. In →Frankfurt/Main he got to know a young →Tremere and fell in love with her, but her fellows destroyed her for her anarch contacts. Presently, K. is suspected to be in Vienna to exact revenge on the Tremere.

• **Kuei-jin:** An Asian →Kindred; the term is recently invented slang that mainly young Kindred use. Probably from Japanese "Gui Ren" ("demon people").

• **Kumpania:** →Ravnos equivalent of a →coterie. Often used to refer to one or more →Cainites traveling with a whole family of mortal Rroma or Sinti.

• **Kupala:** Demon whose dark heart has poisoned the very soil of →Transylvania for many centuries. By some accounts, this spirit of the land inspired the →Tzimisce →anarchs to break their →blood oaths and thus triggered the Anarch Revolt.

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• **Labyrinth:** 1. A maze; a famous L. is the one from Greek mythology built by King Minos on Crete. — 2. Renowned as well as notorious are the →Nosferatu L.s serving as a security measure for their subterranean havens.

• **Laibon:** A →bloodline with a special relationship to the Dark Continent's deserts, savannahs and jungles. These childer of →Caine — for they are suspected to be →Cainites — practice their own form of blood magic, which is very potent in its own way. They are the country's original medicine men, and all of them have a distinct sense of justice allegedly hailing from the teachings of their founder, Kamiri →wa Itherero. He was →Embraced by a Cainite whom the bloodline knows as Fakir al Sidi. It is unknown what clan he belonged to. The L.'s home is mainly Middle and South Africa, and they do not seem to take part in the →Jyhad that occupies other →Kindred. They first appeared in Europe during the Middle Ages and made a name for themselves as brilliant storytellers, but immediately before the →Inquisition started its gruesome campaign, they disappeared. Only centuries later, when Africa was colonized, the other clans came in contact again with this mysterious bloodline whose members exhibited unheard-of control over the →Beast within.

• **Lamia: 1.** Progeny of L. (2). The powers they inherited from their →sire clearly distinguish them from Clan →Cappadocian, so they became a →bloodline of their own that was faithful to its parent clan. To the best of →Kindred understanding, all L. were female. Even when the old →Clan of Death was hunted and destroyed by the Giovanni, they stood at their brethren's side and fought with them. If you want to believe the Giovanni, they stopped the "unholy worship" of the Dark Mother by the L. by exterminating the bloodline. — **2.** Originally a member of the →Clan of Death; in life, she was a priestess of →Lilith, the Dark Mother, and was supposed to feast upon men's souls. She was →Embraced by →Lazarus and thus should have become →Cappadocian, but the Dark Mother's power was strong in her, and she remained L., the first of the L. (1). Although her →sire avoided her following the Embrace and, according to reports, never looked her in the eye again, she felt indebted to her clan. But she never gave up her worship of Lilith and taught it to all her progeny. Her loyalty toward the Clan of Death persisted until her destruction by Augustus →Giovanni, but it was supposedly she who cursed the Giovanni family so that their members' →Kiss would bring no ecstasy, but only pain.

• **Lantla:** Original name of →Tiamat.

• **Larouche, Antoinette:** Eighth Generation member of the →Clan of the Rose; *1915, #1943; →primogen in →Berlin. As one of the first of her clan to do so, L. turned to an art form that became possible and blossomed only with the last century's achievements. Few can withstand the magic of film, for how else could you capture a moment so intensely to keep it for eternity? As far as I know, L. lost control just once, when her →sire was destroyed by mortal hunters. In her time as primogen, L. proved to be a follower of →Prince Wilhelm →Waldburg, and the rumors that she had managed to force him into a →blood oath are possibly true.

• **Lasombra: 1.** One of the two founding →clans of the →Sabbat. As opposed to the →Tzimisce, the L. devote themselves to the sect's political affairs and lead the Sabbat with quick wits and merciless authority. The clan is wellspring and master of the →Discipline →Obtenebration. Many members of the clan consider themselves and not the →Ventrue as the true →Kingship Clan, made to lead all →Cainites. →Kindred who do not belong to the sect claim the L. to be false and crafty — but of course, that's pure propaganda. — **2.** 3rd Gen. Cainite and founder of L. (1). L. was betrayed by his childe →Gratiano at the outset of the →Anarch Revolt and possibly →diablerized by an →Assamite →*antitribu*. At least, that's the official version. And I won't say more.

I always told you the Dark Mother takes care of her!

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Of course, this is all nonsense. It is, after all, important to understand rulership not as a privilege, but as a noble duty! But the Keepers will never learn that...

And what are your feelings on the Nosferatu, Albertus?

• **Last Daughter of Eve, the:** According to the →*Book of Nod*, a woman who will be born during the →Final Nights in whom lies the only hope to prevent the apocalyptic rising of the →Antediluvians. According to the →*Chronicle of Secrets*, she can be recognized by a crescent-shaped mark. (A birthmark? Probably in the neck, but possibly somewhere else on the body.)

• **Lazarus:** →Cappadocian; the childe of the →Antediluvian →Cappadocius is probably one of the most enigmatic figures in →Kindred, especially because rumors insist he still exists. His role in Kindred history is hard to evaluate, but one thing is certain: he plays a very important and maybe much darker role than we know. Although the →Clan of Death as a whole always had problems gaining a foothold in →Setite-dominated Egypt, L. has called the land his home for an eternity. He →Embraced →Lamia and then grew afraid of her. When Cappadocius called all his progeny to →Kaymakli, he was the only childe of the →Antediluvian not to heed the call. Later, →Caias came to demand an explanation from him, and an epic struggle between the two →Methuselahs ensued. Caias was destroyed and Lazarus went into torpor. Afterward, his trace is literally lost in the desert sand, and he was not present when Augustus →Giovanni was →sired and later exterminated his clan. But he seems to be linked to Baron →Samedi or (more probable) the →Capuchin. If the latter is true, his role in destroying the Cappadocians must be reevaluated. In any event, he, in a way, gained something from it. It is certain that he probably has the widest knowledge about his sire, his clans and goals.

• **Le Fanu, Antoine:** Fifth Generation member of the →Clan of the Moon; #ca. 900. Sired Father Iago (1077, as a counselor to the Tuscan countess Mathilda) and →Biltmore (1642). Main opponent of the →Nosferatu →Methuselah →Trajan. Presently trying to monitor the ever-increasing Kuei-jin influx on the U.S. West Coast; supposedly existing under cover in L.A.

• **Learned Clan:** Old sobriquet for the →Brujah from the →*Book of Nod*. Alludes to the clan's philosophical and scholastic tradition in antiquity and the Middle Ages.

• **Leech: 1.** A mortal who drinks the →blood of a →Kindred but has no master. — **2.** →Lupine term for "vampire."

Leeland, Robin: Seventh Generation member of the →Learned Clan. L.'s origins go back to the first millennium A.D. His early days are shrouded in mystery, but some believe he was already a →Kindred by 1100. Some even pointed out that his name and appearance have a certain similarity to drawings of the famous Robin Hood. L. himself doesn't comment on that, though he likes to impress →neonates by casually talking about King Richard the Lionhearted, the →Crusades and his nights in Sherwood Forest.

No matter who may have →sired him, L. has been fighting tyrants as long as anybody can remember. His rugged features appeared at many peasant revolts during the Dark Medieval period. During the French Revolution, he supported the citizens rising up against nobility. Since then, he's been active in Europe. As opposed to many wilder →Brujah, he has never traveled to America. He rather considers the →Ventrue and →Toreador influence over Europe his most important problem.

• **Lerterimas:** Fourth Generation member of the →Clan of the Moon. →Sired →Louhi in 200 B.C.

• **Lextalionis:** →Blood hunt.

• **Lhiannan:** This →bloodline I mention only for completion's sake, for it is extinct. Its origins are unknown, but the L. are rumored to have kept with the beliefs and the faith of the Celtic druids. They understood the power that ran through the Earth's ley lines and were able to use it. The bloodline was surrounded by an aura of savagery and magic that finally proved to be its downfall, for the →Inquisition's →witch-hunters could make them out more easily for what they really were. I only wonder how the →Camarilla would have reacted to such →Kindred if they still existed in the nights of the omnipresent →Masquerade. Probably, the Inquisition did us a favor.

• **Li, Ch'ang:** →Kuei-jin; the elder of Beijing has a similar office as the Western princes. As a mortal, he rode with Genghis Khan and became a bodyguard of the Kublai Khan after Genghis Khan's death. He has disdained westerners since he encountered Marco Polo, but at that time, he didn't give in to his warrior's instincts as he is wont to do in recent years. Beijing and L.'s court have long been a place where not only representatives

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of all Eastern courts met, but where even westerners could stay with a little grace. L. is described as a perfect host and an excellent master of his domain. But in Beijing, things have changed, too, and the →Kindred of the East now hunt any Western Kindred — and L. is an opponent to reckon with.

• **Lick:** Irreverent term used by younger →Kindred for a member of our kind.

• **Life:** A euphemism for human →blood. I consider this term affected and tasteless.

• **Lilins:** Vampires who worship →Lilith. →Bahari.

• **Lilith:** Also *Lilit*, in the Talmud →Adam's first wife; in the Jewish-Babylonian mythology a female storm demon. See also →Dark Mother, →*Book of Nod*.

• **Lilith Cults:** A form of →Gehenna cults. Generally, they worship →Lilith, and their origins are lost in time. The plural was chosen intentionally, for there isn't such a thing as one "true" cult. Rather, the →Dark Mother's worship is spread among dozens of small, separate cults that nevertheless have a common philosophy and even cooperate if necessary. Outsiders call Lilith's undead followers →Lilins after the Dark Mother; they call themselves →Bahari. Although the vast majority of most L.'s members are female, especially the →hierophants, many male →Kindred have joined the cults as well.

• **Lineage:** Although younger →Kindred have almost completely forgotten this fitting and traditional word, I personally (and with me many, many of my peers) prefer it to the colloquial term →bloodline, for a line made of blood can be wiped out or painted over, but the firm trunk of →Caine from which we all spring is unshakeable and obvious.

• **Litany of the Blood:** A text written in →vitae on mortal or →Cainite skin, intended to celebrate the memory of fallen →Sabbat martyrs. The L. serves to further tie sect members to each other and to bring strength for the future.

• **Lodin:** Member of the →Clan of Kingship; though the former Prince of →Chicago was destroyed several years ago and his office is still vacant, he is mentioned here because he brought an innovation to the →Camarilla during his last years that especially many →elders are not happy about — the war coteries, groups of mainly young →Kindred only assembled to fight the Camarilla's enemies. In other words, they are young →Cainites putting their unlives on the line for their elders night after night. The imminent problems are obvious, but I want to point out how close the Camarilla has come to imitating its oh-so-monstrous enemy's methods in assembling these packs.

• **London:** The capital of Great Britain and the Commonwealth was first mentioned by Tacitus as the Roman settlement of Londinium. The city on the River Thames is an important port and trading center of Europe. It is the royal residence, the seat of the government and the parliament and of the Anglican archbishop of Canterbury as primas of England and of the Catholic archbishop of Westminster. For centuries, L. has been the stage for a struggle between the →Ventrue and →Tremere that threatened to spread to the whole island. But the →Clan of Kings kept the capital as its domain, which is mainly due to Prince →Mithras. Even his disappearance during the bombings by the German air force during WW II didn't change a thing, and Lady Anne →Bowesley succeeded him as prince of the domain.

• **Lopez, Alfonso:** →Lasombra *antitribu* of unknown generation. Like many likeminded Lasombra, L. fled to Granada during the Lasombra clan purges in the 15th cent. He thought that piracy was the best way to hurt his greedy clanmates. His plans worked out, and all Lasombra efforts to arrest him failed. Thus, he became a sort of bogeyman or monster in the stories that Lasombra elders tell their young clanmates. As he has not been seen for more than 50 years now, many hope he and his dread ship have finally sunken to the bottom of the sea. Others assume he is planning a last campaign against his clan.

• **Lotharius:** Fifth Generation →Tremere; *1000, #1030; former →Prince of →Vienna. L., a childe of →Etrius, became →chantry leader in Vienna shortly after his →Embrace. During a stay in →Berlin in 1235, he encountered the dreaded →witch-hunter Karl →Schreckt, conquered the mortal and Embraced him. In 1351, L. returned to Vienna and declared himself prince of the city, an office he held until he gave the city to his →sire by the end of the Middle Ages. His present residence is unknown.

This group is as fascinating as it is mysterious... If I only knew who this "Dark One" is...

Lilith... one of the most fascinating women of our prehistory. The esteemed reader may want to take a look at this book's third appendix... and tremble!

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Well, it becomes more and more obvious that things transpired a little differently... Personally, I assume that the Fiend's Antediluvian soul managed to usurp this audacious whelp's body... But if that is true, where is he now?

• **Louhi:** Fifth Generation →Malkavian; *292 B.C., #20 B.C. Daughter of →Lerterimas. An ugly old hag, always stinking of various repulsive alchemical experiments and carrying a warped black staff imbued with several runes. L., whose thaumaturgical skills rival those of the →Tremere →elders, is a figure of terror in vast parts of Finland. Over the years, her madness has become deeper, and presently she is whispered to be working on a grand ritual to blot out the sun.

• **Loyalist:** Member of the →Sabbat refusing to follow his leaders' orders out of respect for the sect's goals. The L.s believe in shaking off all constraints to be capable of true loyalty to the sect. They are not very popular in the Sabbat.

• **Loz:** Speculated to be one of the four "Aralu" (or →Antediluvians) resting in →Enoch. L. is assumed to be another name for →Toreador.

Lucian(us): The name the →Antediluvian →Cappadocius used during the height of the Roman Empire.

• **Lucinde:** Sixth Generation →Ventrue; *1640, #1656. L. was made →justicar of her →clan in 1998. Childe of her predecessor Severus. L. remembers little of her life as a mortal. Since her →Embrace, she has served almost all Ventrue justicars as an →archon — often because they wanted it, but sometimes because she wanted it.

• **Lugoj:** Aka Oathbreaker. →Anarch of Clan →Tzimisce. Presumably, L. →diablerized the clan founder of the Tzimisce and fell into torpor afterward. L. had a pact with the demon lord →Kupala, who is said to have given L. the formula for breaking →blood oaths. According to recent rumors, though, L. was destroyed long ago.

• **Luna's Demons:** →Abominations.

• **Luo:** One of the oldest →Cainite sects in Kenya. This group's founders were →Setites who came south to search for the fabled source of the Nile and finally found it in what is called Lake Victoria tonight. According to the Setites' legends, the source has secret powers, so they stayed there and decided to protect the place from all outsiders. Over the centuries, they became a violent sect always fighting in the front row when it came to protecting Africa from conquerors. Only the oldest of them know the original reason for their aggression; younger ones use guerilla tactics to attack, torture and kill Caucasians. For a while, they worked with the →Nyayo, but the peace this group seeks did not sit well with the Setites, and it is only a matter of time until blood from both groups is shed.

• **Lush:** A contemptuous term for →Kindred who regularly drink from mortals intoxicated with alcohol or other drugs so that they can experience a "secondhand rush."

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• **MacLaren, Ian:** →Ventrue; a successful banker of Scottish descent →Embraced in London in the 19th cent. Until the 1970s, he was one of the most successful investment bankers of the →Kingship Clan, but then he made a series of financial mistakes and was advised to leave home. He went to the New World and became Prince of Kingston/Ontario.

• **MacNeil, Jeremy:** Eighth Generation →Brujah; *1631; #1657; prominent figure among the Los Angeles →anarchs. M. was born in the Scottish Highlands at a time when his clan supported Prince Charles I, and soon was reputed to be a skilled fighter among his clansmen. During a skirmish, he raised the attention of a Brujah's who thought the young Scotsman could make a worthy addition for a whole different sort of clan.

The mortal Clan MacNeil didn't accept M. anymore afterward, fearing him to be the devil's spawn. At night, however, M. continued to fight for his mortal clan's cause. Soon, he started fighting for the Irish, too, who were oppressed even more fiercely by the English than were the Scottish. He found that the English would not forfeit their "rights" in Ireland and that the war for freedom would be long and bloody. Repulsed by so much bloodshed, he traveled to America only to find that conflicts were brewing in the colonies, too. He decided on a side and supported the struggle for independence.

Like many Brujah, M. was forced westward to L.A. by the →Ventrue expansion. When the prince of the city, a →Toreador, ordered his minions to attack the Scotsman, M. became the focus of the anarchs' cry for freedom. When the dust had settled, he found himself to be the new leader of L.A.

M. hasn't been heard from in several years at this point, raising significant doubt as to his continued existence.

• **Mad Tom:** →Malkavian of unknown gen. Important dates of life and unlife unknown. Ran a British asylum for the insane. →Sire of →Crazy Jane, whom he turned into one of his vampiric slaves. Supposedly destroyed when she committed →Amaranth on him.

• **Madrid:** →Sabbat capital of Europe since 1997. The size of M. is not the only reason why the →Camarilla would never attack →Clan →Lasombra's metropolis of its own accord. After many years, an intense bond still links me to my city of birth, but there is also a feeling of hatred because it has been manipulated by my →sire's talons for so long.

• **Magister:** Archaic sobriquet of →Clan →Lasombra.

• **Malachite: 1.** A mineral [$Cu_2CO_3(OH)_2$] consisting of a green basic carbonate of copper that is an ore of copper and is used to make ornamental objects and jewelry. — **2.** Member of the →Clan of the Hidden; the so-called Rock of →Constantinople and founder of the M. family during the →Trinity's (1) reign. M. disappeared before the fall of the city, but these nights, he stalks the streets of Damascus and hunts the infernal →Baali.

Hunting the Baali? A clever move... As I always say, we all should learn much more from the Clan of the Hidden.

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• **Malkav:** Third Generation →Kindred and founder of the →Malkavians; *ca. 4,000 B.C. According to a letter from Rafael →de Corazon to Geneviève →Orseau that I happened to acquire, he is the second-oldest clan founder, a twin of →Arikel, the →Toreador clan founder. In the early nights of our history, he is supposed to have been one of the more important Kindred, but →Caine cursed him and his progeny with madness for a severe crime. When the →Second City fell, M. and his coterie fled to →Petra. Later, especially under Nero, M. was sporadically active in Rome.

It is sometimes assumed that M. is the ancient Kindred lying in guarded slumber under Petra. It would be possible that he rests under Jerusalem instead. In any event, somewhere in the Middle East, an →Antediluvian devoured by madness lies in torpor, which, according to my theories, is a catalyst of the never-ending unrest in the area. A →Lupine scholar I discussed these thoughts with recently shared my opinion. Other, less credible sources, assume that M. rests close to the North Pole.

• **Malkavian:** →Clan M. has suffered enormously and still suffers into the modern nights. Every member of this clan is afflicted by insanity, and they are all slaves of their crippling madness. Throughout →Cainite history, M.s were feared for their bizarre behavior and esteemed for their even more bizarre insights. →Kindred who regularly deal with M.s tell that these Kindred are more unstable than ever in a morbid fashion and that madness follows in their wake like an infectious disease. Even if the M.s are historically divided and disorganized, the recent wanderings and inexplicable assemblies have many →elders wondering what a possible future for the mad clan might look like — and dreading the answer.

• **Maltheas:** →Ventrue; the →Methuselah of the →Kingship Clan was present at various important events of →Kindred society, especially in Transylvania, where his presence angered the →Fiends. This is small wonder, though, since he is a reputed →Inconnu →monitor who has been active in the area for quite a while.

• **Manus Nigrum:** The legendary and dreaded →Black Hand or →Tal'mahe'Ra. The sect is so secretive that most→ Cainites are not even aware of its existence. Originally, it was probably a mortal death cult in the Old World. Over the years, the sect was divided into an Eastern section called Tal'mahe'Ra and a Western one, the M., because of disagreements about the sect's future. As opposed to its Eastern counterpart, the M. was very interested in →Kindred politics. After centuries, both parts of the sect reunited. Little is known about the M.'s true aims. Some claim it hunts the →Antediluvians, while others are convinced that the →Tzimisce elders lead a long shadow war against the sect. Rumors that the sect members long ago began compiling a genealogy containing every Kindred they met and their havens to present it to the clan founders upon their awakening strengthen those theories. The same is true for the legend of the "Aralu of →Enoch," or supposed slumbering Ancients. All in all, it seems probable that the Hand sees itself as a direct servant of something that the rest of the Cainite society either considers a legend or fears more than the fires of hell. I am not sure how far the sect is tied to the →Sabbat's →Black Hand, but there are certainly parallels, and it may be a sort of sect-within-a-sect.

• **Marcello, Tomas:** Member of Clan →Tremere; CV and generation unknown; →Prince of Caracas. M. claims domain over a region inhabited by more than 2 million →kine, though the area's →Brujah and →Toreador constantly test his authority. To date, all their accusations concerning M.'s cooperation with the →Sabbat and innuendo about how closely M. resembles certain members of Clan →Giovanni have not led to his stepping down.

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• **Marchettus, the Bold:** Sixth Generation →Brujah; *1198; #1234. Member of the →founders.

• **Marcón, Corinne:** →Tzimisce, probably Sixth or Seventh Generation. This fashion designer prominent among →Cainites especially enjoys her fame among the →Toreador. She fetches high prices for her designs, and her exclusive creations literally cling to their wearers like a second skin. It is amazing, however, how well informed M. seems to be regarding the people wearing her clothes.

• **Ma-Ri-Ah:** M., who would be known as Black Mary, was called Ma-Ri in her mortal life and was the daughter of a powerful *lugal*, or regional overseer, in the city of Ebla. When →Mi-ka-il was →Embraced, M. was a beautiful young woman and became one of his first followers and worshippers. She really believed him to be the god he claimed to be.

M. became his most loyal follower. He rewarded her with his blood and preserved her beauty by making her his →ghoul. He taught her to read and write. For decades, M. was Mi-ka-il's favorite — but even that wasn't enough to save her.

When Ebla was laid siege, Mi-ka-il vanished. M. was stuck in the city and spent the last days of her life writing down her story, her knowledge and her hatred for her false benefactor on clay tablets. When the invaders finally breached the walls, M. impaled herself on Mi-ka-il's sword and shed her blood on the tablet.

The tablets were cursed for eternity when they were burnt in the flames that consumed the city. They were lost but recovered about three centuries later during excavations in the ruins of M.'s home. After Ebla had fallen for the last time in the 18th century B.C., they were spread all over the known world. Some made it to Ugrit in the hands of refugees. One of the tablets' owners tried to sell them to a scribe who spoke Eblaitic. The scribe, a servant of the →Baali, recognized M.'s words as the tale of a ghoul and brought them to his master, a priest of Baal called Anaduk.

Upon closer examination, this man realized that the tablets contained more than just M.'s memories; they also contained her feelings. With the help of →Auspex, he channeled the hatred and destructive passion the writing contained. He could taste M.'s →vitae, feel her →Presence and soon realized that he desired her like none other. Desperately, he sought for a way to restore her to life and asked for help from his demonic master Anoster, a member of the plague-ridden host of 36 demons called the →Decani.

In his effort to revive the long-dead woman, Anaduk pledged himself to Anoster and sold him his soul. Anoster sent Anaduk a succubus who would devour the tablets and become the result of all they contained.

But the tablets were incomplete, and M. was only partially restored. She was beautiful but black like the burnt tablets, full of incoherent and fragmentary memories and devoured by hatred. She killed Anaduk and drank his blood, and by drinking his vitae became a Baali. Then she fled into the night and began to look for the other tablets to retrieve her lost memories. For centuries she searched for the fragments of her identity, following a sixth sense to ferret out the remaining shards. She was successful: all of the tablets were recovered and taken in. Black Mary finally reached her goal to find the patriarch of →Constantinople again, but only because it was →Michael's wish. When Peter the Humble finally led her to him, she destroyed both Cainites and →diablerized the patriarch. When taking in his memories, she discovered that he had never intended to leave her alone and that she had only found him because he wanted her to. She raged through the city and destroyed all of Michael's progeny she could find. Finally, she turned to Anoster, her demonic mentor, and planned his downfall. In the 18th century, she had assembled enough power and infernal allies to overthrow Anoster and become a full member of the Decani.

• **Marij:** →Ma-Ri-Ah.

• **Marijava:** These are the so-called secret hunters, a →ghoul family of the →Tal'mahe'Ra. Long ago, the family's head was also the leader of a Thuggee cult, a criminal sect of raiders and assassins serving the dark goddess Kali. He also served the early mages of the Tal'mahe'Ra and was made a ghoul as a reward. His own family worked for the sect, too, while he taught them the intricacies of robbery and murder. Finally, all children of the family were selected for a life as ghouls. This was the beginning of this ghoul family, and it still serves the sect as thieves, murderers and spies.

All rumors stating that this person was originally a member of my house and clan should herewith become pointless! I thank Master Bindusara for his knowledgeable historical remarks.

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And what a grand bail-we that was... But this is the way of good intentions. They pave the road to hell.

• **Marquez, Enrique Albertos:** →Archbishop of the →Sabbat in the 19th cent. M. was one of the undersigned of the →Purchase Pact.

• **Martinelli's Ring of Clear Thinking:** Fabled magical artifact supposed to have belonged to an →elder of →Clan →Malkavian. It is assumed that Martinelli was destroyed during the →Anarch Revolt. Presumably, the golden ring rids its bearer of all fears and frailties of the mind.

• **Mask:** Task force founded by Terence →Merik in the domain of →Milwaukee. The M.'s job was to safeguard the →Masquerade in the absence of →archons and →justicars.

• **Masquerade:** The habit (or better: →Tradition) of keeping mortals unaware of the existence of →Kindred. The M. is supposed to prevent Kindred from being destroyed by mortals and was introduced after the →Inquisition had claimed the unlives of many Kindred. The term itself was coined by the →Toreador Rafael →de Corazon during the founding years of the →Camarilla.

• **Meerlinda:** Fourth Generation →Tremere; *1022. Artificially became a →Kindred at the same time as →Tremere. →Sire of John →Diamond (by the end of the 18th century) and probably of John →Dee (1608). Member of the first →Inner Circle of Tremere. She was originally responsible for the British Isles, but her duties drastically changed when the Tremere charged her with the raw, undeveloped North American continent during the great redistribution.

• **Mendelssohn, Nathan:** Seventh Generation →Tremere; *1576, #1634. M. is a very influential →Warlock residing in →Vienna who is presumably a →childe of Karl →Schreckt. He is considered a traditionalist, which is probably the reason for the many rumors surrounding him. He is said to belong to several secret societies that, depending on the sources, either govern the fate of all Tremere or even of all →Kindred from behind the scenes. Only one thing is certain: M. hunts renegades who deviate from Vienna's orders mercilessly and unyieldingly.

• **Menele:** →Brujah; the philosopher, warrior and former king is a →childe of →Troile himself. He was known to believe in the dream of a peaceful →Carthage where all →Kindred can strive for the mystical →Golconda, but he himself rarely stayed in the city, because he looked for allies against Rome. This probably kept him from seeing what really happened in the city, and thus he was not present when Carthage was destroyed. But this representative of the →Learned Clan belongs to the few who did not blame the →Kingship Clan and did not vent their hatred against it in an way. M. blamed the →Toreador →Helena. He thought she had betrayed the city, and the struggle between the two →Methuselahs lasted through millennia. Probably they still send countless pawns to battle against each other.

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• **Merik, Terence:** →Ventrue; *Kent 1645; #Kent 1683; destroyed in Milwaukee in 1992. Former →Prince of the →Domain of Milwaukee; destroyed in 1992 by the →Mask he had founded himself.

• **Metamorphosists:** Followers of the →Path of Metamorphosis.

• **Methuselah:** If the →Antediluvians are the →Kindred's angry gods, then the dreaded M. are their demigods and avatars. Sometimes, between the thousandth and two thousandth year of undeath, a deep change takes place within a →Cainite. Sometimes, this change is physical; for others, it is emotional or psychological. Whatever form it takes, in the end, the Kindred is not even remotely human anymore. The M. have literally changed from the earthly realm into the realm of the supernatural and often retreat into the ground, where they avoid the thirsty fangs of younger Cainites by slumbering. Their powers are vast enough for them to continue their unfathomable plans mentally and to communicate mystically or telepathically (and almost always invisibly) with their minions. Most M. belong to the 4th and Fifth Generation.

Kindred fear the M., who are supposed to have a series of dreadful traits. Rumor has it that some M.'s skin has become stone; furthermore, stories tell of awful disfigurements, but also of unearthly beauty impossible to behold. Some presumably drink only the potent →vitae of other Kindred, while others engineer the fate of whole nations from their cold tombs.

• **Mexico City:** →Sabbat capital. As one of the fastest growing cities in the world, with more than 20 million inhabitants, M. can harbor a large number of →Cainites (300+). The bravest Sabbat Cainites even hunt during the day, which becomes possible due to the omnipresent smog.

• **Michael: 1.** Hebrew "he who is as god," an archangel. — **2.** (→Mi-ka-il, →Beshter); →Toreador; the wanderer, the patriarch, muse of the Michaelite family and self-styled archangel. The childe of →Arikel was considered a patron of the arts even in the Roman Empire and was the most powerful of his clan to walk the streets of the Eternal City. But when the Eternal Senate was only a pale semblance of itself, when the *Pax Romana et Vampirica* had gone forgotten and the clans were at each other's throat, he probably saw the end coming and left the Eternal City with his lovers →Antonius and →Dracon to make his own dream come true. In →Constantinople, the →Trinity found what it had been looking for and over the centuries shaped the city and its →kine and →Kindred after their image. But the destruction of Antonius and the disappearance of Dracon devastated the patriarch. He had converted to Christianity in Rome and wanted to be like the

Giangaleazzo must be destroyed... He is an unreliable factor for all who work with him.

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archangel. But in his last years, he really believed himself to be the archangel M. and chose the appearance of a stained-glass angel. During the Fourth →Crusade, he was destroyed while the crusaders burnt down his city.

• **Michaela:** →Ventrue. The former Prince of →New York, like →Lodin, was rumored to stretch the →Camarilla →Traditions a little too far. To persist against the →Sabbat, she →Embraced a large number of childer. M. died during the battle in New York in 1999.

• **Mictantecle:** →Mictlantecuthli.

• **Mictlantecuthli:** Originally →Mictantecle. Fourth Generation →Gangrel (originally Fifth Generation); *67 B.C. on the northwestern Pacific; #51 B.C.; →sire unknown (M. calls him "the stranger"). Committed →diablerie on an unknown →Nosferatu. Was worshipped by the Aztecs as their death god.

• **Mi-ka-il:** →Michael, →Beshter.

• **Milan:** Former →Sabbat capital of Europe. Delivered to the →Camarilla by its prince, the former →Archbishop →Giangaleazzo, in 1997.

• **Milliner: 1.** The youngest family taken into the fold of Clan →Giovanni. They were absorbed the 1950s but already supervised some secret operations of the →Clan of Death in America half a century before. Augustus →Giovanni himself probably liked the head of the family, Francis M., and offered him and his family the honor to belong to *la familia*. In the past several years, the family has proven its loyalty, and rumor has it Augustus has big plans for it. — **2.** M., Francis: Giovanni; the youngest head of a whole family within the Clan of Death. Already as a mortal, M. has worked with some Giovanni to create a small financial empire in the U.S. His success finally led to his and his family's introduction into the clan.

What I especially disliked about that beast was that he kept supporting Vykos.

• **Mischa:** →Malkavian from →Vienna; generation unknown. He deserves mention in this work for his archetypical behavior. →Kindred like M. explain the terror we strike into the hearts of mortals. His wild, unkempt appearance changes hourly like a chameleon's: M.'s hair and facial traits — yes, even his gender — are in constant flux. Maybe it is with him like with many Malkavians: behind an unassuming façade that doesn't seem remarkable at first glance sleeps a terror deeper than we'd like to imagine.

• **Mithras: 1.** Aryan god in India and Persia; symbol for the sun and the light. — **2.** →Ventrue; the assumed childe of the →Antediluvian founder of the →Kingship Clan was →Embraced more than 1000 years B.C. Although the belief in the god was revived once again in the Roman Empire and served the dominant Ventrue to rekindle patriotism in the people, the ancient Ventrue himself had nothing to do with this anymore. He was considered deceased for a long time until he resurfaced in →London during the Renaissance. In no time, he became →prince of the city. In the centuries of his princedom, a long and bloody feud tied him to the →Tremere →Meerlinda and John →Dee. In the end, however, it wasn't the Warlocks' curses and spells that brought him down, but the Third Reich's bombs. After WW II, he disappeared, and until recently it was assumed that he was destroyed. But a →Kindred that has no outward similarity to the ancient prince stalks London, a tactical genius with enormous powers that might very well fit the vanished Ventrue. If he is really M., the meaning of his actions are unclear, but he is probably preparing a decisive strike against the Winchester Warlocks.

• **Mnemosyne:** →Bloodline of the →Malkavians or possibly Brujah named after the Greek muse of memory. This Caine-worshipping bloodline aims at keeping and adding to →Kindred lore and studies the →Dark Father and the →*Book of Nod*. Its most prominent member is probably Aristotle de Laurent. (See his biography in Appendix Two).

• **Mohenjo Daro:** This city of the Drawida, an ancient Indian people, was conquered by the Aryans ca. 1500 B.C. and is the cradle of Clan →Ravnos.

• **Moloch:** →Baali; depending on which origin of the infernal →bloodline you prefer, he either is one of the first three Baali →sired by →Ashur or belongs to the next generation and was →Embraced by →Shaitan. In any event, he is supposed to never have trusted Shaitan and always watched him closely. M. is the reason for numerous Baal cults in Mesopotamia and later in →Carthage. He was reputedly →Troile's lover and probably was destroyed in Carthage.

• **Monçada, Archbishop Ambrosio Luis:** Sixth Generation →Lasombra; →Sabbat →archbishop. As M. never managed to be pope in spite of all his efforts, he bears the same title in undead as in life. However, he was no doubt more influential in this position than many

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who ascend to the Holy See. As the leader of the large abbey of →Madrid, M. had considerable power over the city's nobles, maybe even over the whole country. He was the power behind the throne.

M.'s ruthlessness raised the Lasombra's attention. They did everything they could to →Embrace him. As a potentate, M. had countless allies and protégés in all monasteries on the Iberian Peninsula. In no time, he Embraced the most capable ones among them. Soon, the churches crawled with M.'s childer, and they all were loyally devoted to him and to the Sabbat. There are those who insist that the Sabbat's imitation of the structure of the Catholic Church was meant to honor M., though he always refused to admit that. The fact that he was among the first to use the →Inquisition as a weapon against political rivals — and that he was no doubt an expert in this field — is less honorable, though. But the good times passed soon, and Spain's position of power grew more and more tenuous. The monasteries' power and influence waned as well, and finally, M. had to recognize that he was still pulling strings, but that no puppets were attached to them anymore. At this point, he completely involved himself in the →Jyhad. At his instigation, the Sabbat refocused on the New World.

As he himself was already too used to his environment to leave it, M. stayed in Europe. He was destroyed by my esteemed coauthor Lucita and her lover Fatima →al-Faqadi in 1999.

• **Moderates:** The M. are one of the numerous factions of the →Sabbat opposing what they consider the sect's growing rigidity. They are not as vehement as the →Loyalists, but oppose the growing number of rules and regulations that have no place among →Cainites in their eyes, either. If the sect's majority thought about these things at all, they'd probably belong to the M. soon out of sheer apathy — things are going well, but could be better.

• **Monitor:** The M.s are →Cainites who chose cities and regions to watch them for their sect, the →Inconnu. Accordingly, they are very old and powerful representatives of our kind. They usually follow a strict code that prevents them from interfering with politics and other →Kindred's affairs. Their duty is exclusively to watch and stay hidden. These Cainites often reside in places where one or more potent elders pull the strings behind the scenes. Probably they seek to watch and understand these Kindred's actions, not — in their eyes — the petty squabbles between the prince and his primogen or the war between →Camarilla and →Sabbat.

• **Monomacy:** Traditional →Sabbat duel of honor following set rules. Such a duel is usually fought when a younger Sabbat member wants to replace a →ductus. The M. usually ends with at least one →Final Death.

• **Montaigne, Fédéric:** 19th century →Sabbat bishop. One of the undersigned of the →Purchase Pact.

• **Montano:** Brother of →Gratiano and →Boukephos. Fourth Generation →Lasombra →*antitribu*. A fascinating figure and not equally well liked by all my clanmates. Small wonder, for M. is one of the few who turned their backs to the →Sabbat from the beginning and joined the →Camarilla. M. is not known for the slyness so typical for our clan, but for his humanity, and that is another reason for our clan's hatred for him. As a childe of the clan's founders he may know more about Lasombra's true motives than the rest of my degenerate clan, and this is why I have echoed his morality, even if I never decided to join the Camarilla.

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• **Montpierre, Simone:** Seventh Generation →Toreador; *Paris 1628; #1650; former member of the disbanded →primogen in →Frankfurt. A Toreador took a liking for the young actress and author, as it happens so often, and →Embraced her to protect her from a devious assassination attempt by a mortal noble who felt affronted by one of her dramas. Unfortunately she found that most other →Degenerates did not share her taste in arts and called her a *poseuse*. When the French Revolution came, M. was lucky. She had seen the signs among the populace and had fled Paris. Together with →Prince François →Villon, one of the few Toreador who liked her art, she returned. After the Vichy era, Villon sent M. to Frankfurt to stifle all embers of a reawakening fascism.

• **Montreal:** Significant →Sabbat city in Canada. Most important trade and industrial center in Canada in the province of Quebec with more than 1.2 million inhabitants. Currently, several factions vie for leadership in M. Experts call the city the spiritual heart of the Sabbat. The sect itself calls M. the "City of Black Miracles."

• **Moon Clan:** Old term for the →Malkavians from the →*Book of Nod*. Alludes to the clan's ever-changing characteristics (in other words, its madness) associated with the cycle of the moon in many cultures.

• **Mortis:** A →Discipline developed by the →Cappadocians trying to uncover death's many secrets. It aims at exploring death's many aspects, from the open betrayal of the reaper to killing with a single touch. Rumor has it masters of M. could defy death. Users of M. are fascinated with death and the afterlife.

• **Mukhtar Bey:** Seventh Generation Caitiff; →Prince of Cairo; #1354. Since immediately after his →Embrace, M. leads the →Kindred society in the Egyptian capital and thus has been fulfilling one of the signs of Gehenna from the →*Book of Nod* for over 600 years now.

• **Mulo:** Common derogatory →Ravnos term for members of other clans. Literally, it means "dead."

• **Mummy: 1.** A corpse that has not rotted due to embalming processes or natural drying. Artificial embalming was especially common in Ancient Egypt (kings' tombs). — **2.** Due to the Spell of Life probably developed by →Isis herself, some chosen few indeed live forever. They die like any other mortal, but they are resurrected and retain their memories of past lives. During their "dead time," they are in the Underworld and often possess profound knowledge of this place and its various death cults. They practice their own form of magic hailing from the days when →Osiris battled →Set. The number of true M.s is dwindling, for when Set and his followers destroyed the cult of Isis, the Spell of Life was lost. The dark god tried to reach the same goal, but his efforts failed horrendously, and he created twisted, dreadful beings fueled only by their own hatred. For centuries, various groups have searched for the necessary spell, but even fragments of it are exceedingly rare. Probably it fell victim to Set's destructive power and is lost forever, just like the faithful M.s will always fight the dark god.

• **Munafiqun:** Arabian word for "hypocrite." →Assamite term for →Camarilla →Kindred.

• **Mustafa:** →Ventrue; with the →Toreador's aid this Ottoman member of the →Kingship Clan managed to wrench power in →Istanbul from the →Tzimisce, and he's been prince there ever since.→→

• **Myrtale:** Other name of Petaniqua.

• **Mysteries:** →Seven Circles of Mystery.

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• **Nagaraja:** A mysterious and repugnant →bloodline whose existence is unknown to most →Kindred, and when it comes to the N., ignorance is bliss. They possibly grew out of the mages →Embraced by the →Tal'mahe'Ra, and their loyalties lay exclusively with this →sect until its apparent destruction a few short years ago. Rumors claim the remaining members of this bloodline sought refuge with the enigmatic →Cathayans somewhere in South Asia. Their powers are strange indeed. They appear to show a certain mastery of the void itself, and they wield potent necromancies. What makes these undead sorcerers truly hideous is their diet: they cannot sustain themselves exclusively on the →blood of their victims, but must consume their flesh as well.

• **Narses:** Sixth Generation →Lasombra; *480 A.D., #568 A.D. Commander-in-chief of the Byzantine emperor Justinian. N. is supposed to be the →sire of →Alfonso of Venice and Belizar's adversary in →Constantinople around 1000 A.D.

• **Necross:** Fifth Generation →Malkavian; *ca. 350, #320 B.C.; →sire unfortunately unknown. The only Malkavian in →Vancouver and apparently a leading figure among the local →Nosferatu. N. founded Vancouver's Great Library. Is extremely intelligent.

• **Neferu:** →Follower of Set; this childlike →Methuselah and the →Fire Court share the same history in as much as N. founded the latter in a time when first Greek →Toreador and later Roman →Ventrue tried to conquer her ancestral homeland. She conceived the court as a place for other →Kindred to visit if they wanted to address the upper echelons of her →clan. Furthermore, she uses the court to find potential weaknesses in her visitors to prepare them for the eventual subornment of the Serpents' scaly hands. Although numerous attacks have been staged against the court as well as its mistress time and again, she and her entourage literally always rose like phoenixes from the ashes in some other place.

• **Necromancy:** N. is a →Discipline and a form of magic at the same time that is solely dedicated to subduing the souls of the dead. Different schools of N. have evolved over the centuries, so these nights →Cainites can study several separate necromantic paths. Rumors of "heretical" or heretofore unseen paths crop up, but nothing consistent is known about them. Just like →Thaumaturgy, N. has a vast complement of arcane rituals. N. also allows communication with the denizens of the underworld called →wraiths.

• **Necronomists:** Nickname for the followers of the →Path of Death and the Soul.

• **Nefertiti:** Also Nofret-ete or Nofretete. Wife of the Egyptian King Akhenaton. Fourth Generation →Follower of Set. *ca. 1350 B.C.; #1032 B.C. →Childe of →Set. Breathtakingly beautiful woman with long black hair and eyes even darker. Famous due to a limestone bust depicting her. To the amusement of European →princes, she declared herself "queen of Europe" recently. Supposedly, her →haven can be found in the →domain of →Berlin.

• **Nephthys:** In the myths about →Set, N. is his sister-wife who betrays him together with his brother →Osiris.

• **Nergal: 1.** Speaking in →Moloch's words, N. was the →Baali's whore, a selfish →Cainite convinced of his own divinity. Flattery and words sweet as honey supposedly allowed him to seduce →Arikel, made the →Tzimisce →Antediluvian share the Ancient's arcane knowledge with him, and let →Troile discuss philosophical matters of great importance in front of N. It seems as if he had planned to slowly sacrifice a whole town to one of his demonic masters, when the courageous interference of several →clans brought his unholy plot to an end. Apparently, the →Lasombra delivered the decisive blow, and N. was consumed by the hungry blackness they command. It was probably he who later appeared out of nowhere in →Ashur, claiming to be →Shaitan, the first Baali. — **2.** Curiously, N.

The followers of this Path must have spent too much time in India, because their whole philosophy is nothing more than a poor copy of a mortal religion. Fearing Final Death, they believe they can build a better unlife for themselves out of make-believe with their delusions of reincarnation.

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is also one of the names attributed to one of the four →Aralu of →Enoch. The →Manus Nigrum believed he could be the Antediluvian →Ventrue himself, but now that Enoch lies in ruins the truth may never be known.

• **Neonate:** A young, recently →Embraced →Cainite.

• **New Orleans:** With regard to mood and atmosphere, N. shows indeed some striking similarities to certain novels available to the popular culture. At night, the →Kindred are the undisputed masters of their domain. They fight their →Jyhad here with the same cruel relentlessness as anywhere else. And in spite of all political, economic and social shortcomings, the city endures, as deathless as the numerous Kindred who call it their home. The history of N. stretches back to a far earlier date than the actual founding of the city by Jean Baptiste le Moyne at the banks of the Mississippi in 1718. It began during the Third Punic War when a Roman tribune by the name of →Gaius Marcellus was fatally wounded at the age of 23. A →Ventrue →Embraced him, and Gaius soon realized that there were greater things at stake in this war than the concerns of mere mortals. For several decades, the →neonate stayed by the side of his →sire and excelled at the tasks he was given, but the meaninglessness of the Jyhad and his sire's role in it eventually made him leave →Rome. During the centuries Gaius spent on French soil, he never forgot the city he helped eradicate. Long were the tales he told his first →childe, →Doran, about the glory of →Carthage. In the early 18th century Doran left Europe for the New World and settled down in Louisiana as the area's only Kindred at that time; he was ill-prepared for the arrival of another Kindred in his territory and maybe would not have even noticed it, but the newcomer, Simon →de Cosa, did not keep a low profile for long. They clashed several times, and early on in their struggle, Doran made Jean Baptiste le Moyne, Sieur de Bienville, the territory's young governor, his →ghoul. Thereupon, Simon de Cosa assisted in the governor's dismissal from office. After that, nothing was heard from the Spaniard until 1718, and de Bienville formally founded the city of N. Simon de Cosa continued his war on Doran for the next 40 years. He showed no sympathy whatsoever for Doran's visions and ceaselessly tried to oust his rival. In 1743 he came very close to bringing his plans to a successful end, when Doran lost his influence over de Bienville. De Cosa was of the opinion Doran would be at a severe disadvantage without his ghoul and made his move together with a small gang of his followers — in vain. Another of de Cosa's attempts to prevail over Doran in 1755 nearly succeeded, when England claimed Acadia (tonight known as Nova Scotia and New Brunswick) for the Crown. At the same time, the so-called Cajuns settled in N. and the surrounding region, and Doran reached an agreement of truce with the local →werewolves. Even for his perfectly honed plans, there was one thing Doran could not bring under his sway: international politics. When the Spanish →Brujah saw de Cosa stagger, they brought their influence in the New World to full bear. De Cosa jumped at the opportunity and rose up against Doran, whom he managed to chase from the city this time. The French colonists of the region were far from pleased with being placed under Spanish rule. When they rebelled, Count Alexander O'Reilly arrived from Spain, killed a number of Doran's →retainers and brought the revolt to an end. Nevertheless, de Cosa could not destroy the representative of the →Kingship Clan. The latter returned and remained →prince of the city until 1955, when he was destroyed and replaced by Marcel →Guilbeau. In 1960 race riots erupted in N. as whites tried to hinder the enforcement of desegregation laws (the prince blamed the local →mages, but especially the younger Kindred in N. still hold Guilbeau responsible). According to the prince, the infamous "N. Fairground Blaze" in 1993 can be traced back to the local mages as well. N. houses more than 500,000 people in the city itself, with around 1.2 million in the greater area.

• **New York City:** Largest city in the United States, on the mouth of the Hudson River; consisting of the five boroughs Manhattan, Brooklyn, Bronx, Queens and Long Island; covers an area of 770 square kilometers; more than 10 million inhabitants. The population consists of →kine of every nationality and ethnicity, most of whom live in their own, ghettoized parts of town, such as Chinatown, Harlem (African Americans) and the Bronx (Jews). N. houses the United Nations and offers numerous colleges and universities, famous museums and theaters (including the Metropolitan). One of the most popular

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sights of the city, the Statue of Liberty, rests on an island at the entrance to the harbor. N. is one of the largest industrial centers of the U.S. and a center of international air and sea traffic.

N. was founded on the southern tip of the Manhattan peninsula in 1609 by Henry Hudson as a fur-trading outpost. At first, the new settlement went by the name of New Amsterdam. In 1626, the Dutchman Peter Minnewit bought the peninsula from the natives for the price of $24. In 1664, N. was taken by English forces.

Despite all the propaganda circulated by the →Sabbat even at the height of that →sect's influence on the city, N. actually has never been completely under their domain — the city is simply too large to quash the pockets of resistance that will forever lurk in its streets and sewers. Almost as a tribute to its varied, colorful mortal population, N. resembles a quilt of →Kindred spheres of influence, territories, Elysiums and demilitarized zones. Moreover, the place is crawling with Kindred, many of whom are →Caitiff, thin-blooded or otherwise without any political allegiances.

Before the recent, successful plot the →Camarilla hatched to take N., the Sabbat claimed more domain than any other faction in the city, and much of the mortal population dwelled in their sphere of influence as well. The Bronx, Queens and Staten Island were more or less their backyard. The former →Archbishop of N., a Seventh Generation →Lasombra by the name of Francisco →Polonia, represented the Sabbat with an iron fist and never put up with any opposition to his plans to conquer the rest of the city for the →Sword of Caine, too. Unfortunately, his strategies were easily discerned by the Camarilla Kindred who assembled the plan to overtake the city: he wanted to cut off the Camarilla's supplies to Manhattan and literally starve them (no doubt he felt like he was in the middle of a medieval siege). Furthermore, he planned to continue and expand his policy of appeasement with regard to the local →Lupines in Central Park. Moreover, he occasionally supported the →Giovanni and →Followers of Set with financial help to placate them until he felt confident enough to wipe them out in a surprise attack — an attack that never came. Even though Polonia suspected the Little Italy's Giovanni of taking his money with seeming gratitude while they kept on smuggling members of the Camarilla in and out of the city, the archbishop lacked the evidence to prove his suspicions. If he had known the full extent of their treachery, Polonia surely would have made his move against the Necromancers without giving the aforementioned evidence any thought at all.

It should be obvious that the Camarilla's strength throughout most of North America would have collapsed in a matter of nights if the sect should have ever been denied all access to Wall Street and Madison Avenue. The results of losing financial markets and media to the Sabbat were too unthinkable to allow them to pass. Therefore, the Camarilla held onto Manhattan with a persistence not unlike rigor mortis. Even before the retaking of the city, more than 100 Kindred stayed in the area claimed by the Camarilla on a permanent basis, dedicating their efforts in equal parts to manipulating boardroom meetings and upper management, supporting the high arts and fighting a battle that must not be lost. The former →prince, a Seventh Generation member of the →Kingship Clan named Michaela, who was destroyed during the Sabbat campaign on the Camarilla holdings of the East Coast, at least managed to hold her domain long enough to gain permission by her clan's →justicar to sire progeny without any restrictions whatsoever in order to defend and stabilize the borders of her (and the Camarilla's) territory. Her activities secured a safe beachhead for the sect when the Camarilla's war council decided to retake the heart and soul of North America in 1999. The first stage of the attack was a widespread recruiting campaign by the Camarilla of unwitting agents in the mortal institutions of the city: police officers, sewer workers, IRS agents, etc. The kine gathered intelligence for the decisive strikes to come.

As the second stage proved, war makes for strange bedfellows. The Followers of Set sold potent →vitae laced with radioactivity without knowing the special properties of this new treat they sold to Sabbat members all over town. The idea behind this clever move was to make all →Cainites more traceable for the Camarilla's →retainers.

During the third stage the Camarilla literally bought the Giovanni's support. Offering them

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As far as I have heard, a theory based on ancient writings is hotly debated within the Clan of the Hidden. According to it, the Nictuku are not the monsters or demons they are believed to be. Furthermore, the term Nictuku is interpreted as an honorary title, meaning "servant of the ancient."

There is more to the Nihilists than I am willing to discuss.

remarkable business opportunities in return, the →Ventrue made use of the Giovanni's influence on transportation to bring →archons and war →coteries to N.

With those preparations taken, the Camarilla claimed N. in only a few more nights. Losses were acceptable, and as soon as the new Kindred of the city had settled in, they placed →ghouls and other agents in strategic positions to increase the overall security level in every possible way. Unfortunately, Polonia escaped their clutches and is plotting his revenge on the Camarilla for taking "his" city. Another potential cause for trouble are numerous rumors about one or even several →Antediluvians dwelling in (or under, if you believe in such fabrications) the city. Since the city was in need of a new, capable prince, the war council placed Calebros, a duty-bound and easily manipulated →Nosferatu, as Prince of N. His princedom was apparently not destined to last long, however; he stepped down from the position shortly after being appointed to it. Even though a princeless city only recently freed from the Camarilla's most dangerous enemy faces many problems in and of itself, one of the most famous landmarks of N., the World Trade Center, collapsed on September 11 after a terrorist attack during which two hijacked passenger planes crashed into the Twin Towers. The potential repercussions of this event are still beyond any comprehension.

• **Nictuku:** N. is a term the →Nosferatu use only in whispered rumors. With the exception of three →Kindred not blood bound to their →sire, the N. are said to be →Absimiliard's angry →progeny. Legends depict them as abhorrent, demonic creatures whose name alone brings an icy chill to the blood of every member of the →Clan of the Hidden due to the task their sire burdened them with. They were told to hunt down and destroy each and every Nosferatu descended from the one not bound to the →Antediluvian (that is, the clan we know as the Nosferatu in modern nights). Taking a close look at the accounts of the activities of those few creatures known to be N., it seems as if they pose a threat to all Kindred, not only the Nosferatu.

• **Night Clan:** Old term for the →Lasombra from the →*Book of Nod*. Alludes to their clan →Discipline of →Obtenebration.

• **Nihilists:** The followers of the →Path of Night.

• **Ninmug:** One of the "Aralu." Some members of the →True Black Hand claimed him to be →Absimiliard.

• **Ninth Wave:** A →Gehenna Cult founded in 1890 A.D. named after a Tennyson poem. Its motto is "Do not suffer a witch to live." The members of the N. believe →Gehenna will arrive when magic in the world has reached a critical level they call "the Flood" or "the Second Flood." This level of magic will enable the →Antediluvians to rise from their slumber. According to the leading →elders of the cult, the →Masquerade not only hides the →Kindred's existence from the prying eyes of mankind physically, but actually keeps mortals from being able to allow →Kindred into their concept of reality.

The N. has developed a threefold plan for averting Gehenna. First, the Masquerade has to be upheld no matter the cost and by any means necessary. Therefore, the N. loathes the →Sabbat and its methods, because its members believe this sect will only bring the destruction of all Kindred. That is why they refuse membership to any →Cainites of the →Black Hand.

Second, the cult is determined to kill most of the mages on Earth to keep them from opening other mortals' eyes for other realities. Third, the cult attacks the strange beings commonly known as →faeries as well (although they more often refer to them as "sidhe"). The cultists show no doubts concerning their philosophies and point to certain passages in the →*Book of Nod* and their own theories with regard to the nature of →torpor and the Kindred's mystic powers to offer proof of their beliefs. Many members of the cult believe faerie advance troops or scouts are already active on Earth. They collect information on the fae, ranging from current eyewitness accounts to ancient tales, myths and legends about their enemies. The cult maintains an extensive library in Edinburgh, Scotland, that contains numerous mystical tomes; vials of mage, werewolf and fae blood for experimentation purposes and a complete map of Earth's ley lines. Even

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though the cultists' mindset seems irrational and deluded, their dangerous activities can stir up significant trouble for unsuspecting Kindred who maintain even the loosest ties to mages or the fae.

• **Nod:** The land beyond the Garden of →Eden where, according to certain passages in the →*Book of Nod*, "the light of Paradise lit up the night sky and the tears of our parents wet the ground" and →Adam and →Eve went after being banished from Paradise. Here, our →Dark Father's fratricide of →Abel took place. Possibly, in ancient Enochian N. means "lands unknown" — hence, all the lands beyond Eden that had not yet been named.

• **Noddist: 1.** Scholar dedicated to studying the →*Book of Nod*. **2.** A Follower of the →Path of Caine.

• **Nomads:** Nomadic →Sabbat members, or members of a →nomadic →pack.

• **Nomadic Pack:** As opposed to →founded →packs, N.s roam the world, staying for a short while anywhere they please until they grow bored or have stirred up too much trouble for their own good. Often larger than a founded pack, sometimes numbering as many as 30 members.

• **Nosferatu: 1.** Generally, the →Clan of the Hidden is widely known for the hideous appearance of its members, and it is this appearance that manifests not only in their relations to the other clans, but also in the manner they usually seek refuge. For countless millennia, the clan has hidden from the prying eyes of mortals, which led to their affinity for sewers, catacombs and subway tunnels. Subterranean realms called →labyrinths exist under most cities. In →Cainite society, the N. are famous (and infamous) for being extremely well informed and willing to trade for that information. Their knowledge has been a good defense from unnecessary persecution in the past, but with the information age getting into full swing, some of their →elders are slowly beginning to realize the potential power the Hidden truly possess. The clan has been with the →Camarilla from the sect's beginnings, even though especially the →Toreador are fond of pointing to the fact that each and every N. is an abominable monster. I can only call their agenda enigmatic at best, but some rumors claim they are preparing for more severe persecution and extermination attempts at the hands of the so-called →Nictuku. Moreover, they are one of the few remaining steadfast pillars of power the Camarilla can rely on in North America. — **2.** The clan's →Antediluvian founder is supposed to have been an excellent and remarkably handsome hunter. After his →Embrace, however (probably by →Zillah), a small scar blemished his body. Enraged because of what N. saw as a gruesome mutilation, he became one of the main agitators during the Second Generation's destruction. →Caine cursed him and his →progeny with hideousness to punish him for his excessive vanity. According to some legends, N. believed he could lift the curse by exterminating all his progeny from the face of the Earth. To that end, he sired the Nictuku. Also known by the name →Absimiliard

• **Nostinus, Gracius:** Eighth Generation →Ventrue. The representative of the →Clan of Kingship in Milwaukee's →primogen still mourns for the destruction of the Roman Empire by the hands of barbarians from the north. Although he must have been very young at that time, he plans to have his vengeance. No one would face a real challenge when opposing N. in combat, and so sometimes, I just have to wonder if he has not lost his mind. Nonetheless, he is an excellent poli-

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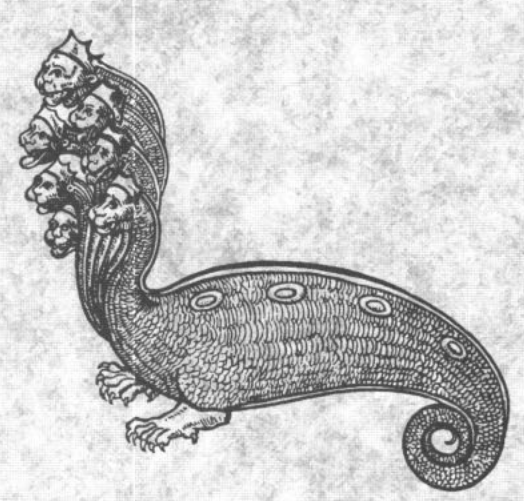
tician and a strategic mastermind. Moreover, he aspires to be →prince of his city soon — an unlikely feat, at best.

• **Nuckalavee:** Probably a →Nosferatu. The Skinless One, as she is also known, seems to be more than just a terrible creature of legend in the myths of Australian aborigines — she could be one of the gruesome →Nictuku. One especially frightening detail about her known to me at the moment is her fondness for brains, which constitute the main part of her diet.

• **Nut:** Goddess of the sky in Ancient Egypt. Depicted as woman (often winged) bending over the Earth.

Nyayo: Known among the →Kindred of Kenya as "those who walk in the Old Man's footsteps," referring to Jomo Kenyatta, who led the country into independence. The goal they pursue is nothing more and nothing less than to free Africa from the constant wars and power struggles of →Camarilla and →Sabbat alike. Although the organization is open to Kindred of all clans, the majority of its members belong to Clan →Gangrel. Its founder, Mbogo Biashara, is a member of the →Clan of the Beast as well. Up until now the N.'s efforts were mostly political, economical and social in nature, interspersed with occasional violent strikes. Poachers in the organization's sphere of influence (which is to say, the entirety of Kenyan soil) are met with brutality and full force.



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• **Obeah:** The →Salubri's power of healing has saved the unlives of many →Kindred (and undoubtedly the lives of countless mortals as well). The practitioners of this →Discipline are expert healers of the body, but given enough skill, they are capable of extracting the soul from another person. This capability could well be the reason why most Kindred willingly accept →Tremere propaganda in regard to the Salubri. O. seems to be somehow related to the third eye all Salubri bear: as soon as a Kindred (whether a Salubri or not) gains knowledge of the Discipline, this feature develops on his brow.

• **Obertus: 1.** A →revenant family of Clan →Tzimisce. — **2.** Pl. Obertuses. An order of Tzimisce whose members, together with the →ghoul monks of the →Akoimetai, worship the order's founder, →Dracon. The Christian practice of worshipping icons may have some roots in the order. According to well-informed sources, most of tonight's icons do not show the faces of Christ or saints, but depict Dracon or other Tzimisce. The home of the O. order was a canyon in the Lycos Valley near →Constantinople. The members were dedicated to accumulating knowledge and maintained one of the largest medieval libraries, where even transcripts of priceless writings from the destroyed library of Alexandria were stored. After the eventual destruction of Constantinople in the 15th century, the order and its library vanish without a trace. The manuscripts either were brought to a secret haven or destroyed, forever lost to →Cainite scholars.

• **Obfuscate:** By using this incredible power, →Cainites are able to hide themselves from mortal eyes. If they do not choose to be seen of their own free will, they can stay hidden for indefinite lengths of time. Since O. influences the mind of the beholder, →Kindred cannot use this →Discipline to hide from mechanical devices. Even though several clans put this power to good use, it is nonetheless the trademark of the →Nosferatu.

• **Obtenebration:** Signature →Discipline of the →Lasombra. →Cainites who have mastered this disquieting art can manipulate, animate and even pass through the shadow of any object or person to cover great distances with but a single step.

• **Odin's Daughters:** A group of female →Gangrel prowling the Scandinavian domains, believing themselves to be →valkyries. They are led by a certain →Brunhild and essentially are nothing more than a gang of →anarchs, albeit old and powerful ones. Apart from age and power, nothing makes them any different from their younger counterparts elsewhere.

• **Old Man of the Mountain:** Name for the leader of the →Assamites. Like the pope, God's representative on Earth, the O. is →Haqim's representative. This office is usually filled by men, though there have been female pretenders. Any member of the clan can challenge the O. to a duel of any kind, be it magical, political or physical. The O. has the choice of weapons.

• **One, the:** →Haqim. This term is usually used by the →Assamites in ritual context and was misunderstood by all other →Kindred as a name for →Caine, the →Dark Father. See →Become one.

• **Operation Longbow:** Name for an invasion plot hatched by the →Nosferatu →Warwick to bring the south of New England under his influence. In Zurich he convinced the →Malkavian William →Biltmore and the →Brujah →Pendragon to form the alliance they named the →Trinity and to accompany him to New England and set his plan in motion. The basic preliminaries of their cooperation were written down in the so-called →Treaty of Zurich.

• **Oradea League:** An alliance of Old World →Tzimisce in eastern Europe. The League has only 12 members, but all of them are venerable and loathe the ways of the →anarchs of their clan. As far as I have heard, the alliance consists of the simple agreement that anyone who tries to cross one of the league has made himself 12 powerful enemies. Simple, but effective.

• **Order:** A term for the sphere of influence of a →Tremere →Pontifex.

• **Order of the Bitter Ashes:** These potent and mysterious →Kindred appear only in legends. As mortal crusaders sent to the Holy Land, they started a peculiar journey into darkness since they were supposedly ambushed midway by a mighty Kindred.

What a pity the operation faltered... New England belongs to the Sabbat now, Longbow or not. That's what happens when you let a Nosferatu plot...

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How they lost it? While I don't dispute the existence of the Order of the Bitter Ashes (at least at one time), attributing to them the possession of Christ's cup seems a bit presumptuous.

Renegade Tremere? And you tolerate them? Well, it takes all kinds...

Throat maladies, well, well. Me, I would rather recommend wearing a mohair scarf on those chilly winter nights.

Sometimes I wonder why I bother committing some of this to print.

He →Embraced them to the last man and made them drink from a grail reputedly nothing short of the holy grail of Christian myth. The order's name derives from a series of legends about →Caine being cursed to "eat only bitter ashes." Apparently, it must have been the grail that bestowed the order the strange powers its members brought to bear in the battle against their foes, though it is no longer in the knights' possession. How they lost it remains still unknown, but there have been some speculations the knights buried it somewhere in the Middle East and one of their numbers stayed to stand guard over it. According to other dark rumors, the grail has been stolen from them, perhaps even by the very same vampire who embraced the group of crusaders. But no one can be certain if these are fairytales or legends based on true occurrences.

• **Order of Hermes:** The O. has its roots in the magic traditions of Ancient Egypt and the Middle East. The proud and self-confident hermetic mages guard their secrets jealously. It is assumed that their ranks gave birth to Clan →Tremere in the 12th century.

• **Order of Mercury:** An alliance of hermetic →mages based in Ancient →Rome. After long struggles for dominance of the city and the empire, first with the →Ventrue led by →Camilla and later the Eternal Senate, its members numbered among the allies against →Carthage during the last Punic War. Following the ideal of the Roman god Mercury, they were more interested in the expansion of their influence in economics and trade than in actual warfare. After the fall of Carthage the →Kindred of Rome only had to deal with sporadic insurrections by single members. Eventually, the O. disbanded.

• **Order of the Naturists:** A secret society within the →Tremere. Its members, who follow ancient druidic principles, claim even the →Kindred are part of nature's great plan and should acknowledge their role in it. The suspected leader of the O. is →lord of several Irish →chantries. It is assumed that members of the order know old druidic magics such as speaking with animals, the summoning of large locust swarms and weather control.

• **Order of the Quaesitori:** A secret society within the →Tremere. Its members were reputedly outcast by the →Council of Seven and have to spend their unlives as outlaws. It remains unclear whether the O. actually exists or if it is merely a rumor. Probably, the O. originates from the Quaesitori of the old →Order of Hermes. An initiate is obliged to follow a special code of honor that binds him to the O. Moreover, he swears to always serve the Quaesitori's traditions as well as he can and to uphold the old hermetic code of conduct, which they see as superior to the Tremere one. Rumors of all kinds circulate with regard to the O., including that it tries to help mages undermine the clan or that it is merely a puppet on the strings of the →Inconnu.

• **Order of St. Blaise:** Lesser faction within the →Sabbat. Originally, a Christian belief from the time of the plague in the 14th century. St. Blaise was known for his healing abilities of throat maladies. Many members of the Sabbat saw the way mortals were blessed on St. Blaise's Day (February 3), when the throats of the devotees were touched by a pair of crossed candles, as holy blessing of their meals. Somewhat surprisingly, this faction has endured to the present nights, though veneration of saints among mortals has dwindled and even been banished by a secular population to the realm of superstitious myth. Most contemporary adherents of this group dedicate themselves to expanding the power base of the Sabbat within the Catholic Church.

• **Order of the Wyrm:** A secret society within the →Tremere. Its members advocate apocalyptic beliefs interpolated from the →*Book of Nod* by using an ancient manuscript they are said to possess. Although the O. is loyal to Clan Tremere, its members fear that the slumbering founder of their clan has been replaced with something else — not →Kindred, but something far more powerful.

• **Orseau, Geneviève:** Member of the →Clan of the Rose. One of the most prestigious childer of the rose, for she maintains one of the largest →Toreador art schools that ever existed. Although she is often denounced in these cynical times, she has actually proven her artistic talent on many occasions in the past. In the modern nights she acts primarily as one of the most respected art critics worldwide. What makes her truly remarkable is the claim she is one of those few fae creatures who survived her →Embrace. According to several accounts, she has shown several strange powers that could offer this claim some credibility.

• **Osiris: 1.** God of the dead in Ancient Egypt. – **2.** O., brother of →Set, was →Embraced as well, even though it remains unclear tonight if it was a member of the Second or the Third Generation who led him into darkness. He opposed the father of all Serpents, and they fought a long and bloody battle. In the end, Set prevailed and destroyed his brother. Only O.'s →progeny, an obscure and likely defunct →bloodline known as the →Children of Osiris, are likely to know these details.

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• **Paladin:** A title in the →Sabbat for a →Cainite serving a →sect leader as bodyguard and assassin. A P. is denied membership of the →Black Hand. Often, the P.s are also known as →Templars.

• **Pale Ones:** →Abomination.

• **Pale Rider:** A →Sabbat →nomad. Often used as a term for a member of a Sabbat biker gang.

• **Palla Grande:** Large party held by the →Sabbat on the night of Halloween (October 31) each year during which all →sect members in the vicinity are called to the nearest hosting city to participate in the festivities. Most often, a P. is celebrated as an elaborate fancy-dress ball, with spectacular displays made as a result of the →Tzimisce's flesh-shaping talent of →Vicissitude. Mortals are invited in many cases to attend the ball as guests — or the main course.

• **Pander: 1.** The →Caitiff within the →Sabbat, named after their leader Joseph P. — **2.** P., Joseph: Name of a clanless →Kindred within the Sabbat. In the Sabbat Civil War during the 1950s, P. declared himself and his followers a sovereign clan and named this new clan after himself. After lengthy and controversial debates and even more bloodshed, his cause was accepted as valid and the sect leaders acknowledged the new clan.

• **Papillon:** A term young →Kindred have coined for vampires who mingle with the bold and beautiful of mortal society in order to partake of their blood.

• **Patriot:** Outdated name for a follower of the →Path of Honorable Accord.

• **Paris:** P., the city of love and my home →domain, is as important to the French mindset as any other capital in the world is for its respective nation. Poet François →Villon of the →Clan of the Rose is →Prince of P. Numerous →Kindred who make their havens in his city have grown tired of centuries of →Toreador supremacy. As a result, P. is home to several influential →anarchs who strive to end Villon's strict princedom.

• **Parovich:** →Nosferatu. How a man growing up in →New York City together with a →prince destroyed by the →Sabbat can become →primogen in Milwaukee is a mystery to me. But the →Camarilla has to know for itself whom to trust.

• **Pascek, Jaroslav:** Seventh Generation →Brujah; *1345, #1371. →Childe of Jan Berger. →Justicar of the →Learned Clan since 1998. P. was born the son of a Slav and a Gypsy woman passing through his father's village. After being left for dead by his mother on the German border, P. was raised by monks and even joined their order as an adolescent. At the age of 18, P. suffered a crisis of faith. As a remedy he styled himself as God's chosen instrument of purification. He drew a small band of followers to his banner; preached his own, private version of Reformation 150 years before Luther and started a crusade against clerics he saw as lacking piety. If he had not been →Embraced

The Sabbat would have collapsed under its own weight if not for the Patriots — lure them away from the path they have chosen, and all your problems will be solved.

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Considering the unsettling changes during the recent nights, Pascek is an excellent choice in my opinion. Granted, he is zealous, but that should not impair his efficiency.

by the undead, he might have set the Reformation in motion several years too early.

During a nocturnal meeting of his adherents culminating in a blaze consuming a cathedral, P. stood in front of the burning building, fanning the fires of religious zeal, so that his followers would cleanse the whole region of its sin. A week later, two shadowy figures offered him the power to continue his crusade in new, unsuspected ways.

The Embrace changed his views on God to the core. His new "flock," a →coterie of Brujah, convinced him that the world of the →Kindred was as thoroughly corrupt as the Catholic Church. They led him to destroy certain Kindred they presented to him as Satan's minions on Earth. The coterie's adversaries were many, and the first century of P.'s unlife raced by in a haze of blood and gore. Those crimson nights ended with the birth of the →Camarilla. Immediately afterward, P. fell into torpor, to rise again around 1650 A.D. He continued his crusade, and in 1834 he was formally rewarded with the office of →archon. His election as Brujah Justicar is supposed to bolster the new team with an experienced champion. Not long ago, he received information from agents in →Montreal that led him to establish an intelligence center for the Camarilla in Ottawa.

• **Path of Blood:** The mysterious →Assamites from the Middle East possess their own moral principles, passed on from generation to generation ever since their founder, →Haqim, laid them down countless nights ago. Originally, only those Assamites who were regarded as highly loyal to their clan were introduced to the P.'s secrets. Since the Crusades, the →elders of the clan have made the P. more accessible to the younger childer of their clan. The core ideal of the P. is to achieve oneness with the clan's progenitor.

• **Path of the Bones:** The followers of the →Via Ossis, as this path was called during the Dark Medieval period, believe that the body is merely a vessel for the soul. Even though the body is subjected to constant change from birth through life until death, the soul remains in a state of immaculate perfection. This path, which is almost completely forgotten in the modern nights, attracted only a small group of followers, primarily →Cappadocians (though a few morbid →Tzimisce have followed it as well).

• **Path of Caine:** This →Path of Enlightenment was created in the 16th century and considers the veneration of Caine to be the highest duty of all →Kindred, who are supposed to be flawed copies of this legendary figure. In the Renaissance, many Kindred were investigating new insights and the knowledge of the self. Striving to leave behind the convictions they harbored as mortals, which were considered incompatible with their undead nature, some Kindred with progressive philosophies created this path. During the next 200 years, many Kindred rallied to its banner and considered Caine to be their ideal. After the Age of Enlightenment, some of its followers left their old dogma behind, favoring newly developed paths.

According to the lore of the P., the knowledge of Caine's history is of paramount importance for all Kindred. Its adherents are scholars, who concern themselves, just as I do, with fragments of the →*Book of Nod* and with times long since passed that hide the key to understanding the nature of Kindred existence. This also explains where their nickname, →Noddists, derives from. Most of them are well educated and strive for self-knowledge. Adherents of the P. are not scientifically oriented in the sense that they are looking for innovative solutions to problems, but rather they investigate traditions and historic occurrences to find answers for the present and the future. →Cainites who decide to follow this path are often of almost unshakeable self-control. They refer to the *Book of Nod* and other ancient sources to prove that Caine must have been the epitome of vampirism. He is everything other Kindred should strive for. They tend to start lengthy conversations and discussions with other Kindred about the nature of their curse. The →Assamite *antitribu*, the →Serpents of the Light, →Toreador *antitribu* and →Ventrue *antitribu* are the main proponents of the P. and often take on positions of spiritual leadership (like →pack priest and →bishop) within the →Sabbat. Many other Cainites consider them lofty and full of themselves.

• **Path of Cathari:** →Path of Enlightenment based on the medieval heresy of the

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same name. The followers of the P. are called →Albigensians. The P. preaches a religious dualism. Therefore, its adherents strive for material wealth and →Embrace new →childer whenever the opportunity presents itself. Followers of the P. harbor a rather materialistic philosophy. The Albigensians in general take great pains to get to know the →domain they inhabit and often cultivate the →Disciplines of →Animalism, →Dominate and →Presence.

• **Path of Death and the Soul:** When this →Path of Enlightenment was originally founded by a coven of →Tzimisce, it was little more than a death cult, but it continued to evolve and spread until it was finally accepted as its own path sometime during the Age of Enlightenment. This acceptance caused the P. to become even more differentiated as the idea of Reason based on Science was incorporated in its philosophies soon thereafter.

According to the doctrine of the P., it is of great importance to study death in all its forms and faces. it's the P.'s adherents tend to be curious, objective and devoid of all emotions. They do not fear →Final Death, as they believe in the immortality of the soul. They also try to collect as many bits of occult lore as possible, so that these pieces may be assembled into a greater whole, thereby finally achieving a higher understanding of existence. The followers of the P. study human emotions and the mortal mind, and even their own fleeting humanity is the subject of studies. Although most of them are very spiritual beings, they do not defend their views passionately, but that isn't to say that they appear to lack any passion at all.

Death and the occult are always approached in a scientific way, therefore the →Disciplines of →Auspex, →Necromancy and →Thaumaturgy are especially treasured.

• **Path of Ecstasy:** A →Path of Enlightenment originally developed by a group of →Setites. →Followers of Set who adhere to this path enjoy indulgence; their desire for joy is considered a spiritual duty that they are more than willing to satisfy. This path was established by a sect of Setites that inhabited →Constantinople after the fall of Ancient Egypt. The followers of this path would never willingly destroy beautiful or valuable items, which is one of the reasons this path is considered heretical by a large number of Setites.

• **Path of Evil Revelations:** →Path of Enlightenment originally founded by a group of infernalists that later on became a brood of →Brujah. Its adherents are also known as →Corruptors or →Slavers. They believe that vampirism is the material manifestation of all evil in the world. Followers of the P. therefore free themselves from everything human that remains inside of them. They conduct a wide variety of rituals and even summon demons, which they sometimes refer to as lords of Darkness. They expect to be rewarded for their support of this evil. Adherents of the P. are most often skilled in →Auspex and →Dominate. They hide their evil ways from their fellow →Kindred while they secretly try to recruit others for their unholy wiles. Followers of other paths are universally seen as fools. Without doubt, it is a great mistake to follow this path.

• **Path of the Feral Heart:** This →Path of Enlightenment teaches its adherents to indulge their →Beast in hunting, killing and slaking its thirst — it seems to have originated from old codes that were used by →Kindred berserkers to accept their bestial nature, probably developed by the →Gangrel. The P. has also spread to other Kindred since its development, and these have learned to transcend their predatory behavior as well. This path has never been practiced too widely, which did not even change when the →Sabbat accepted its followers into its fold. According to the doctrine of the P., Kindred are the ultimate predators — deathless and invulnerable. The Beast within is just an expression of their predatory instincts. Most →Beasts, as the followers of the path are often called, have no concern at all for dress or appearances: they wear practical, sturdy clothes that do not distract them while they are on the hunt, and some Beasts even refrain from wearing any clothes or jewelry at all, but those have become rare in the modern nights. Most of the followers of the P. make their havens in nature and have exceedingly sharp senses. They constantly try to be aware of what is happening around them or move very slowly in order to avoid being surprised by an enemy. They are of the opinion that repressing the atavistic urges is against nature itself. Most Gangrel who fol-

Nonsense.. I have seen Kindred who have reached Golconda myself, and they were so much more than merely human!

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low this path have acquired quite a number of bestial traits, which they do not try to hide. Most of the followers of this path can be found within the Sabbat; →Country Gangrel are the vast majority, though some →City Gangrel style themselves as urban predators. A few →Ravnos *antitribu* and →Nosferatu *antitribu* follow the P., but only very few Kindred from other clans do. The adherents of the path are widely respected for their hunting skills but almost never hold positions of leadership within the →sect.

• **Path of Harmony:** A →Path of Enlightenment originally developed in the New World during the 18th century. Followers of this path are often nicknamed →Harmonists. According to their belief, everything has a purpose and a reason of existence, even the →Kindred, though they can never again be fully human. Nothing found in nature is inherently evil, or so their dogma says. They respect life and try to be in harmony with the human part as well as the Kindred part of their existence. Adherents of this path were often among the most humane members of the →Sabbat, but during the latest →crusade in the eastern U.S., the P. has split into two separate philosophies: the →Path of the Feral Heart and the original P. While the Path of the Feral Heart is staunchly loyal to the →Sabbat, most followers of the P. have left the →sect and are now claiming independence.

• **Path of Honorable Accord:** The P. was founded during the Sabbat Civil Wars, which almost tore the →Sabbat apart during the war with the →Camarilla. Finally, an agreement was reached in the city of Milan to stop the fighting and quell internal conflicts. In the following years, the so-called →Code of Milan created during the agreement was substantially expanded. Based on its precepts, a whole new philosophy arose based on →Cainite honor as a way to maintain order and as a replacement for the mortal conscience. After the Sabbat Civil War, which ended at the beginning of the 20th century, the Code of Milan was adapted to the new situation once again.

The adherents of the P. are often referred to as →Knights. They strive to serve their leaders well, as long as their orders serve the Sabbat. They take great pains to partake in as many →*auctoritas ritae* as possible. Their word of honor is of the greatest importance to them, and all those who break an oath or a promise are considered weak of body and mind and not to be trusted by →Kindred of honor. Cowards are treated similarly. Equals are treated with the greatest respect, and members of the P. always try to treat them fairly and with courage. The followers of the P. often attempt to earn and keep the trust of others and act accordingly. This behavior also extends to the Sabbat, for which they would gladly give their unlives. Studying the history of their sect, the Knights are experts of the Code of Milan and cite from it more frequently than any other group within the Sabbat. →Presence and →Fortitude are said to symbolize all a Knight stands for — therefore the adherents of the P. cultivate these →Disciplines more often than any others.

• **Path of Lilith:** This →Path of Enlightenment was supposedly founded by a →Methuselah who discovered strange, ancient scriptures in the lands of Africa that told the story of the →Dark Mother. According to these texts, maturity and power could be achieved through the means of suffering and pain. Although this →Kindred was unable to actually recover these texts, he did manage to escape their mortal and demonic guardians with some of the knowledge included therein. He then gathered to him individuals who could aid him in developing the information he had gained. The P.'s central ideas spread slowly soon afterward, which caused some likeminded and mystically inclined Kindred to join them.

Enlightenment, the path teaches, can be gained by fasting and pain. Its adherents, called →Bahari, lead fast and hectic unlives, as they constantly strive for change and new experiences. Everything that could shock or shame other Kindred fascinates them, as they always hope for someone to escape the boundaries of the profane society they live in. When moving among the →kine, Bahari appear flamboyant and mysterious. They often wear certain religious garments during their ceremonies — wide, open mantles and ceremonial masks of wood or bone.

Pain is considered the greatest teacher of all, the test that will bring the ultimate prize. Within the society of Kindred (be it →Sabbat or →Camarilla), Bahari are often

Do you really want to know about honor within the Sabbat? Only a true warrior can be considered honorable, and besides Talley, I have met very few who would be able to call themselves true warriors... Running in packs is almost always dishonorable.

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considered to be the mad, heretical cultists they certainly are. Among the adherents of the P., members of many clans can be found: →Lasombra, →Tzimisce, →Malkavians, →Nosferatu and →Toreador *antitribu*. The →Harbingers of Skulls deserve special mention, though — these ancient Kindred often refer to a dead priestess named →Lamia, who supposedly was of great importance to the P. at some point.

• **Path of Metamorphosis:** The adherents of this path, who are widely known as→ Metamorphosists, believe that life and unlife are parts of a complex evolutionary chain that one should strive to understand. Most of them are highly educated and study all forms of life as well as death, and they also seem to have an innate tendency to philosophize. Most of them have only a passing interest in mortals, who are considered to be situated below →Kindred in the evolutionary chain. Instead, the →Beast within is one of their favorite test subjects, be it by submitting to it or by denying its urges. They constantly change and optimize their bodies, as sculpting the flesh is a good preparation for sculpting the soul in their eyes. During their research they conduct bizarre experiments, including dangerously lengthy periods of fasting. Although the needs and wishes of others are of no consequence to those following the P., they generally conduct their experiments far from prying eyes.

The progenitors of this path are no doubt the →Tzimisce, who have walked its winding roads for many millennia. Although they proceed with their usual efficiency, the path is severely hampered by the fact that its followers almost never share their discoveries, and most adherents have to spend large amounts of time discovering basic truths that have been understood by other adherents long ago. Most of the older and more experienced Metamorphosists are nominally members of the →Sabbat but do not involve themselves in the politics of the →sect, as more spiritual pursuits take precedence. The followers of the P. are probably some of the most alien beings any →Kindred will ever meet. The Metamorphosists focus on studying →Vicissitude.

• **Path of Night:** This path is ideal for all those who want to indulge in their darkest desires. Like many other paths, this one arose from the ranks of the →Sabbat; almost nothing more is known about its inception, though. Its adherents are commonly called →Nihilists. They accept their damnation completely and believe that all →Kindred are destined to be minions of damnation; as all Kindred are cursed by God, it is their purpose to feed on the →kine.

The P. is heavily influenced by Catholic dogma, but instead of redemption it mainly focuses on damnation and suffering. One trait that makes the P. all the more horrible is the fact that its adherents willingly and openly try to make others as uncomfortable as possible. And the Nihilists spare no one. They constantly scare and taunt the others around them. According to the ideology of the P., this behavior will cull the weak and strengthen the mighty. Others are advised to accept the darkness within. Meanwhile, the Nihilists strive to experience as many different sensations as possible. Death is just the path they are following, not their goal. No sin is too perverted not to indulge it; no trust is powerful enough to prevent them from betraying it. A few Kindred have joined the ranks of this path out of pure desperation and a desire for purpose in these final nights before →Gehenna will arrive.

• **Path of Paradox:** Only a few →Kindred truly understand the mind games played by the →Ravnos, the charlatans, deceivers and rogues of undead society. According to the P., all existence is in a state of constant flux and the Kindred are beings locked outside the normal cycle of life. Ravnos who follow this path attempt to advance the *maya*, or life cycle, from which they have been excluded. In the end, or so they say, *samsara*, the "entanglement" of rebirth, must continue. The followers of the →Via Paradocis — as the P. was called in the Dark Ages — are convinced that reality is always what you make of it. Therefore, they try to trick, confuse or humiliate other →Cainites in hopes of leading them to making contributions to the cycle. It is obvious, however, that the followers of this path failed miserably.

• **Path of Power and the Inner Voice:** One of the first →Paths of Enlightenment to be developed. Originally founded in 1583 by the

Actually, there are many more practices and beliefs in the Path of Night — but those are only for "true believers," as my damned sire would have called them.

Polemics will not enlighten us, my dear friend and colleague!

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→Lasombra Lord Marcus. Its adherents are often known as →Unifiers. The P. encourages ambition, power and dominance over others. Its followers try to listen to their inner voice and to act accordingly. They emphasize their strengths and try to hide their weaknesses. This path is ideal for those →Cainites nursing great ambitions and those who have an inborn affinity for power for its own sake. The P. can be a two-edged sword, as the adherents of the path rarely tolerate failure.

• **Path of the Scorched Heart:** This →Path of Enlightenment was founded by the →True Brujah during the 13th century. One of their number by the name of →Rathmonicus, who was later destroyed in the →Anarch Revolt, collected a large number of letters that illustrated many different convictions and practices of his clanmates. He published them in a volume called the →*Book of the Empty Heart*. Although very few copies have endured into the modern nights, the ideas held therein spread to the →Giovanni, →Lasombra (at least to those called Lasombra *antitribu*) and those →Toreador entrenched within the church.

The P. is rumored to turn →Kindred into inhumane creatures devoid of all emotions. According to the doctrine of the path, one should love only oneself.

The →Unforgiving, as the adherents of the P. are referred to, do not enter any alliances lightly, as they distrust most other Kindred and are willing and able to kill, if they consider it necessary, as they feel neither remorse nor guilt. The Unforgiving constantly test themselves secretly for emotions and feelings. Most of them are scholars and well educated, and they seem to exude calm even in the midst of conflict. Such conflicts are generally avoided, though, as these are considered unproductive, not to mention that they tend to stir up the vague remains of emotions some members of the path still retain. A few own a copy of the *Book of the Empty Heart*, but besides that they know few traditions or rituals.

Among the few followers of the P. that remain in the modern nights, many try to cultivate →Auspex. Dominate and Animalism are also sometimes employed to further discern the truth.

• **Path of Self-Focus:** The P. is an ancient →Path of Enlightenment founded around 600 A.D. when some of the enigmatic →Cathayans visited the Middle East and met several native mystics there. The →True Black Hand spread the path westward, and from Europe it has even reached the Americas.

Its adherents are generally very well composed and are often called →Internalists, as they are searching for answers to moral and spiritual questions within themselves. They strive to ignore distraction and try to achieve self-knowledge, self-control, honorable behavior and simplicity. Pride and lack of respect are disapproved of, and the arts of war and peace are considered of equal importance. Adherents of the P. indulge in violence only if no other alternatives remain. As others are judged solely based on their deeds, the followers of the P. are generally distrustful of other →Kindred. They prefer learning that all things have a purpose — even if it may be evil — and that everything ties into a higher plan. While doing so, they enjoy the company of others but never come to rely on them. Internalists consider intelligence to be of great importance, and all adherents of the path try to learn →Auspex.

• **Path of Typhon:** The →Followers of Set teach several different moral principles, passed on from →sire to →childe since the times of great →Set himself. One of those codes of conduct is the P. They indulge in their weaknesses and the miseries of the world; essentially, the P. is more religion than philosophy. The followers of the P. ceaselessly try to spread war, disease, poverty, dirt, stagnation and fear throughout the world. They obviously try to bring discomfort to others. According to their own grim doctrine, this paves the way for their dead god to return, though from my unbelieving viewpoint, it is simply a means to exalt in the misery of others.

• **Path of the Warrior:** Supposedly this path was developed by the →Followers of Set after Egypt was conquered by the Roman Empire. According to its main doctrine, the mind is as feral as the →Beast and is therefore subservient to the body. According to rumors, the path teaches subjugation of the Beast with excruciating pain. Whenever

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possible, the powers of the body have to be driven toward perfection. For the followers of the P., →Final Death is preferable to weakness and failure. In the past few decades, more and more hints have surfaced that this philosophy is actually just part of a larger path, but no conclusive evidence has appeared to support or defraud this theory.

• **Paths of Enlightenment:** In the nights of doubt and horror all members of the race of Caine face, many →Cainites find it difficult to retain their grasp on humanity. Some just despise the idea of clinging to a concept that no longer applies to them, and for some elder →Kindred it has become nigh impossible to retain their humanity. Whatever their reasons may be, they look for other ways of coming to terms with their →Beast. These ways are ethical constructs called P.

• **Pawnbroker, the:** Member of the →Clan of the Hidden, rumored to be of the Sixth Generation. Appeared at some point during the 16th century and began to trade artifacts and information in →Vienna. He seems to be an expert in the fields of occultism, archaeology and anthropology. Among the →Kindred of Vienna, he is lucky enough to occupy a special niche: he may receive visitors for up to 48 hours without introducing them to the →Tremere lords of the city. His →haven is situated somewhere in or under the world-famous Dorotheum.

• **Pedder, Robert:** →Ventrue; the former →Prince of Hong Kong probably made a wise decision in leaving the city before it reverted to China and therewith the →Kuei-jin. Even though some →elders and especially the →harpies may disapprove of this step, the violent actions of the Eastern undead only serve to prove him right. But without doubt this decision has not been easy on this representative of the →Kingship Clan and member of the Seventh Generation, as he had ruled as a *Taipan* since 1842. During his princedom he was widely known for his fairness and well-planned moves.

• **Pendragon, Roman:** Sixth Generation member of the →Learned Clan; *1683, #08.12.1703. Born the son of a rich, English landowner, P. quickly rose through the ranks in the British army and seemed to be

predestined for a seat in Parliament. During a visit to Switzerland, his unscrupulous nature attracted the attention of Dark →Selina, who eventually →Embraced him. P. showed a great liking for his new existence and undead powers. The assistance of his →sire soon turned him into a rising star among the Swiss →Kindred, despite his longing for his native England. As Dark Selina commanded him to stay with her, he turned to →Guillaume, →Prince of →Zurich, who turned out to be a wise and generous mentor. Guillaume quickly informed him that his sire had forced a →blood oath upon her progeny, but that the effects would slowly fade, as P. had not partaken of her →vitae for quite some time. During a coup of Selina's doing, P. was able to force her into →torpor and flee back to England, where he soon rose to prominence as one of the most influential →Brujah of the British Isles. In 1885 he was forced to flee from England when the other Brujah turned against him, fearful of his seemingly insatiable ambitions. He returned to Switzerland, where he met William →Biltmore and →Warwick, with whom he conceived →Operation Longbow.

• **Pennington, Jane:** →Crazy Jane.

• **Penobscott, Alicia:** →Ventrue; the beautiful →Prince of Managua in Nicaragua is a superb manipulator of mortals and has excellent contacts to the wealthy upper class

I have heard rumors according to which Pluvi Dae also seems to denote a bloodline within the Ramos.

Oh, for the love of... Such fawning!

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of the country. Her claim of princedom in the only city in Nicaragua held by the →Camarilla is supported by the →Tremere. The rest of the country is considered the domain of the →Giovanni and the →Sabbat, which is cause for frequent bloody skirmishes. To uphold the →Masquerade, P. considers even the slightest infringements upon it punishable by →Final Death.

• **Perth:** Capital of West Australia. P. and her suburb-cum-harbor of Fremantle were the domain of the →Tremere →Prince Lumley until his destruction at the hands of →anarchs. The gangs roaming the city in modern nights are still waiting for the →Warlocks' revenge, which has yet to manifest.

• **Petra:** Greek for "rock" or "stone." Lost city of the ancient Nabatean Empire in Jordan (about second century B.C. until the rise of the Roman Empire). The ruins are a beautiful sight to behold. Recently, all attempts by →Kindred to reach Petra have been thwarted by a sandstorm surrounding the ruins. Some Kindred who seemed to have found a way of entering the city left undead society, never to be seen again.

• **Petrenkov, Milov:** →Gangrel; this →elder of the →Clan of the Beast belongs to the →founders of the →Camarilla. During the →sect's early years, he was one of its proudest and best planning members and often able to considerably shorten lengthy arguments with his brief and concise speeches. But during the next centuries, it became evident that he was changing. More and more, he began to see others only with the eyes of a predator, which finally turned him into one. The old Gangrel had lost his struggle with the →Beast and fled to the Carpathian mountains, his native soil. Even though his destiny from then on is unknown, it is highly likely either that he suffered →Final Death at the hand of the →Inquisition or expired under the fangs of fellow →Kindred.

• **Petrodon:** →Nosferatu; the former →Justicar of the →Hidden Clan fell prey to an insidious assassination, but neither his killers nor their employers have ever been found. His destruction has supposedly changed the politics of many of the →Camarilla's →elders, especially those of the →Inner Circle. The →Final Death of one of their direct subordinates made them realize that they had become potential targets as well. The Inner Circle withdrew even further and started to spread even more rumors to misdirect pursuers. P. was notoriously harsh with regard to anarchs, an attitude reflected by his successor, →Cock Robin.

Petronius, Titus P. Arbiter: Member of the →Clan of the Rose; Nero's seneschal and author of one of the most important works of ancient satire — the *Satyricon* — received the →Embrace in 65 A.D. from his patriarch, →Michael. Out of love he followed his →sire to →Constantinople and became the most important representative of the →Toreador there in the following years. During the absence of his patriarch, he led the Michaelite family and was eventually forced to collaborate with the →Lasombra, as he was the only Toreador who actually seemed to have any interest in furthering prosperity and maintaining sensible policies in Constantinople when the dominance of the →Trinity (1) ended. His fate after the fall of Constantinople is unknown, but it is highly likely that he was destroyed in the chaotic events.

• **Phuri Dae:** A →Ravnos term for a wise woman or a woman with magical capabilities.

• **Phylactery of Recorded Memory:** Magical artifact of the →Sabbat. This object, in the form of a polished granite piece held by two golden circlets, allows the bearer to access the memories of its former owners. This can be a curse or a blessing, depending on the memories accessed. Mortals are supposedly granted a highly extended lifespan if they wear it. The P. has been lost since the beginning of the 18th century.

• **Pieterzoon, Jan:** Member of the →Clan of Kingship; oldest →childe of →Hardestadt. Widely renowned in Europe for his tactical genius, be it while arranging a peace accord between rival →princes or while planning →Camarilla defenses against the →Sabbat. A native Dutch, P. is a master at bringing together different parties to accomplish whatever his ends might be. And even though he could probably easily lay claim to a →domain in the New World due to his age, he puts the success of the Camarilla before his own desires.

• **Pisanob:** Originally a loose alliance of Aztec priests practicing a special kind of →Necromancy, the P. were discovered by the →Giovanni and taken into the clan.

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Their name supposedly is based in the language of the Maya and means "spirits of the dead who walk on the earth." According to Mayan mythology, these spirits torture the living, follow them into their dreams, etc. As the P. are descendants of these original priests, they are one of the most important branches of the Giovanni clan who do not bear that name. Nonetheless they have developed a strong sense of honor and duty toward their clan. Fleeting wealth and pleasure is of little importance for the family — they prefer to represent the scholarly side of the clan and continuously explore new necromantic rites. Sudden changes in the attitude of the →Sabbat, which has great influence in Central and South America, where the P. most often dwell, toward the members of this family have drastically reduced their numbers.

• **Plischke, Thomas:** One of the aliases the →Malkavian →Justicar Maris →Streck commonly uses while traveling incognito.

• **Pochtli:** Founder of the →Pisanob family. Hideously ugly. Some even claim to be reminded of the fanged and feathered gods of Central American mythology when looking upon him. He almost never leaves his haven, an ancient temple in central Mexico, but prefers to work through a large number of →ghouls at his service. For the last few years, he has been fighting a vicious battle against the cruel →Cainites of the →Sabbat. These →Kindred fear him, for he is said to rip the souls from the bodies of his victims and turn them into his mindless slaves. He was one of the first undead actually able to report the presence and existence of the →Harbingers of Skulls, news that concerned the whole of the Clan →Giovanni. At the moment, the systematic extermination of his family is his most pressing concern, but the Giovanni leaders seem to have not yet taken any special notice of these events.

• **Pontifex:** Pl. Pontifices. A high rank within the hierarchy of the →Tremere.

• **Pool of Zillah:** Small pool of crystal-clear water that is said to provide visions of the future to those who know how to see them. Probably destroyed when →Enoch was razed in the Underworld.

• **Potence:** →Kindred who have mastered this →Discipline possess inhuman physical strength. Most often, →Brujah, →Giovanni, →Lasombra and →Ventrue possess it, but almost every clan can put this power to good use.

• **Presence:** This is the →Discipline of supernaturally influencing the emotions of others. Interestingly enough, it can even be employed to affect large numbers of people at the same time, regardless of ethnicity, religion, sex or social class. Even →Kindred generation is no boundary to those employing P. In addition to its direct uses, it also lends the user an indescribable aura of mystique. A strong will is the best (and only) defense against P. Despite its power, the Discipline is not without its drawbacks: it can influence only emotions, and these can trigger completely different reactions in different persons. The →Brujah, →Followers of Set, →Toreador and →Ventrue are among the most widely known users of P.

• **Priest:** Title within the →Sabbat. It denominates the leader of rituals within a given →pack. The P. can be the leader of the pack, but he does not necessarily hold that position. The P. is usually responsible for the spiritual well-being of the pack.

• **Primogen:** The P. is a gathering of →elders who act as local representatives of their clans in a →domain, as well as the title said elders can claim. Most often, each clan has a representative in the P., though in some cities the →prince denies a certain clan a seat on the council of elders, while in others, multiple →Kindred of the same clan may be P.s Theoretically, the P.s represent the will of their whole clan in this governing body of elders. In practice, the P. reminds most observers of an "Old Kindred Club" and unfortunately resembles a cesspool of treachery and ruthless competition for boons. Usually, The P. meets when the prince formally acknowledges it. In cities with powerful or despotic princes, the P. may be nothing more than a collection of figureheads, whereas in other domains the prince claims the domain only because the council of P. wants him to. It should be noted that generally the prince is not his clan's P. Even though some Kindred claim it would be an advantage for a clan to have two votes, nobody can change the state of affairs in that regard. — **2.** A member of the P. (1).

Sometimes I get the impression that titles are more important than actual power. But when Gehenna comes, there will be no business class.

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• **Prince:** The preeminent →Kindred of a domain, an office recognized by the →Camarilla. This powerful person is generally an →elder, though some →ancillae in the New World have ascended to this position. The title of P. is just that — a title, which is supposed to formalize the role, regardless of his or her sex. The title is not hereditary. In some cases, the P. bears a title appropriate to the country he resides in, be it baron, count, sultan or some other word representing a ruler. P.s generally claim territories the size of cities but do not "rule" them, as might be suggested by their metaphorical title. Their role is more of a supervisor and judge than a true monarch. They are supposed to pay special attention to the →Traditions and the maintenance of the →Masquerade. Not all P.s are aware of this informal role, though, and some just do not care. The Kindred of a given city are not typically obliged to swear an oath of fealty to their P., but if the will of a P. is doubted, he can forcibly confirm his claim to power. Traditionally, the oldest Kindred claims the princedom in a city. On the other hand, any Kindred could challenge the P. Only the P. may →sire →childer freely, and he has the final word over his interpretation of the body of laws called the Traditions. Most P.s are supported by the →primogen, an institution of Kindred composed of representatives of all clans (generally the oldest members). These Kindred are supposed to support the P. in his role, as long as he maintains the Masquerade and protects the city in difficult times. According to the Fifth Tradition, a P. may extend his territory to encompass the city he resides in; accordingly, he can request all Kindred within his domain to introduce themselves to him. Furthermore, he may distribute the hunting grounds within his city according to his whim. Finally, the Sixth Tradition gives him the power to call a →blood hunt on all those he deems troublesome.

All of the above is of course only theory — occasionally, the P. is actually just a puppet for one or several members of the primogen, while other P.s are as near to rulers as one can be and still maintain the Silence of the Blood. How the Traditions are enforced also varies widely, as do additional customs established by these august undead.

• **Prior:** →Abbot.

• **Priscus:** Pl. Prisci. Title within the →Sabbat. The P. supports the →regent and the →cardinals as an advisor.

• **Progeny:** A collective term for all the →childer created by one →sire. Less formal, and less flattering, is "get."

• **Prometheans:** A medieval sect, generally believed to be defunct. They believed Carthage to be a utopia where →Kindred and →kine coexisted peacefully. Even during the P.' existence, these ideas must have been based on dim memories, but still they clung to their dream. They insisted that such a society would be necessary to survive the rise of the →Antediluvians, as these considered themselves gods and would treat Kindred and kine alike as their slaves and vessels. Only a peaceful coexistence would protect them from the manipulations and wars of the →Methuselahs, who were collectively called →Inconnu.

The name of this group was based on the Greek myth of Prometheus, who earned the anger of the gods by bringing fire to man. Whether their pleas for mankind actually did cause any changes is hard to say — not enough is known about the Inconnu now and then.

• **Province:** Area of influence claimed by a →regent surrounding a →chantry of the →Tremere.

• **Pumping Heart of Nizchetus:** Magical artifact of the →Sabbat. An old, moldy piece of flesh contained in a glass jar. The P. is still beating, though it has been ripped from the chest of a →Toreador centuries ago. More morbid →Cainites are convinced the heart brings good fortune to its owner.

• **Purchase Pact:** After the power shift in favor of the →Camarilla in 18th- and 19th-century America, the →Sabbat didn't want to admit its defeat and turned inward to bridge existing gaps and then return its attention to its original targets: the Camarilla and the Ancients.

In 1803, the year U.S. President Thomas Jefferson bought all American territories west of the Mississippi from the French, the Sabbat signed the treaty known as the P. on September 9. This pact expressly forbid conflicts between →sect members for unity's sake, a peerless decision in the history of

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the Sabbat. It declared the Sabbat a free entity, the members of which had to make some sacrifices for their liberties. Sabbat members violating this pact should become victims of what equates to a →blood hunt. Among the undersigned are the former Regent →Gorchist, Cardinal Radu →Bistri, Prisca Livia Boleslava →Czerny, Archbishop Enrique Albertos Marquez and Bishop Fédéric Montaigne.

Unfortunately for the Sabbat, the P. came too late. But the members are survivors, and in spite of the problems the encroaching Camarilla brought, the sect weathered these hard times. But keeping the unity proved to be hard as old grudges flared up again and the →Tzimisce and →Lasombra blamed each other for the fact that the sect had lost the U.S. This time, the Sabbat of the New World almost destroyed itself. But mortal history saved the →Cainites as their conflict peaked at the same time as the secession war. The Camarilla took numerous Canadian cities, as the Sabbat there was too weak to retaliate due to internal rivalries. The →Code of Milan that was supposed to solve these problems is considered a much better revision of the P.

• **Putanesca:** Very little is known about this branch of Clan →Giovanni. Members are rumored to be highly skilled at acquiring test subjects and materials, but most of them seem to be dealers, pimps and blackmailers. When dealing with the Giovanni about less legal business, a P. is a likely contact.

• **Pyramid:** A term for the internal hierarchy of the →Tremere.

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• **Qadi:** Title used in the →Tal'mahe'Ra for the →sect's equivalent of →justicars.

• **Qufur am-Heru: 1.** Ancient Egyptian term that can be roughly translated as "greatest who guards me." Title used within the internal hierarchy of the →Followers of Set. According to legend, the original Q. was the first mortal →Set turned into a →ghoul. Supposedly, he was not only a warrior of remarkable skill but also his master's most important advisor. He died defending Set's temple against the latter's nephew →Horus. Q. charged his family to serve Set for all eternity. All evidence indicates that Set →Embraced several members of his first vassal's mortal progeny, since →Setite lore records at least three →Kindred who went (or still go) by the name and title of Q. Traditionally, the Q. →sires a →childe as soon as the proper time has been revealed to him in a premonition. This is only one of many clues pointing to the fact that the title of Q. is of mythical as well as formal importance. The designated successor preferably belongs to the family tree of the original Q., so there is a possibility that even the modern Q. is a direct descendant of Set's first ghoul (though that theory cannot be verified). The title-holder sets aside his own name, is called Q. from then on and is seen as Set's greatest guardian. Here, the philosophy of Set and his followers shows itself in all its peculiarity. What member of a →clan aligned with the →Camarilla or →Sabbat would name a prestigious office after a ghoul and decree that all future title-holders have to assume the name of that ghoul? Presumably none. — **2.** Seventh Generation →Follower of Set; *unknown, #525 B.C. →Childe of Qufur am-Heru. Although Q. spends most of his existence in →torpor, he is one of those few Kindred his age who manages time and again to adapt to an ever-changing world. During the last few centuries he repeatedly rose for a decade or two when faith in the Ancient Egyptian pantheon began to wane. It is known that he himself taught orphans and schoolchildren the basic principles of his beliefs during the Napoleonic invasion to save the worship of Set from extinction. Even in modern nights, certain evidence — obvious only to the few Kindred in the know — exists that he still acts as a keeper of his faith. It is not known if these activities show that he is burdened with a mystic task or obligation connected with the return of Set. According to the few Kindred who have met with him in person, he interprets Set's visions in a highly idiosyncratic way. It is possible that the acceptance of the title of Q. creates a mystic connection between its holder and the clan's founder. Most members of his clan treat him as an outsider due to his unique, personal religious views. If you want to believe the reports of his contemporaries, it is Q. who regards his fellow Setites as the truly outcast in return.

• **Quietus:** Q., the →Discipline of silent death, is practiced exclusively by the →clan of →assassins known as the →Assamites and will therefore stay a mystery forever not only to the author of these lines but also to all other →Kindred who are not Assamites.

It is not exclusively practiced by the Assamites... Trust me, not exclusively.

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• **Ra: 1.** Ancient Egyptian name of the sun as well as the sun god. Often depicted with a falcon's head, R. was seen as creator of the universe and father of the ruling pharaoh. — **2.** In →Setite lore the sun god was a powerful leader who managed to unite the Upper and Lower Kingdoms. His children Geb and Nut sired children against his will: →Osiris, →Isis, →Nephthys and →Set. Fearing his grandchildren would outshine his own power, he executed Geb and Nut. Angered and full of hate, Set rose against his grandfather. He was banished and Osiris followed R. on the throne after the latter's demise.

• **Rabbat:** Member of the →Clan of the Hidden. Also known as Cloacina, the goddess of sewers. Once an honored member of her clan first in Prague and later even →primogen in Venice, she is an outcast of →Kindred society in the modern nights, since everywhere she goes disease and death are sure to follow. Somehow she must have been infected with the Black Death, the bubonic plague, during the Middle Ages. Apparently, she is not sick herself, but the disease has adapted to her supernatural circulation of the blood in a way that means →Final Death or →torpor for all of →Caine's children in her direct vicinity.

• **Rabble:** Nickname of the →Brujah.

• **Rack:** Colloquial term for the parts of town where mortals venture for entertainment. The prime feeding ground for the →Kindred.

• **Rafastio:** The most secluded of →revenant families that served the →Tal'mahe'Ra. Most of them were witches or Wicca priests who lack the power of true →mages but are nonetheless familiar with the art of blood magic or →Thaumaturgy. Generally speaking, they seem to have acted as keepers of thaumaturgical lore and as occult scholars for the →sect. They never played a very active role with regard to the Hand's numerous activities. The family's roots can be traced back to northern Italy, but tonight most of its members live in the New World. It is unclear if the R. stand a chance for survival after the recent decline of the sect that offered them a safe harbor.

• **Rafin, Gerard:** Mortal name of →Uncle Smelly.

• **Rake:** Someone who habitually goes to the →Rack to feed is called a R. in the vulgar argot of young →Kindred; similar older terms are →Papillon and gentry.

• **Rant:** A custom among the →Brujah, the R. is a gathering in which the Rabble speak on topics of their choosing. These are usually informal affairs at which anyone may take the podium (or what passes for it) and speak his mind. Apparently, the popularity of the topic and the speaker's stance on it determines the length of a given speech — unpopular speakers are booed from "center stage" or physically removed, while more popular speakers may go on at length.

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• **Rasputin, Grigory Yefimovich:** Clan unknown; *1865, #1916. Mad Russian monk. Favorite at the court of Nicholas II since 1905. Won influence on the czar's family as an alleged miracle worker. Despite popular knowledge, he was not killed during the Great Revolution, but →Embraced by an undisclosed →Kindred. Afterward, he hid deep underground from where he still tries to make life for the Russian people as hard as possible, driven by an undying thirst for vengeance. His madness is far beyond comprehension, and he terrorizes the Russian people to keep them divided. R. enjoys deception and misdirection and he managed to convince the Berlin →Nosferatu that he is one of them. The Russian →Setites claim to have →sired him, but this is probably wishful thinking.

• **Rathmonicus:** Legendary →True Brujah and most likely author of the →*Book of the Empty Heart*.

• **Rave:** A R. derives from a fashionable craze originating with English mortals that has spread around the globe. For unexplainable reasons, young →Brujah have adopted this practice. Usually, a R. starts after an event of the so-called counter culture most Brujah frequent on a regular basis. The host of the R. leaves a clue that does not lead to the actual place this festivity is held, but to a different part of town. Popular clues are graffiti, the lyrics of a song or even open directions. During a R., up to ten different clues lead to a large party where abhorrently dissonant music is played at health-threatening volume. Furthermore, the host usually places several →vessels at the crowd's disposal to ensure that they are having a good time. Since they attract Brujah from other domains, too, R.s have become popular opportunities to coordinate clan activities that involve Brujah from different areas.

• **Ravnos: 1.** This →clan's origins lie in the "Middle Kingdom," including the domains of India (→Mohenjo Daro). To be more exact, some R. seem to have belonged to the largest Gypsy families. They prefer a nomadic way of unlife and are generally detested by →Kindred society (similar to the prejudices the Rroma experience in mortal society). Due to their bad reputation when it comes to treachery, tricks, theft and the general spreading of discord, they are shunned and even hunted almost everywhere. The members of this →Wanderer Clan return this resentment manifold by disdaining the →Sabbat as well as the →Camarilla. They are famous for their ability to create illusions that they use to trick or even physically harm their victims. While this book was being written, the whole clan suffered a terrible fate. Without warning or obvious reason, clan members all over the world succumbed to their →Beasts and indulged in wild, boundless →frenzies. In less than a week, the eerie events seemed to come to an end, but I am afraid the Wanderer Clan's history ended then and there as well. Only a few R. survived the →Week of Nightmares; most destroyed one another, and others were put down before they posed a threat to the →Masquerade, but in the end it is of no consequence how it all happened. Only the outcome is important: only a handful of R. still exist worldwide, though the Sabbat is said to still include a sizable amount of Ravnos *antitribu* within its number. — **2.** Despite the tales about him being →Caine's favorite →childe, it is possibly more accurate (or even certain) that he belonged to the →Antediluvian →founders of the 13 →clans and therefore was a member of the Third, not the Second, Generation. My reference to this Kindred in the past tense is voluntary since R. rose in 1999 and was destroyed almost immediately afterward. Of course, his reawakening coincides with the events that shook the whole clan in its foundations, and his destruc-

Antediluvians? Pah, hogwash. All this could just be the acts of a few powerful Ravnos elders out to weed the weak from their clan. Until I find real evidence for the continued existence of the Antediluvians, I will refuse to believe in them.

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For the good of you and your esteemed clan, I hope the similarity here is coincidental, my dear Aisling. Otherwise, you would have to fear the wrath of the Inner Circle, wouldn't you?

tion emphasizes the conclusion reached above: the Wanderer Clan no longer exists! The consequences this will have are still a matter of debate among →Cainite scholars. Especially the Camarilla will have to react quickly now that it has become obvious that the menace the Antediluvians pose — and the →Inner Circle always dismissed as a fairy tale — is frighteningly real and knocking on the sect's iron doors of ignorance!

• **Rawis:** →Cainites were also known as "Keepers of Lore." This group's task within the now defunct →Tal'mahe'Ra was to protect and study the →*Guarded Rubrics*.

• **Re:** →Ra.

• **Realm:** Sphere of influence of a →Tremere →lord. R.s can be defined by geographical borders, like smaller regions of a large nation or even small continents. Other R.s can consist of other areas like industry, trade, politics or government agencies. If such is the case, no clearly drawn borders for a R. exist.

• **Rebekah:** →Ventrue. I am not sure how a known diablerist who drank the soul of her own →sire, →Elihu, among others, managed to join the ranks of the →Inconnu, though her increasing influence on politics in unstable →Chicago will surely bring an end to her membership one way or the other. For approximately two centuries she held out as →monitor of that city, but →Lodin's →Final Death kindled the flame of vitality within her, and she consorts with local →anarchs on an almost regular basis. We might never know how the →sect she belongs to will react to her excesses. If R. should disappear in the not-too-distant future, this incident will speak for itself.

• **Red Ludwig:** Probably member of the →Clan of the Rose. The most famous and successful →Kindred art thief after Alexis →Sorokin. His identity remains an absolute mystery, in spite of countless victims among the →elders of numerous clans. His MO is so flawless that I am told it "borders on art," though such seems to be an inordinately liberal use of that word. Additionally, he seems to be an expert in various style epochs. This is why he is assumed to be a member of the Clan of the Rose.

• **Recruit:** →Sabbat term for a new member of the →sect who has joined it against his will.

• **Red Fear:** Another name for →Rötschreck.

• **Red Meg:** Seventh Generation →Brujah. In the late 18th century, R. gathered a →coterie of rebellious →Kindred and traveled to Australia. They were the first undead settlers on this continent, but almost immediately after they had set foot on foreign soil their alliance fell apart. R. broke all ties to her former allies after a revolt among mortals she had instigated herself ended in total failure and enormous bloodshed. She withdrew to the Outback, returning only two times from the exile she had chosen for herself. During her first reappearance she incited further unrest among the mortal colonists. She returned a second time to →Embrace a mortal criminal from Melbourne who had caught her eye. This criminal by the name of Leslie →Taylor destroyed her shortly thereafter.

• **Red Star:** A new phenomenon that has appeared in the skies over our world. Mortals are unable to see it. It seems to be at least indirectly related to the →Week of Nightmares during which the →Ravnos perished.

• **Redcoats:** Derogatory term for the dominant caste of British →Kindred in New En-

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gland, coined by Battista →Decamerone during an assembly of the Kindred of Liberty.

• **Regent: 1.** Rank within the →Tremere hierarchy. Usually, a R. is head of a →chantry. — **2.** The leader of the →Sabbat in as much as this →sect accepts a →Cainite's claim to such a title.

• **Regnant:** A →Kindred who has bound another to a →blood oath by having the other drink his or her →vitae three times.

• **Reinegger, Ilse:** Fifth Generation →Ventrue; important dates of life and unlife largely unknown. →Sired Gustav →Breidenstein in 1220. Arrived in →Berlin from nearby Belitz in 1244 together with her →childe to settle. In her role as leader of the area's →Kindred, at first she proved to be more ingenious than her predecessor Erik →Eigermann until Gustav committed →Amaranth on her in 1312.

• **Retainers:** Mortals serving a →Kindred. This term can apply to →ghouls as well as mortals or sometimes even animals or other Kindred. R. need not know of their "patron's" undead nature.

• **Retief, Ruud:** →Ventrue; important dates of life unknown; #ca.1900. R. was →Embraced during the Boer War and at first served the Ventrue leaders of Transvaal. Later on, he became one of the main instigators of the South African anti-apartheid movement. His successes cost numerous older Ventrue dearly, and many members of the →clan suspect that his nights could be numbered.

• **Revenant families:** Also known as ghoul families. Families of mortals who have served their undead masters from diverse →clans and factions for considerable spans of time, in some cases eons. The →blood of the →Kindred has tainted their veins for so long that they are born ghouls.

• **Rikard, Vencel:** Seventh Generation →Ventrue; *990, #1013. An archetypal Christian knight, R. arrived in Budapest when King Geza invited a contingent of Bavarian knights to form his elite guard. There, he received the →Embrace at the fangs of →Bulscu and became →Prince of Budapest shortly afterward. Early on in his unlife, R. swore to protect his →sire by any means necessary. Burdened with a petition for support by the →Tremere, he also had to defy the →Tzimisce →*voivodes* who wanted to drag him into their war in →Transylvania. When Bulscu fell into →torpor, R. watched over his sire. After his sire's rise in the 16th century, he stood by his side and has dwelt in the city with him ever since.

• **Rio de Janeiro:** Brazil's former capital is the nation's most important economic and cultural center. More than almost any other city on the globe, R. has two faces — for →Kindred and →kine alike. On one hand you find decadent debauchery, while on the other hand death squads hunt for the city's poor every night. For →Cainites, R. offers a never-ending Carnival: R. is considered a free city where both large →sects do not indulge in politics and all Kindred are welcome. R. can be one of the most lethal places for unwary undead, though. Here, they will not be destroyed for political reasons, but business interests or the pure thrill of taking another →Kindred's unlife can spell disaster for them as well. The reason to create a city free from the machinations of the →Jyhad can be found in the two predominant clans of the area, the →Toreador and the →Lasombra. After having fought for centuries, they decided to settle on a stalemate and consider the city as "common domain" when gold and precious stones literally started to flow through it. Therefore, they declared the so-called Carnival over the entire city in the early 19th century. Kindred

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I can't tell whether that was supposed to be ironic or not, but I will err on the side of my elders' sense of subtlety.

of any sect are welcome as long as they are able to forget about politics during their stay. The city has become something like a holiday resort for the undead, since multitudes of tourists and sprawling slums (for predators who either cannot afford to be picky or are simply too clumsy to hunt elsewhere) offer more than enough food. Thanks to the impressive variety of clans represented in the city, everything a Cainite's heart could long for can be easily found in R. But remember, R. is as dangerous as it is breathtaking.

• **Rodina:** Fourth Generation →Ravnos; important dates of life and unlife unknown. →Sired Durga →Syn in 922. Supposedly destroyed during the →Week of Nightmares in July 1999.

• **Rötschreck:** The →Red Fear, as R. is also called, is nothing other than fear of fire. Although very few things can kill →Kindred and many of the →Damned claim to despise their undead existence, certain forms of injury scare us all immensely. R. is the instinctive, panic-driven, unyielding flight reaction to fiery threats. Rather harmless stimuli or those under a Kindred's direct control, like lighting a cigarette, do not lead to R. under normal circumstances. If one of us is caught in R.'s clutches, it takes great courage to escape its iron grip.

• **Rome:** The Eternal City. According to legend founded by Romulus in 753 B.C. No other city has influenced the history of mortals and the undead alike more than R., the capital of modern Italy and seat of the pope. R. is nothing more and nothing less than the spiritual center of the Western world. But I do not want to look into the city's mortal history, since R. and the Roman Empire brought about decisive changes for →Kindred society in general and especially for the →Kingship Clan.

The city's undead society was presumably founded by an Etruscan →Ventrue →Methuselah named →Tinia. Settlements grew large enough to allow representatives of different clans to coexist more or less peacefully in the same place. This happened for the first time since the fall of the →Second City. R. as well as her archenemy →Carthage were of that size. Previous centuries and millennia were a time of ceaseless →Jyhad during which single clans lorded over cities to wage war on one another. The gathering of several clans in one place demanded heretofore unknown rules to ensure a peaceful coexistence. Whereas Carthage failed due to lofty ideals, →Brujah rancor and →Assamite corruption, R. displayed its political splendor by declaring the *Pax Romana et Vampirica*. Honor to whom honor is due — representatives of the →Learned Clan, the →Night Clan, the →Clan of the Moon and the Kingship Clan conceived this grand accomplishment.

The *Pax Romana et Vampirica* forbade the Jyhad within city borders and later throughout the entire empire, a triumph of statesmanship over isolationism. The eldest of the clans formed the Eternal Senate as a governing, legislative and ultimately ruling body. The Senate was the predecessor of the modern →primogen as we know it in our times. At the same time, the Ventrue Senate was founded, which does not exist in that original form any longer. The Boards of Directors of the modern nights are nothing but poor imitations compared to the ideals, the power and the influence the Senate possessed. Both Senates guaranteed equal rights of participation for all attending →Cainites regardless of age. In case of the Eternal Senate these rights held true with regard to clan membership.

Only the threat Carthage posed instigated further changes, especially for the Clan of Kingship, since it was →Camilla who had the courage to steadfastly oppose the growing power of the Carthaginian →Brujah. The Eternal Senate elected him *pater patriae*, father of the fatherland. His new office included chairmanship of the Eternal Senate and made him the single most powerful Kindred in the empire. Later in history, Cainites like him would be called →princes. This nomination not only shifted the scales of power to the advantage of the Clan of Kingship, it also engendered a radical change in clan politics. Whereas most Ventrue had seen themselves as keepers of knowledge, the history of Caine's Children and their Father's laws, they suddenly were confronted with the role as leaders of the greatest empire of their time. Maybe my words will fall on deaf ears, but this change of political attitude that turned the Ventrue into a proper Clan of Kingship led to lengthy and heated debates in the Ventrue Senate. Camilla's enthusiastic speeches, his triumph over Carthage and his subsequent accomplishments with regard

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to powerful mortal figures like Julius Caesar and Augustus Caesar in time smothered all opposition within his own clan. And so we became what we are and what we are despised for the most in modern nights: the leaders of Caine's Children. Only a handful of us, like →Ea Adapa and myself, held onto our old ideals.

Over the centuries the inevitable happened. The Jyhad ate its way into the hearts of the Roman Kindred. Too many clans tried to influence the mortal rulers and it all ended in recklessness and folly. Too many enemies waited at the empire's borders, and so it slowly fell apart, one province at a time, and the *Pax Romana* fell apart as well. After Camilla's destruction, the Eternal Senate itself withdrew further and further from undead society until its members were known in the third century A.D. only as the Incogniti (→Inconnu). Eventually, the Roman Empire was torn apart, and at least in the West a long age of darkness set in.

During the centuries that have passed since then, the city has seen numerous princes, and many clans have tried to gain influence over it. Due to the establishment of the Vatican, the building of St. Peter's Cathedral and the presence of the →Society of Leopold (their headquarters can be found in R.), the city became less and less inhabitable for Kindred. Faith is so strong here that its effects on our kind are unpleasant at best, fatal at worst. Only the →Nosferatu have stayed in any appreciable number, still calling R.'s catacombs and sewers home.

• **Rroma:** The politically and scientifically correct term for Gypsies.

• **Rose:** Often called Mistress of →Montreal. Born Allison Benson, this member of →Clan →Tzimisce is famous for switching from male to female appearance

at random intervals. Shortly after her →Embrace, she diablerized her →sire and is now of the Ninth Generation. She knows all there is to know about Montreal and is an excellent source of information.

• **Rothschild, Meyer Amschel:** Seventh Generation →Nosferatu; *1743, #1812. Member of the now disbanded →primogen of →Frankfurt. During his mortal years as a banker, R. managed to build an impressive financial empire that caught the Nosferatu's attention. With the exception of the 12 years of Hitler's Nazi regime, R. spent his whole unlife in Frankfurt as one of the domain's most influential →Kindred.

• **Royal Order of Edenic Groundskeepers:** →Gehenna Cult founded in 1645. The R. search for →Antediluvians' havens to prevent Gehenna by destroying them.

In the 19th century, some of the more restless members of the cult grew tired of their

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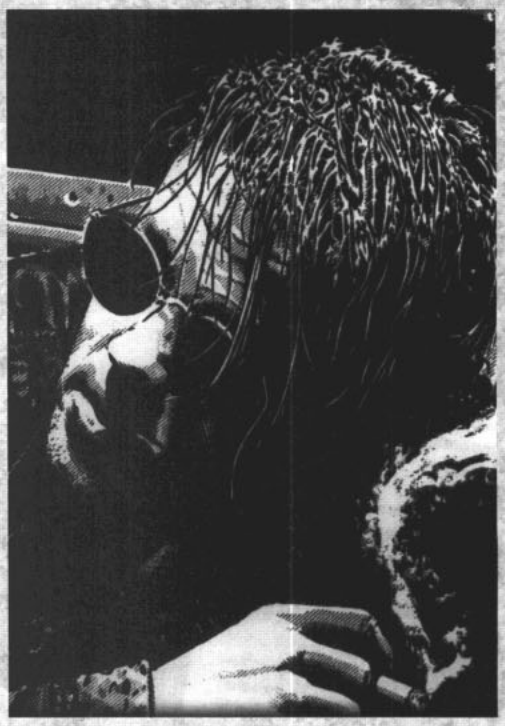
cult brothers' slow, scholarly approach and segregated themselves as the →Imperial Order of Master Edenic Groundskeepers to work in a more radical fashion. The appearance of thin-blooded →Kindred at the end of the 20th century did not shock the R. as much as expected. Presently, the cult's conservative faction is tied down by indecision and torn between hope and fear. It considers completely exterminating the thin-blooded, for without them, there can be no →Time of Thin Blood, and without that, the →Antediluvians might miss their cue and remain in →torpor for a little while. In any case, the cultists want to prevent the enemy from learning about their plans too soon.



The radical faction, on the other hand, is too aroused by the many possibilities to take the time to worry and has recently sent several research teams to the most probable remaining locations of Antediluvian havens.

• **Ruthven, Lambach:** Seventh Generation →elder of the →Clan of Shapers; *ca. 1100. →Childe of →Tabak. →Sire of →Dracula and suspected model for Polidori's "The Vampyre." Member of the →Sabbat.

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• **Sabbat: 1.** A midnight assembly of witches and sorcerers held in medieval and Renaissance times at certain intervals (such as on Walpurgis Night, Halloween) to renew one's allegiance with hell. The devil himself was said to sometimes take part in a S., either in his true form or disguised as a goat or other animal. During a S., orgies and rites are celebrated (such as the Black Mass). — **2.** A malicious →sect of →Kindred devoted to the reverence of →Caine, our →Dark Father himself. The sect's members often refer to the faction as the →Sword of Caine. The history of the sect before the accord known as the →Convention of Thorns in the modern nights is uncertain. Taking into account the different theories regarding the sect's origin, only one single fact is beyond all doubt: the S. rose to prominence after the →Anarch Revolt, during which the →Lasombra and →Tzimisce freed themselves from the →Antediluvians' will by committing →Amaranth on their founders.

Over the intervening centuries, the sect turned away from our Dark Father and became violent and bestial as it began to indulge in mindless brutality. Tonight, the S. is dominant in large parts of the North American East Coast, though recent developments indicate the sect is having some difficulty maintaining the domains they wrest from the →Camarilla.

Although the S. resembles the Camarilla in some regards, the latter sect is considered the S.'s archenemy. According to members of the S., the Camarilla stands for everything that is wrong about governments, religions and modern culture in general. According to the S., →Cainites are superior to mortals, who are fit only for food or pastime. S. Cainites do not strive to achieve higher ranks within mortal society (or the society of those who pass themselves as mortals). The S. is a considerable threat to each and very city it comes into contact with — it grows like a cancer in unsuspecting communities until the city falls down around their ears. Never before in its history has the S. succeeded in becoming as big a problem for the Camarilla as it is now. Many cities, formerly undisputed centers of Camarilla power, are now contested bitterly or have already fallen to the S.

From the outside, the S. appears as a sect whose members know nothing else than committing →diablerie and spreading dissent in Kindred society. Despite all justified criticism, this one-dimensional view of the S. is wrong. The culture of the S. revolves around the principles of loyalty and freedom. The members ceaselessly try to convert the Kindred of the Camarilla to their savage and brutal way of unlife. At times, it seems as if the sect has already infiltrated the →Brujah as well as the →Toreador. Theoretically the S. wages war on the Antediluvians, whom they consider to be a real and overwhelming threat to all Kindred, though the sect is often decried as an unwitting minion in their plans. To belong to the S. means to be a soldier in a holy war on ancient, cannibalistic monsters who passed on the →Curse of Caine during the first nights and are the ultimate evil in a biblical sense. For the S., it is us or them in that eternal struggle, whereas "us" excludes literally everyone who is not a sect member. The Kindred of the S. are fanatics to the core who would walk through the fires of hell for the good of their sect without hesitation. They fall upon their enemies in flocks and tear them to pieces like a wolf pack does with its prey. Internal rivalries, treachery, schisms, power games and old feuds slowly bring about the sect's downfall. Fortunately for civilized undead society, for every three steps forward the S. takes it is forced two steps back due to its internal turmoil. →Packs, which form the core of the S., are loose coteries of Kindred united by an at least nominally common goal. The clans within the S. are not regarded as distinct groups, and there are no such things as clan meetings or gatherings.

In some cases, upon their →Embrace, S. Kindred are buried in mass graves or otherwise subject to some sort of brutish "mass Embrace." If they manage to unearth themselves

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without any help, the new →recruits are ready to join their fellow sect members as true monsters, without the weak affectations of the →kine they once were. The S. corrupts many of the traditions and practices of those institutions it abhors. For example, members use the titles of the Catholic Church for their own honoraries and mock the holy sacraments by turning their own rites into travesties thereof. Most important among these rites is the →Vaulderie, during which the sect members drink of each other's blood. This frees them from any →blood bonds to a Kindred master and also prevents them from being forced into one at a later time, though their new sanguine ties to each other (known as Vinculi) can be as strong as the classical →blood oath. S. Kindred participate in numerous other rituals. Their number appears to be countless. Many S. Kindred reputedly know a ritual that allows them to be up and moving even in bright daylight for short periods of time. Other rituals include the →fire dance and other forms of interacting with open flame.

Despite a lack of formal organization, the S. offers a large number of offices to its members. Apart from the aforementioned offices derived from the church, a more warlike branch of the upper echelon exists. This includes the →templars and →paladins, who serve as bodyguards and assassins for the →regent, the →prisci and the →cardinals. The S. is often referred to as the →Black Hand, but the Hand in itself apparently consists only of a rather small group within the sect. Reputedly, the S. Kindred communicate in a secret language virtually unknown among members of the Camarilla.

• **Sabbat Clans:** Originally, only two true S. existed: the →Lasombra and the →Tzimisce. Members of other →clans have been assimilated by the →Sabbat ever since. Usually, those representatives of other clans go by the epithet →*antitribu*, except for the →Panders and the →Serpents of Light.

• **Sabbat Inquisition:** The S. is aptly named after its counterpart in the mortal world. Just as brutal and ruthless as its Catholic predecessor, the S. serves to fight the dramatic increase of infernalism within the sect. As powerful Sabbat officials, the Inquisitors can even remove →bishops and →priests from their positions. Although the S. seemingly has only a few members, their far-spanning jurisdiction and political might make them formidable indeed.

• **Saieed, Dr. Fatima:** →Lasombra. This doctor of psychology has been engaged in the study of the peculiarities and mutations of →Obtenebration for several decades. She is a highly regarded expert on the matter.

• **Salubri:** If you ask a →Warlock what happened to the S., the answer will surely be that this clan of soul drinkers has been extinguished. Both assumptions are wrong — they were not soul drinkers, nor are they extinct. →Saulot's →progeny have been hunted since →Tremere's →Amaranth of their founder, but not all of them have been found. The Unicorns — as they were called before Tremere propaganda turned them into Cyclops — were a rather peaceful clan, far from any demonic activities they were accused of later. The clan was divided into two broad branches: healers and warriors, the latter created due to the need for physical prowess during lengthy conflicts with infernal enemies. Nevertheless, there were always more healers than warriors. Their powers allowed them to heal physical as well as psychological injuries. Also, most of the S. were determined to stay as humane as possible — the majority even tried to walk in their founder's footsteps to reach →Golconda. Others who suspected that they would never reach that goal followed the so-called Via Dolorosa. The ethics of these moral values forced them to bring as little harm as possible onto the world. The last consequence of these ideas was to let oneself be diablerized by one's own →childe. This also allowed them to transfer their knowledge and experience to their childer without inflicting their evils on Earth by taking one more mortal into the night. How the Tremere managed to destroy the clan so utterly that most Kindred have even forgotten it ever existed remains a mystery to me. But the times are changing. Not only are there persistent rumors about a tiny group of S. that seems to have survived centuries of persecution, but recently a large number of →*antitribu* appeared within the →Sabbat. They are determined to wage war on the →Warlocks to have their revenge. I wonder if we are dealing with a case of belated justice here.

• **Salubri *antitribu*:** After having been believed extinct for centuries, Clan →Salubri caused great turmoil in →Kindred society in 1998, especially among the ranks of the →Tremere. Seemingly from out of nowhere,

You should not have wasted so much ink on this abomination, Master Aristotle. "Rabid dogs that have to be put down" would have been more than sufficient.

Lucita... you should have been more careful here, shouldn't you? You have been Lasombra without being a member of the Sabbat for a long time...

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a Kindred of this clan by the name of →Adonai turned up as a high-ranking member of the →Sabbat. He →sired a brood of →childer and declared war on the →Camarilla for the pain the sect had inflicted on his clan and its support of the →Warlocks.

• **Samadji:** Literally translated from the →Rroma language this word means "heirloom." A powerful form of →Draba passed on from →sire to →childe within Clan →Ravnos.

• **Samedi:** The so-called "Zombies" are definitely one of the most enigmatic →bloodlines. Their outward appearance resembles a corpse in a late stage of decomposition, and rumors claim they even decompose further after their →Embrace. They are expert Necromancers; it is far more terrifying, however, that they can curse others with the bodily decay they suffer from, especially other →Cainites. Due to their powers and their appearance it can be assumed that they are an offshoot either of the →Giovanni, the →Nosferatu or maybe even both. No clan has claimed responsibility for this bloodline so far, though. Like many others, it stays neutral in the ongoing war between the →Camarilla and →Sabbat. Its members have made a reputation for themselves in serving other →Kindred as bodyguards and mercenaries. It is generally assumed that the Cainite who calls himself Baron Samedi is the oldest member of the line, though he rarely talks about his origins. He supposedly visited →Venice only a short while ago to talk to Augustus →Giovanni in person. Even though he had not been announced, he entered and left the Mausoleum unharmed. Apparently, he came to deliver a message to the →Capuchin. Regardless of how long the Giovanni may uphold their bold claims of having destroyed each and every →Cappadocian, when I take a close look at some recent occurrences, I simply cannot believe them. The S. may possess different powers, but their outer appearance was nothing unusual for members of the →Clan of Death during the late Middle Ages (see →Troglodytia).

• **Samiel:** →Salubri. The →childe of the →Antediluvian →Saulot was the first and mightiest warrior of his clan. According to the apocrypha of our kind, he was a young man of strong will who felt uncomfortable with his role as healer. Eventually, →Caine himself suggested that the childe should learn the art of war to keep him focused. Reputedly, the founders of the →Gangrel and →Brujah clans took care of him and became his mentors. He turned into a young warrior of hardened body and mind, ready to defend the weak and innocent and fight evil in the world. He adopted the name S., an alias under which he would become a legend. His scriptures on the experiences he had made became the code of honor for all warriors of Clan Salubri.

• **San Francisco Redwood Revel:** Regular →gathering of Clan →Gangrel.

• **San Gerande, Arturo:** →Ventrue. As an almost unique exception among South American →Kindred, this →Camarilla →prince claims the →domain of Belize. His domain is rather small, but it is one of the few places on the continent to which this sect can lay claim. Facing the Sabbat threat from Mexico to the north and Guatemala to the south and west, the prince is well prepared for conflict. He has contacted several European →elders with pleas for financial and military support. Three →Samedi bodyguards protect this proud and fearless Kindred.

• **Sangris, the Serpent:** Seventh Generation →Serpent of Light. Former member of the →Sabbat →Inquisition who resides in

If it is really a Tzimisce creation, you would not have had to mention and emphasize this Discipline's hideousness, Lucita... Their name carries such connotation, you know.

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With all due respect, Master Bindusara, this is an intolerable example of an extremely biased historical account! What comes next? Maybe you try to convince us that the demon Saulot died on the cross on Calvary...

→Montreal. The rumors and stories about him are countless, and only a very small number of them can be verified. Most often it is said that he consorts with demons and spreads fatal diseases of the blood.

• **Sanguinis:** The despicable, abhorrent →Discipline bestowed upon the →Blood Brothers by their creators, the →Tzimisce. S. is related to →Vicissitude and allows the user to combine and exchange body parts with others — a truly hideous practice.

• **Sargatanas:** One of the supposed names of the →Ravnos →Antediluvian.

• **Sargon Fragment:** A mythical, legendary text sought after like no other document on Earth. Even the compilation of an edition of the →*Book of Nod* pales in comparison with the task of finding and keeping this mysterious fragment. It reputedly contains Cappadocius's own writings describing his way to →apotheosis. Moreover, it illustrates numerous thaumaturgical and necromantic rituals, proof of its author's mastery in regard to these arcane arts. Nobody knows if the S. is fact or fiction. At the very least, Clan →Giovanni invests extensive amounts of time and resources to locate it. Even the →founders employed a group of explorers in the 15th century who are still desperately trying to get their hands on the fragment.

• **Sarrasine:** →Follower of Set. This Sixth Generation Serpent can look back upon a long and turbulent unlife. →Embraced in Byzantium during the reign of Justinian, he employed the Serpents' weapons with elegant grace that knew no equal. In the course of only a few, short centuries he had surpassed his →sire and had stolen the last secret from him. He survived the city's fall and went underground for some time, before reappearing in Great Britain to pursue another agenda. He went there presumably to undermine the local →Ventrue power structure but decided to leave England for Australia shortly thereafter. Posing as a member of the →Clan of the Rose, he first became trusted advisor of the Ventrue →Abram and later →Prince of Sydney. In the 1950s he declared Sydney a free city. As of yet, the →Camarilla has not shown any reaction to that move. Probably he is still regarded as a →Toreador. Meanwhile, Sydney is turning into a safe haven for →Cainite criminals of all sorts who can start a new unlife there. The only →Tradition upheld strictly is the →Masquerade. The city depends on that policy since the prince does not care about the Third Tradition, so that an unknown number of Kindred prowl the streets.

• **Saulot:** Clan →Salubri's →Antediluvian →founder supposedly spent a lot of time with →Caine himself and was an intimate confidant of →Malkav, whose madness was unbearable when he was not in S.'s presence. According to rumor either the most gentle Antediluvian or a ravaging eater of souls, S. took Gabriel's prophecy about a way to redemption to heart and followed that hope for millennia until he became the first →Cainite ever to achieve →Golconda. In pursuit of this spiritual goal he traveled all over the world, and even the →Kuei-jin knew him by the name of Zao-Lat. The words to his →childer in the →*Book of Nod* speak of forgiveness and the long, dangerous path one has to follow to earn it. They also suggest that he knew of his eventual destruction. →Tremere himself chose peaceful S. to steal the Antediluvian's soul in order to gain acceptance for him and his followers as a proper clan. The question why Tremere chose the most peaceful and probably wisest of the →Ancients can only be answered by pointing to the relative ease of the task: S. had no guards and did not put up any resistance. In the end, the Antediluvian was right. Even though S. was destroyed, his childer survived. Maybe they are stronger in our nights than they have ever been before. More important, his legacy endured: the hope so many of us carry in our undead hearts that redemption, forgiveness, a higher state of being in which the →Beast Within is ultimately subdued, truly exists.

• **SchreckNet:** A worldwide information network maintained by the →Nosferatu that can be accessed via the Internet. Through the S., members of the →Clan of the Hidden constantly exchange encrypted messages. By sharing information and opinions, Nosferatu who are online can tap into a vast treasure chamber of experiences and knowledge. Furthermore, the S. allows a safe way of internal communication with an efficiency that can be found nowhere else, except maybe among →Giovanni or →Tremere.

• **Schreckt, Karl:** Fifth Generation →Tremere; *1195, #1235. →Justicar of his

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→clan until 1998. S. is a very powerful →Kindred, and the rumors and tall tales about his person and achievements have become too numerous to count over the years. In S.'s eyes, the foundation of the →Camarilla was the most crucial point of time in Kindred history. The sect's rules and →Traditions are worthy of being protected with one's own unlife. S. remembers all too well the time of the →Inquisition, and his most urgent goal is to ensure that mortals keep believing the lies that they are being fed about the existence of the Kindred. During his term as a justicar, he chose only the best and most courageous Kindred as his →archons. Reportedly, he has been a witch-hunter in his mortal days. He is supposed to have consumed the blood of a →Lupine in his undead youth, which could explain his untiring endurance and almost bestial force of will. The most severe rumors claim that he once met →Caine face to face. Most observers were surprised when Anastasz →di Zagreb was declared Tremere Justicar in 1998. S. surely must have been bestowed with a special rank, because even the power of a justicar seemed no longer enough to continue his crusade against all enemies of the Camarilla.

• **Scott, Edward:** Seventh Generation →Brujah; *1399, #1432. Member of the Milwaukee →primogen. S., who goes by the moniker of "Black Prince," defends the →anarchs' rights with almost religious fervor. This often leads to conflicts with the other primogen of the city, but his stalwart behavior and his sense of honor guaranteed him a seat on the council of →elders in the modern nights.

• **Scourge:** As the Final Nights grow more and more violent and the cities are full of unknown →Kindred, some →princes have reestablished this old office. The S. patrols a →domain's borders, looks for newcomers who have not been introduced and often destroys them. Handling the thin-blooded also typically falls under their purview.

• **Scout:** A well-trained and prepared →Sabbat member who infiltrates the →Camarilla and acts as spy for his →sect.

• **Scrolls of Enlightenment:** The 13 scrolls the legendary founders of the →Cult of Enlightenment used to write down all their wisdom many centuries ago.

• **Second City:** After the Deluge, →Caine hid from his grandchilder, for he could not bear their sight anymore. The city of →Enoch had drowned in the floods, but soon a new city was built in her place, which we call the S. tonight. Nevertheless, this city was not to last long, soon to be torn apart by inner strife between the 13 clan founders.

• **Sect:** General term used for a faction of →Kindred. →Camarilla, →Sabbat.

• **Seer Cults:** A form of →Gehenna cult that has developed in recent nights. Essentially a catchall term for a small but steadily growing number of groups worldwide. Even though some of them are actually organized and kept together by prophets, most of the time →elders pull their strings, whereas the seer holds a position similar to that of a →vizier. Some cults even boast several prophets. Their followers and patrons place their trust in the seers' visions about the end of the world.

• **Selina, Dark:** Sixth Generation →Brujah; important dates of life and unlife unknown. S. represents all of those →Kindred who are convinced that the →Masquerade should be upheld no longer so that Kindred can claim their rightful place as rulers of mortals again — a notion dangerously close to the tenets of the →Sabbat. This similarity could explain the rumors that suggest it was S. who convinced →Tyler to attack →Hardestadt, an assassina-

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tion attempt that set the →Anarch Revolt in motion.

S. was supposedly slain by her own →childe →Pendragon in the 18th century, though some conjectures claim she only fell in →torpor and still rests somewhere in Switzerland.

• **Selivanov, Oleg:** Ninth Generation member of the →Clan of Shapers. A prominent member of the Russian Mafia in →New York, suspected to have fled when the →Camarilla claimed the city as domain. Born in Russia, S. suborned influence among the world of organized crime from the →Setites and the →Giovanni from right under their noses. Together with his allies he has managed to influence a whole neighborhood of New York City, Brighton Beach, which is now called Little Odessa.

• **Seneschal:** This is one of the offices of a →domain many →princes would like to forget, although it can occasionally be of importance. A S. is supposed to be chamberlain, second in command and advisor to the prince of a given domain. He can be called upon anytime to act as representative of the prince if the latter has to leave his domain on business matters, abdicates or is slain.

• **Seraph:** Title of the four leaders of the →Black Hand.

• **Serpentis:** S. is →Set's legacy, a gift to his →childer. The →Followers of Set are the only →Cainites who possess this enigmatic →Discipline, which allows the practitioner to emulate certain aspects of serpents.

• **Serpents of the Light:** It is not exactly obvious to me what differentiates this →clan from the →Followers of Set, except for the fact that the S. have joined the →Sabbat. They are united, however, when it comes to their mutual hatred for one another. The *antitribu* often support their →sect by routing out Set's progeny and neutralizing them.

• **Servitors of Irad:** →Gehenna cult founded in 1456. The S. resemble the →Way of the Ancient Lawgivers. They believe in slavery under the yoke of the →Antediluvians. When Gehenna comes, the S. want to be able to prove they have done all within their might to help their elders return to power. Over the years, the S. have assembled a corps of →Kindred with "extrasensory powers" whose job is to listen for any hints of marching orders of the Ancients. For lack of clear orders, the respective S. have to decide for themselves how to deal with the →thin-blooded in the Final Nights. See →Irad.

• **Set:** This great warrior during the reign of →Ra would later become the god of darkness in Old Egypt. He is generally accepted as the progenitor of the →clan called →Setites or Followers of Set.

• **Seth:** Third son of →Adam and →Eve. Progenitor of humanity. First →ghoul of →Caine. Vanished without a trace after →Enoch's destruction.

• **Setites:** →Followers of Set.

• **Seven Circles of Mystery:** A term for the different levels of magical training a →Tremere receives before he is allowed to advance to a higher rank within the clan's internal hierarchy.

• **Shadow Crusade:** A reference to a conflict that pits one faction of the →Tzimisce against another. As sources on this matter have been hard to come by, the S. is largely unverifiable but seems to revolve around the use of →Vicissitude. The wagers of the S. maintain that Vicissitude is a disease or some other entity and eschew it.

• **Shadowlands:** The realm of the dead, separated from the lands of the living by the →Shroud.

• **Shahid:** Arabic "martyr." The →Assamites use this term to refer to one of their →clan siblings who has been lured into a death trap by means of a contract.

• **Shaitan: 1.** Arabic for an evil person, devil or demon. — **2.** The most famous and infamous →Baali the world has ever seen. He appeared from out of nowhere and claimed to be the founder of this demonic →bloodline. According to some lines of thought, he was none other than →Nergal. He tried to open a portal in the labyrinth of Knossos on Crete that would have allowed the demonic host he served to invade Earth. An attack by an alliance of several clans eventually stopped him. It has never been certain, however, if he was destroyed in the labyrinth or if he managed to escape. Nonetheless, numerous Baali have tried to walk in his footsteps by taking his name in order to unite the bloodline under their banner. Fortunately, none of these attempts succeeded.

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Rumors occasionally spread, according to which Nergal survived and is still at large somewhere in the New World. I can imagine very few places on Earth where his corrupting, consuming influence could not have yet been felt. One of these places is →Mexico City, the seat of the →Sabbat's →regent.

• **Shakar:** The "hunt." Members of the now defunct →Manus Nigrum referred to every hunt on powerful enemies of their conspiracy as a S. Most often, →kamuts were formed to stalk and destroy these adversaries.

• **Shakari:** Archaic term within the →Sabbat for the eldest of the →Assamite *antitribu*.

• **Sheriff:** Most S.s are chosen by the →prince and acknowledged by the →primogen. The job offer may be different from →domain to domain, but it is the S.'s main task to act as enforcer of the prince. He brings transgressors to justice, keeps the streets safe and stands by his prince's side as "talking muscle." A S. can choose deputies who are occasionally acknowledged by the prince.

• **Shiqq:** Mortal servant and vizier of the →Tal'mahe'Ra before the secret sect's demise.

• **Shroud:** The barrier of disbelief and despair that separates the lands of the living from the netherworld and death from life.

• **Sidhe:** Ancient word for the fey. →Faeries.

• **Si'Djeha:** →Cainite of unknown clan. For centuries she has belonged to the dominant caste of →Kindred in the Middle East. Even when she joined the →Tal'mahe'Ra and became a →Seraph, her reputation did not suffer in the least. The same goes for her reputation after the sect disbanded. She is responsible for considerable bloodshed in her native region. Apparently, she tries to use violence to preserve the current balance of power there.

• **Sidonia, Don Medina:** Undeservedly, S. belongs to Clan →Lasombra. As admiral of the Spanish Armada he was responsible for more failures than the nation could afford. The oldest members of my clan, however, regarded it as a capital jest to starve him for a while after his →Embrace by Dona Beatriz and then bring him to the chambers of Philip II. S. tried to drink the king's blood for several hours but was hindered by Dona Beatriz.

Although the elders' goal of punishing the don for his incompetence with regard to statesmanship was reached, they did not destroy S. afterward. In the modern nights, he even belongs to the strategic leaders of the Lasombra, which probably accounts for the clan's limited successes in recent centuries.

• **Siege:** →Sabbat strategy to overtake a city or domain of the →Camarilla. Usually, smaller neighboring towns are infiltrated quietly, avoiding any attention. The target area is cut off by occupying strategically important points and supply routes (for weapons, money and communications). Then, the S. proper begins, and the target is taken over from the perimeter inward. Often, there is organized resistance so that the target area needs to be conquered street by street. A S. needs vast resources in →Kindred and weapons.

• **Siegfried:** Sixth (originally Seventh) Generation →Ventrue; *356, #378. →Prince of →Vancouver, a →domain he claims undisputedly. →Childe of the former Roman consul Regulus, who was impressed by the barbarian's intelligence and successes. Regulus paid Siegfried a visit and offered him the "gift" of undeath. Eventually, S. received the →Embrace after having contributed to a victory against Roman troops and the beginning of the Germanic invasion of the Roman Em-

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pire. Committed →Amaranth on his own →sire. In his mortal days, S. was an important chieftain of the Visigoths. He encourages a strict policy of nonaggression within →Kindred society in his domain and fervently believes in upholding the ceasefire with the local →Garou.

• **Silsila:** A term the →Assamites use for →elders or other highly respected persons who act as priests for the →Path of Blood outside →Alamut.

• **Sire:** A →Kindred's creator, used for men and women alike.

• **Sire's Index Finger:** Extremely rare magical artifact. An old bone that does not necessarily have to be a former body part of its user's →sire. Any bone thus enchanted is called a S. regardless of its origins. Whoever holds the S. is able to withstand the pangs of →frenzy with relative ease.

• **Sir Cum Laude:** One of the →Six Knights.

• **Sir Praxis:** One of the →Six Knights.

• **Sir Pro Bono:** One of the →Six Knights.

• **Sir Probus:** One of the →Six Knights.

• **Sir Sine Die:** One of the →Six Knights.

• **Sir Sine Qua Non:** One of the →Six Knights.

• **Siren:** A term used for →Kindred who seduce mortals without killing them and drink only the smallest amount of →vitae after they have put the →kine to sleep.

• **Six Knights:** Six →Malkavians; *variable, #1810. →Childer of Nathan →Skarvan. The S. are five men and one woman, →Sir Cum Laude, →Sir Praxis, →Sir Sine Qua Non, →Sir Pro Bono, →Sir Sine Die and →Sir Probus, who were patients at an asylum for the insane long before their →Embrace. They found a fragile inner stability when together. They withdrew into a world of make-believe full of knights, dragons and sorcerers, a form of mass psychosis that went deeper and was far more complex than their former individual problems but which allowed them only limited interaction with the real world. One evening, a black knight arrived at their monastery and cast a spell upon them — this is how they see their Embrace. From then on, they rose each night from their earthen beds and watched the black knight take a ride to prepare the "dragon feast" — the kidnapping and exsanguination of a mortal. At first, the six enjoyed their new way of "life." Then came that fateful night when Sir Skarvan failed to return from his nightly hunt for the terrible beast. Their search for him, which did not reach any farther than the neighboring town, was in vain. Just as the six were retreating to the shadows of their castle, the black knight rode into the dining hall and thrust a man and a child off his horse. Obviously, he wanted to make the boy his squire, a decision none of the six agreed with, since this nobleman was of a higher station than the knight. Moreover, Sir Skarvan already called six squires his own, five more than any other knight throughout the land. The black knight lifted the king — for surely this was what the nobleman must have been — high over his head and carried him to the well with the six watching the scene. They began to focus on the destruction of the black knight, who did not feel a thing, and began to drink the king's blood despite the attacks of his squires. Finally, the king stumbled and fell down the well. The black knight stepped back and pressed his hands against his head as if suddenly struck with a severe headache. Eventually, the six managed to break Sir Skavan's will a few scant hours later. He even "volunteered" to let the king (→King, Quentin III) kill him. Ever since (1810), the six loyally serve King, whom they call the "New Arthur." In recent times, though, he repeatedly bade them to follow the orders of King Biltmore's (William →Biltmore) puppets. Being forced to obey the Redcoats' leader slowly erodes their loyalty toward their king.

• **Skarvan, Nathan:** Eighth Generation →Malkavian. Destroyed in 1810. →Sire of the →Six Knights and of Quentin →King. A murderer who killed and devoured a four-year-old girl. Committed suicide by letting King diablerize him. King was a police detective prior to his →Embrace who tracked S. to his →haven.

• **Slave:** A term used within the →Sabbat for an →anarch who belongs to the →sect.

• **Slum:** This term refers to the act of feeding from the homeless and the poor. →Kindred who do so habitually are called "slummers."

• **Smiling Jack:** 10th Generation →Brujah; *1611, #1654. →Anarch leader from Los Angeles. S. is reputed to have been a buccaneer

Unity and justice and freedom... sounds like the German national anthem. Let's talk about the incompatibility of pretension and reality, my friends....

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in his days as a mortal. His reputation among North America's anarchs grew rapidly. His popularity almost rivals that of Jeremy →MacNeil. According to sources from the →Anarch Free State, these influential →Kindred often disagree, especially since S.'s aggressive attitude could easily provoke the wrath of the continent's most powerful →princes.

• **Snake Clan:** Old term for the →Followers of Set from the →*Book of Nod*. Alludes to their →clan →Discipline of →Serpentis.

• **Snorri:** A famous Finnish storyteller of Clan →Gangrel.

• **Society of Leopold:** Catholic secret society originating from the →Inquisition and continuing its work after the 19th century.

• **Sons and Daughters (of Caine):** A term the →Sabbat use for →"Kindred."

• **Sorokin, Alexis:** →Ravnos. Also known as Danya as well as so many other names that their number alone could fill the pages of a book the size you are holding in your hands. Although she has not been around as long as →Red Ludwig, her reputation among those →Kindred in the know about her activities is almost as excellent as his. Essentially, she has already wrapped an →elder from each and every clan around her finger to rob the unsuspecting victim of his most precious possessions — there is only one exception. To date, she has never stolen from Clan →Tremere. The →Clan of the Rose placed her on the list of the →Kindred most wanted, but nevertheless the →Toreador will have words with anyone who dares to stalk S., since their utmost concern is not with the thief — it is the stolen treasures they are after.

• **Spider-Killer:** →Ravnos. This figure first appeared on the scene in Tucson in 1894 and has cut a trail of destruction through the American Southwest ever since. His most dangerous weapon surely is his mastery of illusions, and many →Cainites met their →Final Death while trying to stop him. His purpose is known only to him, and he does not seem to follow any agenda or plan. The only certain thing that can be said about his actions is that his main targets are either →Setites or →Sabbat Cainites. Apart from mere speculations, nothing is known about him — although he probably was destroyed during the Week of Nightmares.

• **Status Perfectus:** The "constitution" of the →Anarch Free State wherein freedom and fraternity for all and among all →Kindred are called for. Except for the →Masquerade, most →Traditions of the →Camarilla are generally renounced.

I believe the sword to be in Vienna, maybe even in Tremere's crypt. At least, it is always said that his hands clutch the hilt of a sword as he lies in torpor in his sarcophagus.

He sired that monster Vykos? Thrice damned be his name!

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• **Stone, Prudence:** →Nosferatu. A remarkable member of the →Clan of the Hidden from New England who was waiting for her execution on claims of witchcraft prior to her →Embrace. Supposedly she was gifted with the Second Sight. She dreamed about the future and could see through the powers of →Obfuscate even in the days when she was still walking under the sun. This remarkable talent was not destroyed by the Embrace, and so she soon became one of the most prestigious members of her clan in America. She resides somewhere in Boston and has often been a great help in averting →Sabbat attacks. Her opinion is held in high regard in New England, especially by other Nosferatu. It is rumored that she saved her city from the clutches of the Sabbat during the recent invasion — at least, she always knew where the enemy would strike next.

• **Strathcona, Kyle:** S. is an Eighth Generation →Ventrue →*antitribu* and →Sabbat →Cardinal of Canada. Since he is rather conservative with regard to →sect politics, the developments of the 20th century must be a thorn in S.'s side. As a member of the sect since its first nights, he is a fervent defender of fraternity and freedom within it. These ideals made him shun the →Camarilla in the first place. Times are changing too fast for his taste. Whoever interprets his prudence as weakness,

however, is sure to learn from the tip of his blade that he is anything but weak. As a devout member of his sect, he will never stray from the path he considers to be the highest ideal of righteousness.

• **Streck, Maris:** Eighth Generation →Malkavian; 1740, #1762. →Childe of Lutz von Hohenzollern. Malkavian →Justicar since 1998. As a child of an impoverished merchant family, she grew up in squalor and misery. Living on petty theft, she one night tried to steal from the manor of the Malkavian Lutz von Hohenzollern, who noticed the young burglar. He sent her visions and increased her innate paranoia to unexpected heights. Then he →Embraced her, and →Malkav's blood taught her an important lesson: crimes cry out for vengeance, and the strong have to act as judge, jury and executioner for those too weak to avenge themselves.

S. learned everything Lutz could teach her about the Embrace, her newfound powers and the madness in her blood. In the end, she recognized him as the monster that he was. She informed the families of his last victims of his resting place and left it to them to pass judgment on him. On the following night, after Lutz had been dragged from his manor into broad daylight, she fled to Munich. She served the local →prince as investigator for a while, continued her journey and hired herself out to princes who

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could afford her consultancy. The wave of madness that crashed down upon the Malkavians of the →Camarilla in 1997 seems to have avoided her. Her influence in the European Union, her reputation as a brilliant investigator and her steadfast ambition combined with the intercession of François →Villon and Lady Anne →Bowesley contributed to her eventual nomination as justicar. S. drinks only from criminals or lunatics, never from persons she considers to be innocent.

• **Sunlight:** S. poses an even greater threat to the →Kindred than does fire. No →Cainite is wholly immune to the searing, destructive fire of the sun. Of course, the damage inflicted varies with the intensity of the light. Even dim light falling between closed curtains, twilight or rays of sunlight penetrating the cloud cover can cause most severe burns. Direct sunlight means a painful →Final Death in a few seconds full of agony.

• **Suspire, the:** The dream dance in the last stage of the search for →Golconda.

• **Sword of Caine:** A name the →Sabbat has given itself.

• **Sword of Dracula:** This relic's history — a weapon presumably once wielded by the great Vlad →Tepes himself — is shrouded in mystery. It is a broadsword of expert quality with a gleaming blade and an ornamented hilt. It was forged by Vlad →Dracul, →Dracula's father. He was assisted by the →Ravnos Durga →Syn and her knowledge of the demon →Kupala. The S. possesses several magic abilities: Most important, it can absorb the →vitae of those it wounded to release the blood later when a ruby on its pommel is touched. Moreover, it commits a magical form of →Amaranth of sorts on those slain with it. Dracul passed the S. on to his son, who never used it in battle but put it on display as a piece of art in his castle. Later, Dracula discovered the rituals necessary to summon the demon and pointed out the means to tear apart the web of ancient magic that bound him to Transylvanian soil. Attempting to release Kupala, Dracula reclaimed his sword, which had been stolen years earlier. As far as anyone knows, it is still in his possession. Legend knows of a sister sword forged at approximately the same time with Durga Syn's help as well (→Ainkurn).

• **Sword of Nuln:** This artifact is a plain and innocent-looking short sword with a straight blade. It is made of bronze, easy to wield and inflicts injuries that take more than the normal amount of →vitae to heal.

Originally, the S. was the weapon of the demon →Drakonskyr, who forged it in 2834 B.C. and slew →Urlon of Uruk with it, among others. The →Ventrue →Lantla, whose body was temporarily possessed by Drakonskyr (→Tiamat), threw the sword into the River Tigris. In 806 A.D. the S. resurfaced unexplainably on a shelf in the Bayt al-Hima, the "House of Wisdom." A →Brujah called the Thief of Baghdad stole it in 1098, and it remained lost for more than 400 years. In 1441 the →Tremere found it and stowed it away in a safe place.

• **Sword of Troile:** This is the sword of legend →Troile supposedly used to strike down →Brujah before committing →Amaranth on him. It is a rather plain sword, except that its blade is crafted of crystal and stone splinters, not of metal. It is so large that a man from our time could only use it two-handed. →Kindred archaeologists suppose its location to be somewhere in an inaccessible chasm on the slopes of Mount Athos in Greece. It is said pieces of Brujah's essence were mystically bonded into its blade and can be tapped into by its wielder... Likely a two-edged gift, if this bit of lore is true.

• **Sybil:** Fourth Generation →Lasombra. In all likelihood, her →Embrace predates the birth of Christ and she was taken into the night by Lasombra himself. She →sired Marcus →Vitel, the former →"Ventrue" →Prince of Washington, D.C.

• **Symeon:** →Tzimisce. Brother and →progeny of →Gesu and →sire of →Vykos. Without much ado from his sire he became the knife that eventually cut the bond between →Antonius and the →Dracon: →Michael himself promised S. to the Gaul, but it was Gesu who →Embraced his mortal brother. S. was known as his brother's keeper in →Constantinople. He loved Gesu dearly, though their relationship was put to the test time and again over the centuries. Finally, S. fled the city together with his →childe and thus survived its fall. He retreated to

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→Transylvania, where he became a victim of the →anarchs. Probably, it was his own childe who committed →Amaranth on him.

• **Syn, Durga:** →Synovea. Fifth Generation →Ravnos; *857 in Novgorod, #932 ibid. Rumored to have been destroyed in Bangladesh in 1999. →Childe of →Rodina. →Autarkis. For centuries the Russian peasants, the czars and the Cossacks feared the Gypsies' curses and the creatures of blackest night that roamed the silent forests after dark. But most of all, they feared the witch called →Baba Yaga. S. opposed her during her mortal days as a pagan priestess, and as an undead she did so with renewed fervor. Even though S. never felt allegiance to any →sect, she supported the →Founders. In 1999, the Ravnos →elder saw a belated triumph: just before her own end during the Week of Nightmares, she witnessed the destruction of the →Iron Hag.

• **Synovea:** An alias of Durga →Syn.

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• **Tajdid:** Literally "resurrection." Name of the →Assamite endeavor to rid the clan of the →Tremere curse.

• **Talaq:** Member of the →Clan of the Hunt; *first century A.D. (estimated). T. is the Prince of Jordan and well known among the →Kindred. Lately, rumors have surfaced about his disappearance.

• **Tal'mahe'Ra:** Only rumors are known about this →sect of →Kindred, but it seems to be also known as the →Eastern Hand, →Manus Nigrum, →Black Hand or →True Hand. The T. has supposedly explored death, the →Shadowlands and its inhabitants, the →wraiths, for many centuries. In cooperation with mages and even stranger beings, they have built a huge city in the realm of the dead that is supposedly the legendary →Enoch. The T. purports to have created the →Nagaraja →bloodline.

With the fall of Enoch, the T. lies in ruins, and though it had claimed to be responsible for many events in the history of the Kindred, these claims have come into doubt, as its disappearance seems to have caused no disturbance at all in the society of the Damned.

• **Talbot's Chainsaw:** Magical artifact of the →Sabbat. Supposedly, it lends its bearer protection from bullets, knives and fire and allows the user to summon hordes of zombielike creatures.

• **Taqiyya:** **1.** The art of camouflage employed by the →Assamites. — **2.** A term describing the tradition of secrecy among the Assamites.

• **Tariq:** →Nosferatu; this →Methuselah of the →Clan of the Hidden belongs to the most devout followers of Islam among the →Kindred. He and his →progeny are the so-called Hajj — the spiritual guardians of Islam among Kindred. Together with his brood, he protects the holy places of Mecca and Medina, a responsibility he has held for eight centuries. This fact has made him one of the most influential undead adherents of Islam, and many would follow a call for assistance, were he to utter it.

• **Taylor, Helena:** Ninth Generation →Clan of Usurpers; *1917, #1938. →Regent and member of the →primogen of Washington, D.C. →Childe of Jack Welston. →Sire of Cohn Roses (1974) and Pieter van Dorn (1975). One of the most respected →Kindred of Washington. Kept the →chantry safe against heavy attack from the →Sabbat.

• **Taylor, Leslie:** Seventh Generation →Toreador; *1888, #1927; →Prince of Melbourne. T. ascended rapidly within the criminal underground of Melbourne at the beginning of the 20th century. His tendency to mingle with the city's beautiful people caught the attention of →Red Meg, who was looking for an appropriate tool in the battle against a rival →Kindred. Red Meg underestimated T., though — after she had →Embraced him during a fire fight that would have cost T.'s life, he diablerized her and

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It may well be that Vlad Tepes is the most famous Kindred of all times, but he certainly is not responsible for everything. Quite the opposite is true: the Inconnu have been in existence much longer, but there are indeed rumors that Dracula has joined them.

adapted his lust for power to the world of the undead. His machinations reached their pinnacle in 1983, when he murdered the former Prince of Melbourne and lay claim to the →domain himself. T. is a tough and if necessary even brutal prince, but the Kindred in his city have just enough freedom to not consider him a tyrant.

• **Temple of Lilith:** The most important holy site of the →Dark Mother, situated in the →Black Citadel in →Enoch.

• **Temporis:** Mythical →Discipline of the →True Brujah, supposedly allowing them to control time itself.

• **Tepes, Vlad:** Fifth Generation →Tzmisce. →Childe of Lambach →Ruthven. Born in the 15th century as Vladimir of Hundeoara, single child of a knight and a female abbot. T. grew up surrounded by the wealth of the Wallachian nobility. T. gained his infamous nickname "the Impaler" during the war against the Turks because he employed extreme cruelty to demoralize his opponents.

After receiving the →Embrace he hindered the →Camarilla as well as the →Sabbat and founded the →Inconnu.

• **Teutonic Knights:** Also called Teutonic Order. The youngest religious military order founded in Palestine during the →Crusades (after the →Templars and the Knights of St. John) grew out of a community of German merchants that maintained a hospital close to Acre in 1190; turned into a military order in 1198. First, Acre was the seat of the *Hochmeister*, who was elected for life; after 1291 it was →Venice, after 1309 the Marienburg, and since 1457 it is Königsberg.

When the T. were called to evangelize Christianity to the Prussians by Conrad of Masovia in 1225, who promised them the *Kulmerland* in return, Emperor Frederick II granted territorial rulership rights for this region to the *Hochmeister*. The conquest of Prussia started under Hermann Balk, beginning at the Weichsel. From 1400 to 1455, the order's territory reached from Estonia to the New Marches. This was the largest area the order ever held. In 1410, the order was defeated by Poland and Lithuania for the first time, close to Tannenberg. The dissatisfied German nobility and the discontented German cities were backed up by Poland and fought the

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T. from 1454 to 1466. In the Second Peace of Thorn, the T. gave the Kulmerland, the Ermland and Pommerellem back to Poland and had to recognize Polish reign over the rest of their holdings. Albrecht of Brandenburg-Ansbach secularized the order's Prussian territories in 1525 and took them as hereditary fief from Poland. In 1561, Poland gave Kurland as a fief to Gotthard Kettler.

Those T. who had remained Catholics got another job in the wars against the Turks in the 17th century. In 1809, Napoleon disbanded the T. In Austria, Franz I took the T. under his wing; until 1918, an Austrian duke was always *Hochmeister* ("*Hoch- und Deutschmeister*"). The Teutonic Lords' Order (as a lay order) was refounded in 1960 (seat: Frankfurt/Main).

• **Thaumaturgy:** Semi-Discipline developed by the →Tremere, who fused mortal magic with the powers of undead →vitae. Similar to →Necromancy, T. is divided into a number of paths with differing grades of mastery as well as a number of rituals that have to be learned independently from the paths. Rituals have to be prepared in advance and often require special ingredients and incantations, while the power of most paths can be invoked on the spot without any delay. To actually describe all rituals known to the Tremere would require more space than we can devote here. Due to the high flexibility inherent to the paths, I will talk about only a few of the more well-known here. The Path of Blood is one of the most common among the Tremere. Most Tremere →Kindred learn it soon after their →Embrace. It allows the user to glean information from and even command blood. The Lure of the Flames allows its users to create flames. Movement of the Mind grants a limited form of telekinesis. The Path of Summoning can create materials and objects out of nothing. Elemental Mastery allows the user to actually have limited control of inanimate objects. The Green Path is devoted to the manipulation of plant matter, while Neptune's Might consists of lore about bodies of moving water. The Path of Weather Control is rumored to be one of the first paths to be developed, while the Path of Technomancy is said to be the latest creation — it grants the user power over technology. The Path of Thaumaturgical Countermagic allows its user to cancel any of the aforementioned effects if he has the necessary mastery. There are said to be many other paths, and even a few blasphemous paths of →Dark Thaumaturgy, an evil and corrupted version of T. supposedly taught by beings native to hell.

T. is one of the most dangerous and complex Disciplines. Therefore, many risks are involved when trying to learn this highest of all arts. Only he who is of the strongest spirit and of the most acute mind may actually succeed in this endeavor, as it demands much of its students.

Lately, more and more rumors have surfaced about other forms of T. that some clans and bloodlines are said to be practicing. Especially the →Assamites, →Setites and →Tzimisce are mentioned in this regard, but the truth of this matter is unknown as of now.

• **Thetmes:** →Assamite of unknown generation; *ca. 30 B.C. →Caliph of →Alamut. T. began his life as a warrior in service of the young King Ptolemy, who was at that time fighting against his sister and her Roman vassals. After Ptolemy had been defeated, the barbarian Antonius amused himself while watching the followers of Ptolemy die in the arena. T. impressed Antonius, though, and was taken back to Rome as a gladiator. After having witnessed T.'s fighting prowess, a local cloth-merchant in service of the Assamites bought his freedom and brought him to Alamut. His career from thereon was a cometlike rise to power and influence.

• **Theusa, Alexia:** Fifth Generation member of the extinct →Clan of Cappadocians; *366 B.C., #308 B.C. T.'s story is one of tragic love and hope. In her mortal youth, she fell in love with a slave in Athens and wanted to commit suicide together with her lover, Andreas, because it was impossible for them to realize their love. Her father prevented this: only Andreas died, and she was then plagued by visions of him. She

Watch out for this man; he deals with devils...

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I fear this is wishful thinking, Master Bindusara. If you are so afraid of Tiamat, I would advise against going to Great Britain.

traveled to the Far East and Egypt, where she willingly learned what dark arts others were eager to teach her. When returning home, she visited →Byzantium, where she was →Embraced by the founder of the city himself, →Byzar. This only caused her to fall even more in love with Andreas. She forced all other →Kindred of the city into →torpor and from then on served the emperors of →Constantinople as an advisor and healer. As all of them have been Embraced, staked and left in her "trophy room," it should be obvious that T. was quite mad at that time.

Her fate finally caught up with her, when the →Giovanni eventually decided to eradicate the Cappadocians.

• **Thin-blooded:** →Kindred who are further from Caine than the 13th Generation. As →Gehenna looms closer, more of them show up.

• **Third Mortal:** →Caine, who was cast out and became the first →Kindred.

• **Thomas, Astrid:** Fifth Generation →Tremere; *1761, #1791. T. was brought into the clan as a →ghoul by Nathan →Mendelssohn at the end of the 18th century. He took her to →Vienna, where →Etrius at once took a liking to the smart, young woman so hungry for knowledge. On her 30th birthday, he finally →Embraced her. During the Napoleonic occupation of Vienna, the Tremere had to use all their power to maintain influence in "their" city and not lose it to the →Clan of the Rose. By acting through mortal agents, T. was instrumental in severely reducing the power of the →Toreador in Europe and especially in Vienna. During the 19th century, T. tried to establish better relations with the Toreador by initiating and financing several building projects in Vienna together with Maria →y Aragon — these buildings are landmarks of the Viennese cityscape even in modern nights, though the alliance has long since deteriorated. In 1866 T. traveled to →Berlin to enter talks with Gustav →Breidenstein. The →prince interpreted T.'s offer of help as a means of covered occupation, though, and therefore instigated a war between Austria and Prussia. He then imprisoned T. in →Frankfurt to use her as a hostage against Vienna. Only in 1879 was T. freed in the depths of the Spessart Forest and able to return to Vienna, after Etrius succeeded at outmaneuvering Breidenstein financially and therewith gaining influence in Frankfurt. To preserve Vienna from the devastation of →anarchs and →Brujah riots in 1939, Etrius negotiated a truce with Breidenstein. This agreement, which T. could not understand, alienated her from her →sire, though those differences seem to have faded away in the modern nights.

• **Thomas, Vannevar:** →Ventrue. This aristocrat from Virginia was →Embraced during the War of Independence and sent to the West by his superiors in the →Camarilla as early as 1849. He soon became →prince of a young, growing city: San Francisco. In spite of numerous enemies, he managed to hold his ground due to his extensive knowledge about his adversaries' weaknesses. But being Prince of San Francisco was never an easy task during the 20th century. First came the earthquake, then →anarchs from the south tried to invade the →domain time and again, not to mention the threat of the eastern undead who arrive on the West Coast in increasing numbers. T. went missing at the close of the 20th century and is presumed dead, succeeded by a weak prince who, if he even maintains the illusion of princedom at all, is certainly a puppet of the Kuei-jin.

• **Thrace, Oliver:** Sixth Generation →Tremere; *1456, #1496. Former →regent of the →chantry of →Hong Kong. After being appointed to this exceedingly dangerous position, T. has gathered significant fame as a dedicated opponent of the →Sabbat, the →Setites, the →Assamites and all other known enemies of Clan Tremere. He is said to be an expert on the behavior and culture of the →Cathayans, whom he has often encountered, but he seems to also have acquaintances among the →Giovanni and even darker parties.

• **Tiamat:** →Ventrue; among the →Kindred of her time well known as a great huntress, an undead of unbelievable strength, and as

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evil and possessed by an unholy hunger for power. She was the incarnation of a murderess who could kill with a stare or a word and often did so. What motivated her in diablerizing her →sire and therewith violating the Fourth →Tradition is not known, and why she slaughtered hundreds of thousands of mortals is the basis of many a rumor. Two of those are widely spread enough to warrant mentioning them here: some say she has fallen victim to the →Beast and acts out all its urges, while others claim that she has allied with a demon, which would explain her strength and power. Whatever the reason may be, I sincerely hope that we will never again have to ponder this question, as she has not been seen for a long time. Although no reports of her destruction exist, it must have come to her inevitably, as such a horrible monster could never thrive under the →Masquerade.

• **Time of Thin Blood:** End times that are predicted in the →*Book of Nod*. The T. could probably be synonymous with or an indicator for →Gehenna. A new era that dawned recently when the blood of →Caine ran so thin in the veins of the youngest of his →progeny that they are considerably weaker than previous generations of →Kindred. The →Curse of Caine has reached an age high enough to finally weaken the blood's intensity. The →elders' blood — passed on from →sire to →childe for generations — is no longer as potent as it once was. Too many childer are →Embraced in the Final Nights, and for these illegitimate Kindred of 14th or 15th Generation (the so-called →thin-blooded), a time of reckoning is at hand. Their fate may truly be a harbinger of the world's end, if the *Book of Nod* is to be believed. In my opinion, the T. is just another sign for the impending Gehenna. Probably it has already begun with the →Week of Nightmares among the →Ravnos. See →Gehenna Cults.

• **Tinbergen, Corrie:** Seventh Generation →Brujah; *1836, #1860. →Prince of Luxembourg. T. was little more than a →fledgling when she claimed her →domain. For a European prince, T. is therefore astonishingly young. Her fresh and open manner is a reflection of the way →Kindred in her domain behave, further evidence for the fact that Luxembourg is not merely a domain, but rather a state of mind. This is probably the only explanation why a domain can contain that many different Kindred and still remain peaceful.

• **Tinia:** →Ventrue. As she arrived with the Etruscans, she supposedly is one of the first members of the →Clan of Kingship ever to set foot on the soil that is called Italy tonight. This female →Methuselah assisted in founding →Rome but disappeared in the centuries prior to →Camilla's ascension to power. Reports about her destruction in Asia Minor have surfaced, but nothing is known for certain about her fate.

• **Tongue of Jarthis the Slaver:** This mystic artifact was crafted from the tongue of a →Giovanni slaver. Jarthis, who was destroyed in the mid-19th century, was infamous for his glib tongue, a character trait that seems to have annoyed the →Nosferatu, for it is said that they retained the services of →Assamites to eliminate him. If a person takes this leathery strip of meat into his mouth, he can tell lies without being discovered. If he holds it to his ear, the tongue functions almost like a lie detector — its owner can discern if a given statement is a lie.

• **Toreador: 1.** The →Clan of the Rose is without equal in regard to its interest in the cultural development of mortals. Despised by many as decadent and degenerate hedonists or dream-lost artists, the members still have an important role to play in history. Because of their influence in the world of mortals, they would have the potential to be one of the most powerful clans, but internal rivalries that have lasted decades, centuries or even millennia still taint the political and social interaction of even the lowliest →neonate with other members of his clan. Many among the clan were artists, musicians, actors and poets while they still drew breath, but many more have spent many frustrating centuries striving to gain (or regain in some cases) that spark of divine creativity that allows one to produce a piece of inspired art. — **2.** The founder of the Clan of the Rose supposedly went by this pseudonym, though she is as frequently

Although times are changing, some things always stay the same: might makes right, and it is of no importance whether this right is called Tradition, Constitution or Magna Carta – it is just a question of nomenclature.

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ascribed the name Arikel. According to legends, she was a great sculptress, although some sources seem to indicate that she was the best dancer of her time. →Zillah is rumored to have been her →sire, and T. would therefore be a sister to →Nosferatu. Although there are many rivalries between the Nosferatu and the Toreador, some rumors persist that T. felt some kind of pity (or even love) for her disfigured brother.

• **Torpor:** T. is the deathlike slumber so widespread among the →Kindred (especially among the ancient of our kind). It can be entered voluntarily but also sets in automatically if our bodies are devoid of →vitae. T. can end after only a brief period, but it can also last for millennia. After that period of rest, the →Cainite is sure to awaken very, very hungry.

• **Traditions:** All →Kindred residing in a →domain claimed by a →prince have to accept some part of the responsibilities to ensure stability and security. This stability can be guaranteed only if the Kindred of the city act in accordance with a set of ancient customs. Those customs hide behind the small and easily underestimated term "the six T." Although some claim that these rules were just meant as guidelines, it is the princes' duty to enforce them with strict devotion. In some domains the Kindred of the →Camarilla even have to take an oath that they will uphold these most important customs, which supposedly were passed on by →Caine himself. Wherever a Kindred may go, he can always be certain that the T. will be upheld in all cities of the Camarilla. They might be interpreted differently and the enforcement varies widely, but the basis exists everywhere. The six T. have been held as sacrosanct since the wars that destroyed the Second Generation. Although they were only seldom found in any written form, they have survived the centuries as an oral tradition — even the →Cainites who despise them are well aware of them. The exact words may differ, but the meaning behind them is always clear.

THE FIRST TRADITION: THE MASQUERADE

Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy claims of Blood.

THE SECOND TRADITION: THE DOMAIN

Thy domain is thy concern. All others owe thee respect while in it. None may challenge thy word in thy domain.

THE THIRD TRADITION: THE PROGENY

Thou shalt sire another only with permission of thine elder. If thou createst another without thine elder's leave, both thou and thy progeny shalt be slain.

THE FOURTH TRADITION: THE ACCORDING

Those thou create are thine own childer. Until thy progeny shall be released, thou shalt command them in all things. Their sins are thine to endure.

THE FIFTH TRADITION: HOSPITALITY

Honor one another's domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

THE SIXTH TRADITION: DESTRUCTION

Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine elder. Only the eldest among thee shall call the blood hunt.

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THE TRADITION OF THE MASQUERADE

This has become the foundation of modern Kindred society and the basis for the Masquerade that hides vampires from mortal eyes. To reveal vampires to the mortal world would be disastrous to both. While most people do not believe in vampires, there are enough who do so that revealing vampiric existence would place all Kindred at risk. In older nights, during the Dark Ages and more superstitious times, this tradition was less strictly enforced, and vampires rode through the night with few cares for the mortal eyes who saw them. The Inquisition and Burning Times changed this drastically, however, as those vampires who could be seen were slain and tortured into revealing their secrets. While the youth may prattle about the Inquisition as ancient history, it is still very fresh in the minds of the elders who survived it. This is one of the greatest points of contention between the Camarilla and the Sabbat — the Sabbat sees no need to hide itself from the feeble kine, while the Camarilla takes the opposite stance.

A breach of the Masquerade is the most serious crime a vampire can commit, and one of the easiest for a prince to fabricate if she wishes to punish an enemy. Depending on how strictly the prince upholds the Masquerade, anything from using vampiric powers in public to having mortal friends may constitute a breach.

To stave off their immortal boredom, many vampires skirt the Masquerade as closely as they can, taking thrill from the forbidden rush that places their unlives in jeopardy. The world has acknowledged many artists, poets, writers, musicians, models, club habitués, actors and fashion designers who, unbeknownst to the populace, were vampires. Of course, many of these vampires saw their unlives come to abrupt ends, as other Kindred decided that their continued existence was a threats to the Children of Caine as a whole.

The Masquerade is a dangerous balance; ironically enough, the elders who support it most strongly are sometimes the ones who threaten it (albeit indirectly and without their recognition). An apocryphal story tells of a pair of vampire-hunters — a new recruit and her patron — on vigil in a nightclub. The patron said to his charge, "There is a vampire in this establishment. Find him," whereupon the charge immediately selected the thin, pale gentleman in 18th-century velvet and brocade. Sure enough, that was the vampire — a Ventrue envoy from a neighboring city.

THE TRADITION OF DOMAIN

Once, vampires staked claims to specific areas to use as hunting grounds, bases of power, or because they wished to take care of them. This tradition was then used to enforce the idea of "domain," and a vampire could be justified in killing another because her domain was violated. Over the years, as societies changed, this became unacceptable. For the past 200 or so years, a city or region ruled by a prince became the domain of the prince upon his taking the throne, or at least in theory. The truth is, a number of vampires maintain domains, many times from the sheer weight of custom ("The sewers have *always* been the domain of the Nosferatu," or "A Ventrue has ruled this bank since its founding"). Of course, in modern nights, with some cities hosting vampire populations of 30, 50, even 100 or more, concessions must be made. As such, many vampires hunt where they will, in the communal hunting grounds of the city's bars, theaters and nightclubs, which are known collectively as "the Rack" in Kindred slang.

Younger vampires, and a number of older ones, often still attempt to hold bits of territory, protecting and using them as private feeding grounds. Some anarchs claim that these mini-fiefdoms are granted by the prince as reward, proof that only the

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lapdogs get the treats. This is incorrect — the Kindred who hold their bits of turf are violating the Second Tradition, and the prince need not stand for it. He often lets violations go, however, in the name of expediency; there are more important concerns than chasing after every petty would-be anarch who stakes out turf. He may entrust certain trusted allies with guardianship of particular areas and grant them a few privileges for the burden of the job, but in the end, he holds domain over the city. This allows him to keep order, for he may, by the Second Tradition, punish interlopers with impunity.

For solitary vampires or small groups staking out their territory, domain holds immense value to them, even if the territory is an urban wasteland. Few princes actually grant territory, but they occasionally allow "squatters," provided the vampires there support them and uphold the law there. The downside to this is the turf battles that can arise between gangs of anarchs or coteries. These can spill over into the mortal world and threaten the Masquerade. Some princes have gone so far as to encourage such conflict, regardless of the danger, in order to set the troublemakers at each other's throat and distract them from the business of the city.

If nothing else, each Kindred may claim her haven as domain, making her responsible for the activity in and around the area. Some vampires take an active interest in their environment to ensure a secure haven, while others merely want a room where they can get away from the sun and to hell with the rest.

The question of what exactly constitutes domain is debated nightly. Does domain mean the physical territory and its concerns (such as hunting and haven), or does a domain also grant a vampire access to and influence over the mortal spheres within? Most princes argue that domain is strictly an issue of physical "turf," but wisely realize that influence over mortal affairs comes with the territory, no matter how they might attempt to curb it otherwise. A vampire who keeps up domain at the docks cannot help but become involved in the nightly mortal business of shipping and unions, if for no other reason than to keep her haven secure (after all, a labor strike could be very inconvenient, particularly if her bolthole is on the other side of the picket line). Very few vampires stake a domain encompassing mortals they cannot affect in some way, which can be a help or a headache to their princes. A prince does, however, become inclined to step in when a particular vampire's power within and stemming from her domain threatens to eclipse his own.

As the nights progress and omens of Gehenna permeate Kindred society, more and more vampires fortify individual domains, holing themselves away in spite of princely prohibition. Only in this manner, these paranoid creatures reason, do they have a chance of surviving the Jyhad.

THE TRADITION OF PROGENY

Most princes insist that they are the "elder" of this tradition's wording and, as such, require that any vampire wishing to create a childe obtain their permission before the creation. Most vampires obey more out of fear than respect; after all, the unlife of a childe is at risk. If a childe has already been created without permission, the prince may claim the childe to be of his brood, declare sire and childe outcast and throw them out of the city, or have both slain outright. At the prince's discretion, childer who are created and abandoned without being taught of their existence may be "adopted" by other vampires, who accept full responsibility no differently than if they had created the childer themselves. The Camarilla recognizes the prince's right to restrict creation, out of concern for overpopulation. Indeed, such is the Camarilla's concern for the increasingly strained vampiric population that, at a recent conclave, its leaders resurrected the institution of the scourge. Scourges patrol princely

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domains, finding Kindred created without permission and either expelling or destroying them.

In the Old World, this tradition has several corollaries. The would-be sire's sire must be consulted, as must the prince who holds domain over the sire's haven (if there is one). European Kindred are noted for their complete lack of tolerance for those who transgress against this tradition. Failure to gain the permission of any of these undead can result in the outright slaying of the childe, and possibly the sire as well. Disregard and lack of respect may be appropriate for American rabble, but they certainly do not belong in the Old World.

THE TRADITION OF ACCOUNTING

If a vampire creates a childe, she is responsible for that childe, no differently than a mortal parent is for her child. If the childe cannot handle the burdens of vampirism, the sire must take care of the matter one way or another. If the childe threatens the Masquerade, either through ignorance or malice, the sire must prevent it. The sire must ensure that the childe is taught the Traditions and the ensuing responsibilities, and see to it that the childe will not constitute a threat to herself or the Masquerade upon her release. The sire is also responsible for protecting the childe. A prince is under no obligation to recognize a childe, and other vampires may kill or feed from a childe with impunity.

Before siring, a wise vampire considers the maturity of the childe-to-be. Will she be able to endure the changes to her body and soul? Will she understand what is being asked of her when the Traditions are recited? No sire wishes to be responsible for a childe forever (although a long childehood is not unknown), but releasing a childe before she is ready courts destruction.

Releasing a childe typically involves the sire introducing the childe to the prince who holds domain where the sire and childe live. The childe may be asked to recite the Traditions or provide other proof that she has been taught and understands them. If the prince, for whatever reasons, does not accept a childe, then the childe must find a new city. On occasion, a sire must also introduce the childe to his own sire, but this is not always required.

After release, the childe (now a neonate) is permitted to live in the city with full rights as accorded by the prince's law and the Traditions. The release is considered a major rite of passage, much like a coming of age for mortals, for the neonate is responsible for his own actions. He will be watched carefully in the coming months; his actions determine whether he will be considered an "adult" and treated as one.

THE TRADITION OF HOSPITALITY

Some call this the Tradition of "politeness": knock before entering. This was done even before princes ruled cities, and continues to be done even if there is only one other Kindred in a domain. Simply put, a vampire traveling to a new city should present herself to the prince or other elder in charge in that city. This process can be frightfully formal, with a prince demanding some form of surety regarding the newcomer's status, politics and lineage, or as casual as meeting at Elysium and introducing oneself politely. Some princes require guests to announce their arrivals immediately, while others accept presentations weekly or within the lunar month. Certain very liberal princes even permit visitors to come and go unannounced as they please, requiring that a guest present herself only if she wishes to take up permanent residence in a city.

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Those who choose not to present themselves take dangerous chances. If a city is currently facing Jyhad, a newcomer risks being mistaken for an enemy. A prince may invoke the Second Tradition to punish an unintroduced vampire with impunity. By the Fifth Tradition, a prince's right to question all who enter her domain is unchallenged, even if her power to expel may be thwarted occasionally. A prince also has the right to refuse entry to any who enter, particularly in the case of newcomers whose poor reputations precede them or who bring cumbersome baggage in the form of blood hunts, enemies or other potential threats to the city and Masquerade.

Such individual denials have become quite common in the modern nights, as princes grow paranoid and xenophobic in light of looming Gehenna. Some princes, when presented with a group of Kindred visitors, permit entry to certain members of the coterie while denying it to others, reasoning that if the group is on some sort of sinister errand, its potential to harm will be lessened by dividing its numbers. Certain notorious Kindred may also find themselves unwelcome in some cities, while their companions are welcomed without reservation.

Not every vampire chooses to present herself. Vampires such as Inconnu, Methuselahs and even some elders refuse on the grounds that they do not acknowledge the prince's right and power over them, even if they are in her domain. Vampires of independent clans (such as the Ravnos or Giovanni) may prefer not to have a prince's eye scrutinizing them. Autarkis and anarchs simply sneer at the prince; they aren't part of the party, so why should they bother knocking? And vampires who were made, then abandoned — an increasingly common phenomenon — may be unaware of the necessity.

THE TRADITION OF DESTRUCTION

The Tradition of Destruction is perhaps the most easily abused and hotly contested aspect of Caine's code. Few other laws have caused so much controversy in the halls of power, and this tradition is forever under reinterpretation.

Most believe that the original meaning gave a sire right of destruction over his progeny (which is upheld by Kindred law). However, if "elder" is interpreted to mean "prince," the tradition covers its modern meaning, and one too many princes claim gladly: only the prince may call for the destruction of another Kindred in the city. The Camarilla has upheld this claim for the extra security it provides a prince's reign. It is a right many princes cling to, and they enforce it with brutal strength if need be.

Murder of another Kindred by one who is not granted the Right of Destruction is not tolerated. If the vampire is caught in the act, it usually means the destruction of the murderer herself. Investigation of such murder is usually swift and thorough, although the status of the victim does have some impact on this. Generally, the higher the rank of the victim, the swifter and more thorough the investigation. While the murder of two neonates may cause consternation in a community, it might take the death of an elder before the wheels turn in a more timely fashion. Some ancillae have taken this to mean that anarchs may be slaughtered with impunity. This is dangerous to assume; if nothing else, the prince may order the murderer slain for attempting to usurp her Tradition-given right.

Turmoil in the streets is considered by many to be one of the best covers for kinslaying, but the punishment for getting caught is still severe. The only time when a vampire ranked lower than an elder might receive sanctioning to kill another is during a blood hunt.

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One of the classic rituals of the Camarilla is the education of the →childe by her →sire, and during this phase all Camarilla →fledglings hear about the T. and often learn them by heart. Only then will they be recognized by the prince as free →neonates. Some princes arrange for great festivities during which childer are formally accepted into Kindred society, while others do not even care to witness this act and trust the sire's judgment. Some of the most avid defenders of the Camarilla and the T. insist that young undead only become full Kindred after hearing the T. from their sire. As you might have noticed, the T. are a very serious and important matter, especially as a sire is always held responsible for the actions of his childe, as long as his childe is not fully aware of the T. and has not taken an oath to uphold this code. Some Kindred believe that Caine himself designed the T. after creating his childer. These undead often claim that these rules are the wishes of their progenitor, and therefore all modern Kindred should act in accordance with them. Others claim the →Antediluvians created the T. to keep their childer under control, while some say that their basis is merely common sense that has survived the centuries. The Tradition of the →Masquerade, for example, has existed since the founding of the →First City, but it has changed as a reaction to the →Inquisition.

A number of young Kindred in the New World consider the T. to be nothing more than a set of tools the elders employ to keep Kindred society under their sway, not to mention that the T. are very much outdated. The times for a Masquerade are long past and gone. →Gehenna, the Antediluvians and Caine are all fairy tales, containing as much truth as the Great Flood or the Tower of Babel, spread only to keep the young ones in line. According to these young Cainites, the time has come to drop the T. and to start dealing with the present. Many of the young Cainites within the →Sabbat accept this philosophy wholeheartedly, and they are the basis for the constant attacks on the old power structure — the older members of the →sect know better than to disregard all the ideas of the T.

Most of the elders consider the neonates and →ancillae to be temperamental children who want to know everything but lack the wisdom or experience of advanced age. Many of those who rebel against the T. are →anarchs and neonates, lacking power and a voice in Kindred society. Therefore, it is not surprising that they act in savage and brutal ways, seeing violence as the only means open to them to express their inconvenience. But not all elders are that understanding or forgiving. Many of them fear the night when the dreams of the young anarchs will come true and angry mobs of →kine start burning havens and Kindred alike. Natural selection will take care of some of the neonates, but once in a while a prince runs out of patience.

On this and the following pages you will find the most widely spread versions of the six T. Although these words are often used by elders during formal festivities, they might vary depending on the age, clan and generation of the Kindred in question. During the presentation of a childe, it can be required to recite the T. by heart, to prove that the sire has taught them to his childe.

• **Trajan:** →Nosferatu. Fifth Generation →Methuselah of the →Clan of the Hidden. Tried to establish his own realm beneath the ancient city of →Rome, but his dreams were shattered by the local →Ventrue. Much of the information that led to his downfall originated with the →Malkavian Antoine →Le Fanu, who still went by the name of Pollius Felix Maximus during his sojourn in Rome. This caused T. and Antoine Le Fanu to become bitter rivals. Only during the Middle Ages did this ancient Kindred arise again. He had realized that his plans had failed because he had lacked information on his enemies. Subsequently, he wove an intricate net of spies, informants and contacts, which he called "the Net." He followed the activities of the Malkavian to New England and seems to have gained powerful allies there as well. The old Net has been connected to →SchreckNet and is one of the most im-

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TIMELINE: TRANSYLVANIA

271: Emperor Aurelian withdraws his troops from Dacia.

896: Magyar tribes conquer the Carpathian Basin. The *gyula*'s tribe occupies the area that will later on become T. Soon afterward the territory becomes part of a system of treaties to defend against threats from the east. The Pechenegs are the most immediate threat.

997-1038: Istvan I rules as the King of Hungary. Transylvania is recognized as a part of Hungary. With the support of the Roman Catholic Church, he helps spread Western feudalism and imposes Christianity on the inhabitants of Hungary.

1141: Geza II encourages Saxons to colonize Transylvania. The term "Saxon" is a generic name for German settlers, including people from Flanders, Luxembourg and the Moselle region. Their first colonies are in the Sibiu basin, Olt and Hirtablu valley. Later on, they will colonize Bistria.

1150: Árpàd Ventrue create the Council of Ashes and formally recognize seven domains with seven princes at the head of them. The Kingdom of Hungary grants Saxon peasants hereditary titles in exchange for financial obligations. In many areas, the political leader of a village is given the title of count and receives a larger plot of land. The Szeklers, an ethnically mixed Turkic race, fight in the vanguard of the Hungarian armies entering Transylvania. Later, they become the nobility in the feudal system of eastern Hungary.

1197: Nova Árpád is captured. Ruxandra of the Clan of the Hidden takes her place.

1198: Nova Árpád is freed by an opportunistic coterie and reinstated in her office.

1211: →Teutonic Knights are brought by Andreas II to defend the southern borders of Hungary from the Cumans. They help expand the Christian feudal system and continue to spread into Transylvania.

1223: Mongols invade Russia and begin their forays into eastern Europe.

1225: Teutonic Knights are expelled from the Transylvanian region when they attempt to establish a state within a state.

1241: Mongols invade Transylvania using the Tihuta Pass as their primary route. Hungary regains control of these territories within a year, but by this time King Belo IV loses control over much of the land.

1247-91: Szeklers repopulate the area around Mediasch.

1284-85: Mongols try to invade Transylvania again.

1288: Transylvanian nobles form their own legislative body (or diet) in Cluj-Napoca. Note that before this time, most Transylvanian justice had been maintained by the "wise elders" of the villages. Many serfs and peasants continue to think their own laws are more valid than the rulings of the diet.

By this time the formation of guilds has a strong effect on the Transylvanian economy. Guilds allow merchants to set consistent prices, communicate trade secrets and raise quality standards. Money, another gradual development, be comes a more common substitute for barter.

After the formation of the diet of Transylvanian nobles, feudal lords demand increased crop yields from the local serfs. When these quotas are not met, many Szekler lords seize the debtors' lands and redistribute them. Some im poverished serfs either flee the country or become outlaws.

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1291: At a meeting in Alba Iulia, Andreas III allows Vlachs to attend. Hungarian nobles, Saxons and Szeklers are also present. Many peasants consider this promising.

1300: Landowning boyars begin to rent their land to peasants. With King Charles Robert's approval, Toma Szecheny, ruler for 20 years, extends his jurisdiction to include all of Transylvania. Voivode Szecheny convenes and presides over a Transylvanian assembly, ruling like a sovereign. This era established true dynasties of voivodates.

1301: Andrew II, the last king of the Àrpàd line, dies.

1330: Prince Bassarab defeats the Hungarians and establishes Wallachia. It becomes a land of refuge for the Vlachs.

1348-49: Plague sweeps through Transylvania and the Hungarian Kingdom.

1349: Bogdan establishes a new state along the Moldava River. Within a decade, it becomes the sovereign state of Moldavia. The princes of the nation are meant to be elected by a council of boyars and clergy. Fierce struggles for such positions eventually make the area vulnerable to invasion.

The eastern Lord Ventrue vainly try to set up a number of Saxon princes as part of a second council. Many are killed. Some are diablerized. All are abused. Noriz, the Corruptor of Legions' childer, use the political struggle in Moldavia as an opportunity to maneuver for position in their Reclamationist struggles.

1382: Voivode Ladislaus of Transylvania joins a coalition against Hungary.

1385: Tirgoviste becomes the capital of Wallachia.

1387: Turks conquer Serbs at the Battle of Kossovo. This is a major turning point in the Ottoman Empire's invasion of the Balkans.

1391: The Turks cross the Danube into Wallachia. Mircea the Old allies with the King of Hungary to repel the invasion.

1401-37: The Csaks Dynasty holds power in Transylvania.

1417: Mircea signs a peace treaty with the Turks allowing for Wallachian independence. Eastern orthodoxy is formally accepted as the state religion. The rulers must pay a tribute of money and goods each year to the Ottoman Sultan.

1418: Mircea the Old, grandfather of Vlad Tepes, dies after a 32-year rule. He is historically noted for having added the duchies of Amlas and Faragas, building up fortifications along the Carpathian foothills, and calling for the construction of the fortress of Guigiu on the Danube border to repel the Turks.

Two noble lines struggle for control of Wallachia. The Danesti line — that is, the descendents of Dan II — has the support of Sigismund I, Emperor of the Holy Roman Empire. The Draculesti line — that is, the descendents of Vlad II — is its fiercest rival. Vlad II has two legitimate sons, Radu and Vlad (who will later be known as Vlad the Impaler).

1420: Ottoman Turks successfully attack Transylvania.

1431: Vlad II is living in Nuremberg. The Hungarian king chooses him to take the throne of Wallachia. He is summarily "elected" by the Danesti boyars (with the covert help of the traditionalist Tzimisce) and invested as a Draconist in the Order of the Dragon.

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1437: Annal Nagy leads a major peasant revolt in the Balbona. These revolts lead to the formation of the Union of Three Nations. Magyars, Szeklers and Saxons then crush the rebellion with one swift stroke. The union declares that these three races are the only ones with recognizable privileges. After these rebel lions, overlords demand serfs to work one day a week for their feudal lord without compensation. At harvest time, the serfs are forced into six days of uncompensated labor a week. Romanians are barred from holding public ser vice, public office or living in Saxon or Magyar towns.

1440: During the power struggles in Hungary, rebellions break out in Transylvania.

1441: Janos Hunyadi assumes the title of Voivode of Transylvania. He then goes to defeat the Turks at Alba Iulia and Hermanstadt.

1442: A Turkish assault against Transylvania is repelled. Two armies — one conscripted from the lower classes and one led by Vlad Dracul — defeat the Turks soundly near Ialomita.

1444: An army of knights from various European countries is defeated at Varna. Vlad the Dragon blames Hunyadi, national hero of Hungary, for this failure.

1445: Wallachians led by Hunyadi win major victories. Janos Hunyadi overcomes the opposition of the Hungarian nobility and is chosen as "governor of Hun gary." He is considered the "true ruler of the Hungarian kingdom."

1447: The alliance between the three Romanian countries — Transylvania, Wallachia and Moldavia — grows stronger.

Bogdan II, Prince of Moldavia, considers Hunyadi a "father" and pledges fealty of all his armies. Furthermore, he states that Moldavia and Transylvania are one, consolidating the anti-Ottoman front.

1448: Vlad Dracula, a member of the Basarab dynasty, occupies Tirgoviste and occu pies the throne of Wallachia.

1455: While Moldavia becomes part of the Ottoman Empire, Transylvania remains part of Hungary.

1467: The Transylvanian voivodes lead a full-scale rebellion against King Matthias Corvinus (Hunyadi's son). Saxons and Szeklers unite with them. They work to reunite Hungary and Transylvania and advance Voivode Janos Szentzgyorgi to the throne as king.

1476: Vlad the Dragon considers Transylvania and Moldavia a common country. He dies the same year. By the end of the century, Bathory states that he is king and Vivode of Transylvania. The Prince of Moldavia, Steven the Great, leads Szeklers against the Turks at Vaslui and wins. Saxons consider him "sent by God to rule and protect Transylvania." A treaty between Steven the Great and Matthias Corvinus reestablishes trade with Hungary.

And she dares accusing me of being biased!

1514: An antifeudal uprising spreads like wildfire across the voivodate. The resulting oppression will hinder the Magyar's effort to raise peasant troops in 1526.

1526: Hungary defeated by the Ottoman Empire. Transylvania gains independence and maintains it for 40 years.

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1566: Transylvania falls under Turkish rule. The Ottoman Sultan decrees that all Transylvanian princes must be approved by him after appointment by the diet.

1568: The territory of Hungary is divided into three portions. Transylvania gains autonomy under Turkish suzerainty.

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Early 1800s: The Ottomans and Russia suppress insurrections in Wallachia, Moldavia and Transylvania.

1854-56: Crimean War. Czar Nicholas I insists on protecting Christian shrines in Jerusalem and the Ottoman Empire. Russia occupies the Balkans but is driven out by an alliance led by the Ottoman Empire. Wallachia and Moldavia become independent principalities.

1859: Wallachia and Moldavia unite under a single prince, forming a de facto state called Romania.

1878: Romania receives international recognition as a sovereign nation under the Treaty of Berlin.

1895: Vlad Tepes of Clan Tzimisce attempts to rejoin the Camarilla and purchase several estates in London.

1896: Blood hunt declared against Vlad Tepes, who flees back to Transylvania.

1897: Bram Stoker publishes *Dracula*, romanticizing Transylvania and vampires for Western readers.

1914: The Great War begins with Archduke Ferdinand's assassination in Sarajevo.

1918: The Great War ends. Romania's territory doubles with the addition of Transylvania, Bukovina and Bessarabia. Although this satisfies several nationalist movements, newly incorporated minorities become dissatisfied with the government in the decades that follow.

1918-30: The boundaries of Hungary are radically redefined. Romania amongst others gains further territory.

Elder Tzimisce retreat to secluded havens, leaving devastated eastern Europe to the Sabbat, made up of mostly younger Tzimisce and a few other *antitribu* clans.

1930: In the wake of a worldwide economic depression, a fascist movement similar to the ones in Germany and Italy surfaces.

1939: World War II begins with Germany's invasion of Poland.

1941: Romania allies with Nazi Germany. Half a million German soldiers occupy the country. Germany attempts to invade the Soviet Union and retake Bessarabia. The results are disastrous; over 350,000 Romanian soldiers die. Ventrue and Tremere allies use the German occupying forces in an attempt to oust the Tzimisce from their native soil. Strange incidents plague the would-be conquerors, as the land itself seems to fight the invading Kindred.

1944: Soviet troops overrun Romania. King Michael of Romania declares an alliance with the Soviet Union against Germany.

1945: The Soviet occupation force establishes a pro-Soviet provisional government in Hungary and is aided by local Communists in doing so. Transylvania is returned to Hungary, while Bessarabia remains in Soviet hands.

1945-49: The Sabbat Tzimisce reassert their dominance over eastern Europe, driving out the remnants of German and Austrian Camarilla Kindred from Romania and other areas. Some Tremere remain, though, by retreating into seclusion.

1947: King Michael of Romania forced to abdicate.

The destruction of one's sire is the gravest of offenses. Maybe the truth of this matter should better stay buried. And why is Troile referred to as "he"?

Do not let yourself be deceived: the True Brujah actually exist, as well as the occasional Salubri and a handful of Cappadocians. I had the honor of meeting a small group of them in Achaia once. They were completely different from what we have come to expect from the Learned Clan, since they lacked any signs of a violent temper. To the contrary, you could have almost called them emotionless and steadfastly logical.

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1948: During the national elections in March, the Russian Communists dominate. The country adopts a Soviet-style constitution and is proclaimed the Romanian People's Republic. Brujah *antitribu* seize several key archbishoprics in Romania.

1957: During the Third Sabbat Civil War, which spreads from the Americas to Europe, the Brujah *antitribu* in Romania clash in bloody battles with the local Tzimisce.

1960s: Gheorge Georghius-Dej and his eventual successor, Nicolae Ceaucescu, implement foreign politics independent of the Soviet Union. The Communist Party of Romania forces the growth of heavy industry, transforming Romania from an agrarian to an urban society.

1970s: Ceaucescu attempts to modernize the Romanian economy by investing huge loans from Western credit institutions. Many of his projects fail, forcing a rigorous "austerity program" to pay off the nation's debt. The standard of living plunges. A secret police terrorizes the populace. Ceaucescu's family squanders the nation's wealth on public monuments and urbanization schemes. The Council of National Salvation Front takes over, calling for a transition to a free-market economy. Romanian Kindred, regardless of clan or sect, unite to expel Russian Kindred from their midst. Those who do not leave are destroyed or go into hiding.

1991: The National Salvation Front becomes the Democratic National Salvation Front. Romania drafts a new constitution.

1994: Hungarians vote the Socialist Party back into power. Kindred refugees from Romania find havens in Hungary.

1996: Kindred from western Europe take advantage of reestablished relations with eastern Europe and resume travel to former Iron Curtain countries.

portant sources of information to the Clan of the Hidden.

• **Transylvania:** An agrarian and forestry-based state in northwestern Romania, bordered by the Carpathians in the east and south. 38,500 sqm. Population 3.5 million. Capital: Klausenburg.

• **Treaty of Durham:** A pact agreed upon in 1693 that cannot be found in any mortal history books but constitutes a turning point for the →Kindred of the British Isles. The →Toreador were down and out at that time, and in return for guarantees of nonaggression from the →Ventrue with regard to their last bastion, Edinburgh, they promised to never attempt to seize power in London and to never conspire with the →Tremere or support them in any way. The T. turned the London Toreador into hostages to ensure its validity, while a small group of Edinburgh Ventrue suffered the same fate.

• **Treaty of Enoch:** According to rumors attributed to the now defunct →Tal'mahe'Ra, the T. was a compact that decreed the reunification of the sect's Eastern and Western branches. Furthermore, it demanded for the first time the election of a →Del'Roh by its oldest and most powerful members. With this treaty the →Black Hand promised to support the Tal'mahe'Ra in reclaiming →Enoch from the →wraiths who occupied the city at the time. The Western members agreed provided that they would be acknowledged as fellow occupants and leaders of Enoch.

• **Treaty of Tyre:** Agreement between the →Assamites and the →Camarilla, signed in 1496. Its most important tenet was the Assassins' turning away from their custom of drinking other →Kindreds' →vitae. To be on the safe side, the Camarilla forced the whole →clan to take part in a

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→Tremere ritual that rendered other Kindreds' vitae poisonous for the Assamites (→Curse of the Tremere). Additionally it was laid down that the Assamites would be forbidden to venture beyond their home country's borders. →Alamut, the Assamites' famous mountain keep, was destroyed so that it could not shelter its inhabitants against Camarilla attacks anymore. The Camarilla clans on their part should refrain from using the Assamites as killers for hire. Considering how fast all tenets save the first one were broken, it is surprising that it took the Assamites so long to break the Tremere curse, too.

• **Tremere: 1.** →Clan whose members were once mortal →mages. The leader of this group is →Tremere himself, who understood just after the passing of the first millennium A.D. that it would be impossible to actualize his desires during his mortal years even though he possessed amazing magical prowess. He was willing to make the ultimate sacrifice: he would submit to the fangs of a Kindred, receive the curse of →Caine and lead the world into a new glorious golden age. Unluckily, the approached →Kindred were unwilling to assist the honored master in this endeavor. In his desperation, he asked his trusted companion →Goratrix in the year 1021 to capture a Kindred and discover the secret of his "immortality." In less than a year, Goratrix was able to capture a →fledgling →Tzimisce. In 1022, Tremere finally convinced that Kindred to →Embrace him. For unknown reasons the →Fiends took severe offense at this act and began a campaign of rumor-mongering and propaganda against the T. Due to their wise and calm demeanor, the T. were able to prove that all the tales spread about them were just lies without any basis in fact, of course. All sane Kindred refrained from warfare from thereon, but the Tzimisce seemed unwilling to understand the message of reason the T. proselytized. But when T. was informed about an unholy union between the Fiends and the soul-stealing →Salubri, he valiantly and single-handedly attacked →Saulot, the progenitor of this →bloodline. Saulot himself tried to defeat T. by conjuring up a multitude of devils and demons, but T. was able to defeat them all. He even took upon him the heavy burden of capturing the soul of the infernalist within himself, so that the world would be safe from the actions of this emissary of hell. Even tonight, the essence of Saulot ravages the body of Tremere, which causes T. to remain in →torpor for extended periods of time. Fortunately, T.'s brave act convinced the other clans of the evil the →Cyclops' bloodline harbored, but bereft of their founder, this great evil was soon cleansed from the world. In 1450, the T. assisted in establishing the glorious institution of the Camarilla, which was T.'s first step to the better and safer world he had always dreamed of. Since that fateful day, the T. have been one of the most important and reliable pillars of the →sect and have proven time and again that they are one of the most august clans of all.

Clan T. is widely known for its strict hierarchy, which is a pure meritocracy in which those most capable quickly advance in rank and knowledge. This structure is often referred to as the →pyramid. The members of the lowest (or rather, least experienced) rank are called →apprentices. They have to master →seven circles of mystery to advance to the position of →regent. Regents administrate the →chantries and teach the apprentices and help them in finding havens and other necessities near the chantry. Collectively, a chantry and all its members are called a →province. After advancing to the seventh circle, the most capable and wise regents are promoted to the status of →lord. Lords supervise several chantries and possibly some special research projects. A lord is responsible for all deeds of those beneath him. Most of them are therefore very capable and caring persons. Above the lords, an elusive cabal of the best Kindred in the whole clan guides the T. These are the →pontifices. They are all responsible for extensive geographical areas or certain aspects of government, industry, science, society or economy and of course for a great number of clan brothers and sisters, so they travel far and wide to learn of the troubles others face and help them in any way they possibly can. Their areas of responsibility

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are commonly referred to as orders. The Council of Seven consists of some of the oldest and most powerful Kindred still in existence — most of them have been ardent followers of T., and some even hail from the days when he still drew breath. All of them are responsible for the supervision of a whole continent, and all information gathered is passed on to T. himself. — **2.** →Founder of the clan of the same name. T. was a skilled master of sorcery even before his Embrace. He was so powerful that the house of mages that he guided had assumed his name in his honor. With the assistance of a fledgling Tzimisce, T. accepted the curse of undeath for the betterment of the human race. In 1200 he was forced to commit →diablerie on the demon Saulot, the progenitor of a bloodline of →infernalists, in order to eradicate the foul influence of the beast from the face of the Earth. Under his aegis, a house of formerly mortal sorcerers became one of the largest and most important clans of the Camarilla, which was instrumental in establishing said institution, an amazing achievement considering the troubles and dangers he had to face. Despite rumors about T. supposedly transforming or suffering from restless sleep, I can assure you that he is well and still guiding our clan with a wise and firm hand from his resting place in →Vienna.

• **Tremere Code:** Oath that all →Tremere neonates swear after their →Embrace. It guarantees the progeny's loyalty toward the →clan →elders.

• **Triabell, Annabelle:** Sixth Generation →Toreador. →Primogen of the →Clan of the Rose in Chicago. T. is a typical hedonist — to her, an unlife without luxury and decadence would not be worth leading. Much more worrying, though, is her tendency to expose herself to the public: she is known as Ellen Stanley-Greer, wife to John Greer, owner of the Sentinel Publishing House. Although she seems to wield absolute control over her husband, he has been her fiancé since the '60s, and subsequently the yellow press has started to wonder about her seeming timelessness. But she seems to be willing to risk the →Masquerade just to earn recognition and fame. I wonder how long this will be tolerated.

• **Trinity: 1.** Former triumvirate of leadership in →Constantinople consisting of →Michael, the →Dracon and →Antonius. — **2.** An alliance between the →Nosferatu →Warwick, the →Brujah →Pendragon and the →Malkavian William →Biltmore. The T. was instrumental in the settling of New England. The Nosferatu →Methuselah →Trajan supposedly pulls the strings behind the scenes and uses the T. to further increase his web of contacts and spies.

• **Troglodytia:** →Cappadocian; one of the first members of the →bloodline whose bodies assumed a state of advanced decay but remained in that state shortly after their →Embrace. This phenomenon increased in frequency after her Embrace, though the most learned members of the bloodline were unable to discern any reason for this. In T.'s case, she took the best possible course and left her clan to engage in the trade of dead bodies, strange herbs and alchemical ingredients. She joined a coterie of →Nosferatu to learn the art of hiding her horrible countenance. Soon afterward, she adopted their manner and began trading with any interested party. What became of her after the →Giovanni eradicated the Cappadocians is unknown, although some claim that she must be the mythical progenitor of the →Samedi bloodline. As many →elders owed her →boons, it is highly likely that she escaped persecution in some way or another. Maybe it is indeed true that she escaped to the New World and founded a bloodline that combined the knowledge she had gained with the religion of African slaves.

• **Troile:** →Brujah. Many rumors abound concerning the early history of his clan, and one of the most horrible claims that T. slew his own →sire and drank his blood. Some even use this legend to prove that the Brujah will always be rebels fighting against their superiors. But when considering the past of the clan, one comes to doubt such stories. Some tales unearthed recently rather hint at Brujah and T. being two minds in one body, one of them rebellious and violent, while the other was

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studious and wise. What became of T. or Brujah is impossible to say, as T. has not been heard of since the fall of →Carthage. Maybe he still rests in the salted earth beneath the fabled city?

• **True Brujah:** According to rumors that have yet to be verified, a →bloodline of the →Learned Clan exists that has survived into modern nights. Its members reputedly do not belong to the →progeny of the patricidal →Troile, but claim to be the last true descendants of the →Antediluvian →Brujah. Although it appears tempting to dismiss these claims as tall tales, it has to be noted that the members of this bloodline possess a highly remarkable →Discipline. In whispered private discussions this Discipline is called →Temporis, and it is said that it allows its users to command over time itself. If there is but the slightest bit of truth in this rumor, it could probably be explained how the T. managed to stay hidden and act from behind the scenes of history without betraying their existence to other →Kindred.

• **True Lasombra:** A name the →Amis Noirs have given themselves in their selfish vanity.

• **True Faith:** T. is a very special state possessed by only a few deeply religious mortals. It is a strong belief (that does not have to be Christian) derived from innermost, personal convictions and does not necessarily grow in strength with age or painful experiences. T. protects the believer from our kind, and sometimes, he is even able to push back or harm →Kindred. See →Holy symbols.

• **True Sabbat:** A term referring to an initiate of the →Sabbat who has survived his →Creation Rites and has proven his loyalty to the →sect.

• **Tumnimos:** →Rroma and →Ravnos term for the →Embrace.

• **Turf:** Vulgar term for an entire city or a smaller part of town a →Cainite can try to claim as his sphere of influence.

• **Twilight Cult:** Gehenna Cult founded in 1550. The T.'s members assume they can prevent Gehenna by destroying or suborning the →Last Daughter of Eve, just like you prevent the unlocking of a door by removing the key.

The T. was originally founded by →Ventrue and →Tremere elders to determine to which people the Last Daughter will be born and to find a reliable method to supervise the →kine populace and thus ferret out any mortal woman bearing the mark of →Eve, a crescent. In 1796, a powerful Kindred claiming to be →Ravnos contacted the cult's members in Paris with surprising information: the woman they searched for would be born to the →Rroma. A research team consisting of the cult's leaders received a surprising amount of "hints" indicating the Rroma from the Ravnos — maybe "non-hints" would be a better term. The members of the research team were almost convinced that the mysterious visitor was a →Malkavian →elder trying to mislead them when he pointed out that the Rroma were not mentioned in the →*Book of Nod* at all. That made the elders study them. The T. decided to destroy the Rroma, for, it maintained, if there was none left, none could give birth to the Last Daughter of Eve. Thus, the T. rode the coattails of Nazis' Sinti and Rroma pogroms, among other things. At present, there are three factions within the T., two of which insist that the Last Daughter of Eve will be born among the Rroma.

• **Tyler:** With a heavy heart, I have to bring dire news to many of our readers: T., a rather unassuming →Kindred from →Chicago belonging to the →Learned Clan, is none other than the infamous and rightly feared Patricia of →Bollingbroke. Yes, it is she, the one that once sought to drink the soul of the esteemed →Hardestadt. Although she luckily did not succeed at this endeavor, her actions kindled the fire that would later be called the →Anarch Revolt. Although T. did act out of passion and did not plan to do so, she almost committed one of the most heinous crimes imaginable. Her teachings that the Kindred should step out of the shadows and take a more direct role in guiding humanity became one of the doctrines of the →Sabbat, and she is still revered by some

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adherents of this questionable theory. She probably never expected such repercussions and has therefore hidden her name and face in shame, but her crimes will probably not go unpunished for long after some of the mighty lay eyes on this text.

• **Tzimisce: 1.** One of the founding →clans of the →Sabbat. The members of this clan are often called →Fiends, a name that may be due to the propaganda of the →Tremere but certainly does have some basis in fact. The T. hail from the lands of eastern Europe and especially →Transylvania. Due to the massive Sabbat exodus, though, many T. can be found in the Americas. Within the Sabbat, the T. are an elite caste of spiritual leaders and leave most of the politics and nightly operations to the →Lasombra. They have been instrumental in the development of many →Paths of Enlightenment and are still the most vocal proponents of these alternatives to *humanitas*. Their mastery of the dreaded →Discipline →Vicissitude makes them feared and revered at the same time, as their alien bodies often create a strange fascination in others. Many rites of the Sabbat have their basis in rituals the T. have practiced for centuries or even millennia. — **2.** Also known as the Eldest. →Kindred of the Third Generation and founder of the clan of the same name. Supposedly, T. has sought to transcend the limits of the body. According to clan lore, he succeeded and is therefore revered not only as the founder but also as a quasi-saint by many religious T. He supposedly fell beneath the fangs of one →Lugoj bloodbreaker whose diablerie plunged the clan into the →Anarch Revolt, but soon thereafter he fell into →torpor. Lately rumors about bizarre creations of flesh have surfaced in the New World, and some claim that only T. himself would have been able to create such monstrosities. Strangely enough, these claims seem to support the tales of →Lambach Ruthven, who claims that Tzimisce slew Lugoj and has been masquerading as him for centuries.

• **Tzimisce, Old World:** A term used to describe some of the very old →Tzimisce who remained in Europe and are nominally a part of the →Sabbat. In fact, very few of them choose to involve themselves in the politics of the →sect at all, rather preferring to lead their unlives as they wish. A small group within the T. is obsessed with the idea that →Vicissitude is in some way tainted or corrupted. These T. refrain from employing the →Discipline and prefer to cultivate →Dominate. Whatever beliefs the T. may have, I warn you about setting a foot on the soil they claim for themselves, as horrible curses and magics are sure to follow those unwanted intrusions.

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• **Ublo-Satha:** Seventh Generation →Gargoyle; #963. →Childe of Harlequin. U. has no memories whatsoever about the time before she became a servant of the →Tremere. She is known to have been →Etrius's personal bodyguard for a while. Resides in →Chicago and is heavily influenced by →Menele.

• **Ulfila, Fabrizio:** →Ventrue. Almost every clan has tried to exert influence on the church, but the connections of this member of the →Clan of Kingship date back to the first nights of Christendom in Ancient →Rome. Even though the church has been a battlefield for →Cainite conspiracies for centuries, U. survived them all and still remained steadfastly loyal to the Ventrue principle of *dignitas*. The only mistake in all those years — if you could really call it that — this dignitary could be held responsible for was a →ghoul named →Ferox whom he handed over to the →Tremere. It is through vassals like him that U. interacts with the church. He is on good terms with Clan →Giovanni. Recently, old rumors surfaced again that claim U. possesses →True Faith. Moreover, his connections within the Necromancers' clan enabled him to learn much about their blood magic. He is known to have talked about drastic changes in the realms of the dead, changes that are of dire consequences even for us who exist on the other side of the →Shroud.

• **Ultraconservatives:** A faction within the →Sabbat. Primarily supported by older members of the Sabbat, the U. devote themselves to the task of transforming the →sect into a huge, effective army to destroy the →Antediluvians as well as the →Camarilla. Younger members of the Sabbat see the followers of this philosophy as fat bastards who have nothing else to do than fight ancient vendettas and increase fear of the legendary Antediluvians.

• **Ulugh Begh:** Fifth Generation →Tremere; *874, #1253. →Pontifex of the Balkans. Many legends surround this powerful →Kindred. According to these legends, he has been one of the founders of the →Children of the Pyramid, one of the leaders of the →Elite and one

Without doubt Ulugh Begh would have been a better choice than Anastasz... Are Lucinde and Madame Guil supposed to do all the work on their own? And please don't mention that Jarek of yours, Master Albertus... All he will ever achieve is to bring a weary smirk to my cold lips.

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If Urfon would still be with us in our modern nights, I guess he would be a scholar like myself... He did not deserve the hate he suffered, just like the world did not deserve the misery Tiamat has brought to it.

According to my sources? Who are your informers, Lucita? I dare not think of it.

of the Quaesitori. Furthermore, it is said that he committed →diablerie on more than a dozen →Salubri, has conspired with →Baba Yaga and many, many things more. The only irrefutable fact known about him is that it was →Meerlinda who recruited him for House Tremere and eventually →Embraced him. He primarily served as a diplomat afterward until he was made Pontifex of the Balkans in 1992. He reputedly strives for the office of →justicar, an ambition that made him the rival of the former Tremere Justicar Karl →Schreckt during the 1990s. When Anastasz →di Zagreb was elected as the new justicar, U. saw this as a personal insult, especially since he and di Zagreb hail from the same →chantry.

• **Uncle Smelly:** Legendary technological father or messianic figure among North America's →Nosferatu. U. supposedly travels from city to city to spread the word to the local members of the →Clan of the Hidden about his greatest accomplishment — →SchreckNet. U. is extremely fond of modern technology and swears it offers the only possibility available to his clan to stop threats to its safety.

• **Unconquered:** The name the →Assamite *antitribu* have chosen for themselves.

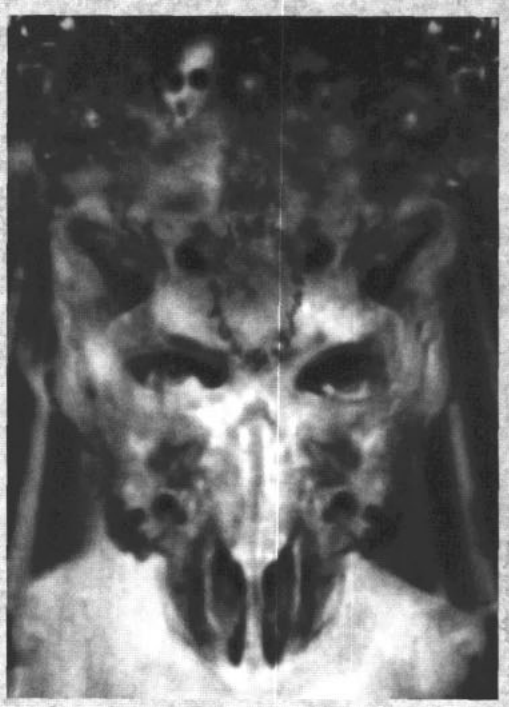
• **Unforgiving:** The followers of the →Path of the Scorched Heart.

• **Unmada:** Seventh Generation →Malkavian. Indian fakir. →Sire of →Vasantasena.

• **Underworld:** The →Shadowlands inhabited by →Wraiths.

• **Unre:** Fifth Generation →Harbinger of Skulls; # unknown. →Childe of →Japheth. Also called the "Keeper of Golgotha."

For centuries, the Harbingers of Skulls were imprisoned beyond the walls of death, seething with fury that found no release. Then, U. and the →Capuchin showed them the way back through the →Shroud into the realm of the living. U. was never one to dwell on trifles like these tragedies of the past. During her stay in the Shadowlands she had existed on the only →vitae accessible to her — the blood of her fellow →Cainite prisoners. This enabled her to learn death magic that was powerful enough to penetrate the veil of death and contact her →sire. At first, Japheth refused to help her, claiming the fate of →Ashur's →get was irrevocable. Eventually, he supported her during the ritual she used to free the imprisoned undead and convinced her and the entire →bloodline to join the →Sabbat. Until the time for their unfathomable retribution has come, the Harbingers take part in the →elders' game and use the Sabbat as the vehicle of their ven-



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geance. Fortunately for U., she has used her Necromantic powers to spin a web of →boons she can call in from many, many →Kindred — primarily from members of the Sabbat, but also from other Kindred. In the modern nights, U. has made her haven, which she calls "Golgotha," a veritable monument to the dead, beneath the swirling sands of Egypt.

• **Urlon of Uruk:** U. was one of the first warlords of Western civilization. He declared war on Ur, hoping he would be able to destroy →Arakur. He was slain by →Lantla while the latter was possessed by the demon →Drakonskyr. In all likelihood, U. was a →Brujah or →Gangrel of Fourth or Fifth Generation.

• **Urrah, Damned:** →Abomination.

• **Ur-Shulgi:** Member of the Fourth Generation and second →childe of →Haqim, the →Second City's god of war. Formerly known exclusively from fragments of →Setite scholars' scriptures, the →Methuselah recently appeared in Iraq, where archaeologists discovered a small cave in the Zagros Mountains. According to my sources, the first →mage of Clan →Assamite is responsible for the destruction of the last →caliph, Elijah →Ahmed.

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How cute . . . a sentimental Lasombra. But Montreal will fall, dear Carrie . . . You can be sure of that. As sure as Josefina's beauty will eventually fade away.

I think you oversimpliby their political leanings.

Vardek? Never heard of him before. I have never believed in the existence of this allegedly "true Black Hand" when everyone else did – why should I be concerned about their judges now that everyone suddenly claims this "conspiracy within a conspiracy" has been thwarted?

• **Valerianus:** Fifth Generation →Ventrue; *305 B.C., #255 B.C. Patron of →Vienna. According to contemporary eyewitness reports, V. was involved in the destruction of →Carthage and a member of the Roman Eternal Senate. He was sent to the city known as Vienna in modern nights to oppose the encroaching →Brujah, →Gangrel and →Nosferatu. Here, he met →Etrius, a →Tremere, and the ancient →Kindred agreed on a pact. Etrius would support V.'s actions against the →Lasombra, while V. promised to help Etrius in his vendetta against the →Tzimisce. Even after Tremere committed →diablerie on →Saulot, V. proved true to his promise. Sometime after the struggle between the →Warlocks and the →Fiends, V. vanished. Ever since, his name is mentioned in rumors and tales that might indicate that V. still exists. It is whispered he joined the ranks of the mysterious →Inconnu.

• **Valez, Carolina:** Eighth Generation →Lasombra; *1930, #1955. Former →Archbishop of →Montreal. V. earned her reputation while acting as an undercover agent in the Californian →Anarch Free State. Her casual relations with mortals and →anarchs in Montreal is often seen as a personal weakness, especially since she shuns unnecessary violence and the blatant display of her →Cainite state. Even though some of the more vocal members of the →Sabbat regard her as weak, V. is a cunning and clever manipulator who often overemphasizes her "weakness" to distract those who mistrust her from her true motives. V.'s best-kept secret is her relationship to her mortal grandchild Josefina. During her circuit of California she ensured that Josefina would follow her trail and kept her close to remind her of her former beauty. V. looks after her granddaughter and rescued her from the clutches of the Sabbat repeatedly. Josefina on her part feels like she is being watched by a "guardian angel," and she has become something like an amateur occultist to learn more about her protector. This notion makes it harder and harder for V. to keep Josefina from drawing the Sabbat's attention. V. is in a precarious situation, trying with all means necessary to keep the city from being torn apart by the inner turmoil within local Cainite society.

• **Valkyrie: 1.** Virgin warriors from Germanic mythology who lead fallen heroes to Valhalla. — **2.** A group of →Gangrel who prowl the Scandinavian nights, known for their →anarch tendencies. (See →Odin's Daughters.)

• **Vancouver: 1.** Canadian seaport town on the Pacific coast. Population 400,000. This →domain follows a special philosophy in as much as its →Cainite inhabitants have decided to ally with the local →Lupines to avoid meaningless bloodshed on both sides. →Prince: →Siegfried (→Ventrue). — **2.** Town in the state of Washington (USA). Population 44,300. — **3.** Canadian island off the coast of British Columbia. Population 300,000. Most important city: Victoria.

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• **Vardek:** →Qadi of the now defunct →Tal'mahe'Ra.

• **Vasantasena:** Eighth Generation →Malkavian. Born in India around 1000 A.D. →Childe of the Brahman →Unmada. Turned to the →Sabbat after the →Convention of Thorns, a →sect whose ideals were already tainted by madness. This enlightened lunatic foresaw the →Antediluvians' return.

• **Vaulderie:** The →Sabbat →Kindred take their nightly battle very seriously — so seriously that they would never tolerate opposition within their own ranks. To avoid internal quarrels they use the V., which resembles a →blood bond though it is very different from such with regard to function and intent. Instead of being bound to a single person, the followers of the Sabbat are bound to the members of their →pack by the V. Undead who do not know about the details of the V. often consider it to be nothing more than simply mixing Kindred →vitae in a bowl and drinking it afterward.

A V. can be held anytime — before attacks on enemies of the →sect, during important gatherings, at the beginning of →Creation Rites of new sect members and almost always during a pack's →Esbat. The result of this rite is known as →Vinculum. This bond is variable and of different strength for each pack member. Sometimes it creates certain restraints similar to those of a blood bond. In some cases the Vinculum is so strong that a →Cainite under its influence would readily risk and sacrifice his unlife for the other members of his pack.

Without the V. the Sabbat would probably collapse under the weight of the sect's dogmas. Chaos and anarchy follow the Sabbat everywhere its members turn up and would erode the last remnants of organization that would remain without the loyalty and sympathy this rite evokes. It should never be forgotten, though, that these feelings are of an entirely artificial nature. The V. can actually shatter existing blood bonds.

• **Veddhartha:** Supposedly one of Clan →Ventrue's progenitor's names he was known by when he arrived with the Aryans in India in 1500 B.C. There, he subdued the local people — the Drawida — and supposedly ruled over them for many centuries.

• **Vegetarians:** Sometimes younger →Kindred tend to refer to essentially sad or unfortunate facts or trends by using a rather sarcastic term from their mortal days. Such is the case here: a V. is nothing else than a Kindred who refuses to drink human blood and confines himself to the consumption of animal blood.

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Words fail me.

A disgrace to Brujah himself! Men with Veradas's skills should remember the old traditions of our clan and do some good in the Camarilla!

• **Velya:** Also known as "the Vivisectionist." A cardinal and founding member of the →Sabbat. This →Methuselah of Clan →Tzimisce and alleged →childe of the Tzimisce's Antediluvian founder is infamous for his brutality, which knows no equal. He met the 10-year-old →Elaine Cassidy in new England in the 19th century and fell in love with her not only due to her immaculate beauty, but especially because of her malice. In his jealousy and fear of losing her to others, he amputated Elaine's legs and used →Vicissitude to fuse their bodies together. Ever since they have been an "inseparable" couple. Among his clan brethren V. is famous for his scientific experiments, which resulted in his daunting sobriquet.

• **Venice:** Capital of the Italian province Venetia. During the Crusades, V. rose to prominence as the most important trading center of the Occident and ruler of the Mediterranean Sea. Its eventual decline set in with the advance of Turkish troops and the taking of →Constantinople in 1453. Moreover, the subsequent discovery of a sea route to India diminished its influence even further. One of the main reasons for the city's fame is the fact that it has been built on 122 islands in a lagoon of the Adriatic Sea. Until the early Middle Ages the →Lasombra dominated V., but everything changed with the foundation of the →Camarilla and the seizure of power by the →Giovanni. In the modern nights, there is no →Prince of Venice. The city harbors the Mausoleum — the headquarters of Clan Giovanni — where the →Antediluvian Augustus →Giovanni resides when he is not in →torpor. Apart from the Giovanni, only a few →Toreador and →Nosferatu reside in V. Until recently the Camarilla's →Inner Circle met in V., but after the assassination of →Petrodon it is not yet certain if it will convene there again.

• **Ventrue: 1.** On one hand, the →Kindred of the →Kingship Clan are regarded as honorable, gentle and elegant, while on the other hand, others call them arrogant, avaricious and most of all power hungry. Since Roman times the members of this clan have been the leaders of Kindred society who enforce the →Traditions and decide upon the fate of all undead. This role always brought them respect as well as disdain. Many of them see themselves as nobles in the truest sense of the word and fight to defend the rights of all Kindred. They are the kings, emperors, knights and barons of the modern nights. Young members of the clan unite and lead their fellow Kindred while the →elders look out for potential threats that brew like storm clouds beyond the borders of civilized undead society. Many domains claimed by the →Camarilla are supervised by the →Blue Bloods, and they are reluctant to give away ventures they have invested in so eagerly. A good reputation and personal achievements can take Kindred within the clan a long way, but all this is in vain if a Kindred cannot maintain his influence. Clan members carry the privileges of leadership as proudly as they stoically shoulder the burdens that come with their preordained role. It has always been this way, and it will always be this way. Or maybe not. In recent nights you can hear voices from within the clan who claim they are no longer able to put up with ceaseless slandering and continuing enmities. In their opinion, too many undead have forgotten what they gain from the Clan of Kingship. They want to give up and abandon the flock, so to speak, until their subjects realize that their shepherds did not act out of selfishness. If this should happen, the leadership of the Camarilla will undergo some drastic changes. — **2.** The →Antediluvian founder of the Clan of Kingship was the →childe of →Enoch and the firstborn among the Third Generation. He was far from being the great leader many members of other clans regard him. This is not supposed to imply he never managed to exert his influence on a mortal people — to the contrary. But all Antediluvians had to do so in the diaspora following the destruction of the →Second City. He saw himself as a keeper of →Cainite lore, secrets and treasures that he intended to guard until we all would be in dire need of them. This affinity and his long discussions with →Caine himself awakened the envy of the other Antediluvians very early, an envy that would later become one of the main reasons for the →Jyhad. In spite of malicious rumors to the contrary mainly spread by the members of the →Learned Clan, V. was not destroyed. He still exists and lies in →torpor like most of the other members of the Third Generation.

• **Veradas, Antonio:** →Sabbat →Bishop of Leon in Nicaragua. This →Brujah *antitribu* uses his skills at spying as well as his connections within the military to maintain his

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influence in the region. Leon may be the smallest city in Nicaragua, but thanks to V., the Sabbat's position here is the strongest one by far, compared to others. In Leon, the →sect defies the →Camarilla as well as the →Giovanni. Some rumors claim V. belongs to the →True Brujah.

• **Vessel:** Former or potential blood source, usually a member of the →kine.

• **Vestment of Vileness:** Mystic artifact with a misleading name, probably in the possession of the →Sabbat. This priestly garment has a blessing and a curse upon it. The blessing reveals the enigmatic →Giovanni →Discipline called →Necromancy to the wearer, while the curse ensures that any of his loved ones who touch the robe lose all of their gentle feeling toward him.

• **Via Ossis:** Archaic name for the →Path of the Bones.

• **Via Paradocis:** Old-form name for the →Path of Paradox.

• **Vicissitude:** V. is the archetypal →Tzimisce power almost unknown to →Kindred outside the →clan. Bear in mind that this →Discipline may have powerful and terrible effects, but only if the user touches his victim's skin constantly while employing it. The user often has to shape the desired result with his own hands, which makes it almost impossible for any being more sensitive than the →Fiends to use V. Nosferatu always "heal" changes through V. overnight — at least those that make a cosmetic improvement to their terrible visages.

• **Vienna:** If one city in the world has rightfully earned the moniker "bastion" of a clan, then it is surely this metropolis on the Danube River. For in no other place known to us on Earth does a clan dominate a city in a fashion comparable to the way Clan →Tremere thrives in the Austrian capital. The rituals and magic circles with which the city's borders have been secured early on against unwelcome guests demonstrate the Tremere's undisputed claim to power in a very impressive manner. Caution appears appropriate if you believe the rumors about the →Antediluvian founder of Clan Tremere himself, who is supposed to slumber somewhere in or under the city. Our dear readers will certainly acknowledge that a detailed essay on the countless events that took place in this cultural and historical center would have surely taken up far too much space in this work. Therefore, it appeared more sensible to me to offer a brief overview in a summarized form.

• **Villon, François:** Fifth Generation →Toreador; *1431, #1464. →Childe of →Helena. Former student of languages at Sorbonne University. His poems represent the zenith of French vagrant's poetry. Spent his first years of unlife at the court of the French king, shaping and developing the modern French language. →Prince of Paris and unofficial "prince" of the entire "domain" of France.

• **Vinculum:** A term referring to the mutual →blood bond the members of the →Sabbat enter into during the rite called the →Vaulderie. Unlike to a normal blood bond, a V. affects not only two, but several people.

• **Vindobona:** Old name of →Vienna.

• **Vitae:** A term used exclusively by →Kindred to refer to →blood.

• **Vitel, Marcus:** Really Lucius Aelius Sejanus. Fifth Generation →Lasombra. This →Sabbat →Methuselah has fooled Clan →Ventrue and the entire →Camarilla for decades by posing as Ventrue →Prince of →Washington, D.C. Even before his →Embrace in the first century A.D., V. used his influence as cunningly and effectively as possible. As head of the Roman secret police, he

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VIENNA TIMELINE

2000 B.C.: First Indo-Germanic settlements in the mountainous forests near tonight's Vienna.

400 B.C.: Celts settle the area.

50 A.D.: Romans under the protection of Roman →Ventrue →Valerianus establish the military camp →Vindobona in the province of Noricum.

103: Valerianus's dream comes true: the area surrounding Vindobona becomes its own province, bearing the name of Pannonia Superior.

118: Valerianus →sires the Roman General Marius Iulius Corvus.

128: Valerianus →Embraces the Rhana, the daughter of a Celtic lord.

161: Marius Iulius Corvus and Rhana both sire their own first →childe. Marius takes his lover, Onnos, into the night, while Rhana Embraces poet Publius Servatius.

166: First Marcomannic War.

171: Brief lulls in the war against the Marcomans and the Quades.

173: Vindobona is destroyed by the →Tzimisce.

174: Vindobona is rebuilt.

213: Due to efforts by Valerianus, Vindobona eventually gains city rights.

280: First vineyards in the area are set up.

443: The Huns conquer all of Pannonia and Vindobona is destroyed again. Valerianus falls into →torpor during the fire that ravages the city. All other Pannonian Ventrue and Marcus Aurelius are destroyed.

487: The Romans finally withdraw from Pannonia.

537: Valerianus rises from torpor and heads to Rome in grief.

788: The →Pawnbroker visits Pannonia for the first time.

792: During his campaign against the Awars, Charlemagne lays the foundation for the Church of St. Peter in the rebuilt city, which is called Uenia by now.

907: After defeating a Ventrue-led Bavarian army near Preisburg, mortal pup pets of the →Fiends conquer the whole region up to the River Enns and take Vienna.

1022: Clan Tremere is founded in the →Order of Hermes →chantry Ceoris in Hungary.

1030: →Etrius sires a childe in Germany, →Lotharius.

1032: Lotharius arrives in Vienna to extend his sire's chantry.

1055: Tremere puts an end to the quarrels among his seven childer by subjecting them to a →blood bond.

1133: Tremere discovers the →havens of several →Antediluvians and commits →diablerie on →Saulot, whose blood exults him to the status of a Third Generation →Cainite and turns House Tremere into a proper clan.

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1135: The mortal Babenberg Dynasty buys the rights to rule over the city. Valerianus settles down in nearby Klosterneuburg to influence the new rulers in his city's best interests.

1141: Valerianus takes a first step toward reclaiming his power over the city by instigating the nomination of one of his →ghouls, Heinrich II Jasomirgott, for Margrave of Austria.

1144: Valerianus sires Konrad →von Babenberg.

1155: The Babenberg Dynasty takes residence in Vienna. Valerianus triumphantly returns to "his" city.

1192: The Babenberg dynasty arrests Richard the Lionhearted on his way home from the Holy Land. Parts of the ransom money are used to erect the new city walls. →Goratrix leaves Ceoris to undermine a chantry in Paris.

1235: During a journey to the area of tonight's Berlin, Lotharius meets the witch-hunter Karl →Schreckt, overwhelms the Inquisitor and takes him into the night.

1237: In addition to city rights and the right to strike coinage, Vienna is from now on subject only to the Emperor of the Holy Roman Empire.

1246: Frederick II dies. The male Babenberg line ends.

1251: Otokar, the future heir to the Bohemian crown, claims Austria after lengthy succession wars between several female Babenberg nobles. Otokar is backed by the Ventrue, who attempt to secure their claim of power in the region.

1276: German King Rudolf of Habsburg, who has ties to the →Lasombra, lays claim to Austria and takes Vienna.

1298: Duke Albrecht I of Habsburg is crowned German king. The influence of the Lasombra increases further. As first representative of the →Clan of the Rose, the Spanish →Toreador Maria →y Aragon arrives in Vienna.

1349: First outbreak of the plague, attributed by some to a Tzimisce curse.

1351: Lotharius returns to Vienna and declares himself →prince of the city.

1365: On behalf of Lotharius's efforts, the Viennese university is founded, built around chantries of the Tremere.

1394: →Meerlinda organizes the first meeting of the →Founders in Vienna.

1408: Viennese Mayor Konrad Vorlauf, who had opposed the patricians as representative of the rich artisans, is executed together with many other rebels.

1421: Konrad von Babenberg instigates the clearing of the Jewish ghetto by the hands of Duke Albrecht V in order to deliver a blow against Jewish →Nosferatu and pawnbrokers.

1450: Foundation of the →Camarilla.

1485: Hungarian Matthias Corvinus, a puppet of the Hungarian Ventrue, occupies Vienna.

1490: The Hungarian occupation ends. Valerianus's latest attempt to regain power has failed. Embittered, the Roman leaves the city again.

1493: →Convention of Thorns.

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I met this Babenberg once while visiting Vienna... His English shows a heavy accent. What am I supposed to think of a man with such ambitious claims to power who has not mastered the most important language in the modern world?

1496: →Treaty of Tyre.

1522: Urged by Etrius, Ferdinand I, who is influenced by the Ventrue Heinrich →von Volstag, has the leaders of a renewed artisans' rights movement executed during the so-called Bloody Trials.

1529: First Turkish Siege serves as a cover for retribution by the →Assamites in reaction to the Treaty of Tyre. The Tremere's →Council of Seven meets to save the city from similar dangers in the future through potent protective wards.

1541: A second outbreak of the plague triggered by the Tzimisce →Jorska kills a third of the city's population.

1551: Ferdinand, who has meanwhile broken von Volstag's hold on him, invites the first Jesuits to Vienna, thereby strengthening the →Society of Leopold, which leads to a crisis between Tremere and Ventrue. The latter put the blame for Ferdinand's actions on the →Warlocks.

1575: The crisis escalates when Ventrue Gustav →Breidenstein, Prince of Berlin, stakes the Tremere →Justicar Karl Schreckt and delivers him to the Vienna chantry.

1620: Valerianus returns to Vienna and resolves the quarrels.

1645: The Thirty Years War reaches Vienna. In its turmoil, Tremere and Ventrue purge the area of almost all →Sabbat influence.

1679: 50,000 mortals fall victim to the plague after →Rabat pays a visit to the Pawnbroker.

1683: The Assamites start another attempt to take the Tremere chantry during the Second Turkish Siege but fail once again.

1704: The "line wall" — a fortification of the grown inner city — is finished after Tremere and Ventrue agree on the utmost importance of the project.

1710: Valerianus joins the →Inconnu.

1711: Heyday of the Viennese Baroque. Maria y Aragon's influence grows.

1740: Prussian troops advance on Austrian soil, a futile attempt by German Ventrue to regain their influence.

1754: First "consignation of souls" (census) counts 175,000 inhabitants of Vienna.

1765: Joseph II, Maria Theresa's oldest son, follows enlightened political ideals under Tremere influence.

1790: With the death of Joseph II, his enlightened style of government comes to an end.

1805: After French troops under Napoleon occupy Vienna, the Toreador assert their rights on the city, urged by Maria y Aragon. They aid in the forced abdication of Franz II as Emperor of the Holy Roman Empire of German Nations and afterward agree to a conclusion of peace. Vienna is no longer the capital of the Holy Roman Empire.

1809: Napoleon occupies Vienna a second time. It is only after his defeat in the battle of Leipzig six years later that the Tremere can hope to regain their influence on the city.

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1814-15: During the Congress of Vienna, diplomats under the leadership of Metternich, linked to the Tremere, reshape the political landscape of Europe.

1848: Civil Revolution. Metternich has to flee from Vienna.

1856: Deconstruction of the line wall during the renovation of the city.

1866: Austria and Prussia wage war on one another. Gustav Breidenstein drives back Tremere advancing deep into German territory.

1870: Efforts to regulate the River Danube begin. One reason for this project was the economic interest the Ventrue had in trade along the river.

1873: Stocks crash. Giovanni and Ventrue attempt to attack the Tremere, whom they see as a menace to their claims of power on the battlefield of economy. Their attempts show some limited successes.

1874: The first wave of efforts to regulate the River Danube ends.

1897: Dr. Karl Lueger, a contact of the Tremere, is elected mayor.

1910: Lueger's administration ends.

1914: The student Gavrilo Princip assassinates the successor to the throne of Austria, Franz Ferdinand, and his wife, Sophie, in Sarajevo. Beginning of World War I.

1919: Peace of St. Germain.

1934: Civil War in Vienna between socialists and fascists. Mortal minions of Tremere and Ventrue clash with those of the →anarchs.

1938: German troops occupy Vienna. Under cover of this movement, Gustav Breidenstein smothers any chance for further anarch riots.

1945: More than 50 bombing raids of the Allied air forces destroy more than half of all housing and industrial buildings. The city is divided into four occupation zones.

1955: Austria is reborn as an independent nation. The Allied troops leave Vienna. The nation pledges to maintain a state of neutrality in the future and becomes a member of the United Nations. Tremere rises from torpor.

1961: Kennedy and Khrushchev meet in Vienna.

1967: Vienna becomes the seat of the United Nations, which furthers the economic interests of the Ventrue.

1970: Kreisky becomes Austrian Chancellor.

1983: Vienna celebrates the 300th anniversary of the Second Turkish Siege. On this occasion, a meeting of the Council of Seven is held. Kreisky's administration ends.

1986: The Benedictine Father Hermann Hans Groer becomes new Archbishop of Vienna, which leads to heightened activities of the Society of Leopold.

1989: Former Empress Zita von Habsburg dies at the age of 96. Formerly a puppet of the Lasombra, she is entombed in the Capuchin Crypt while the people of Vienna mourn her passing.

It should be added that this reprehensible Vykos time and again tried to hinder me and my companions from obtaining fragments from the Book of Nod for the Camarilla. Grudgingly, I have to admit that this fiends expertise in the field of Noddist lore almost rivals my own.

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1990:	After the fall of the Iron Curtain, Vienna becomes one of the most impor tant centers of middle Europe once again. Economic, political and cultural contacts to the east are renewed. The Tremere have to deal with a flood of refugees from eastern European nations.
1990:	At the age of 79, the social democrat Bruno Kreisky is assassinated.
1991:	In May, the people of Vienna surprisingly vote against the holding of the EXPO
1995.	The Toreador suspect that the Tremere manipulated the vote to teach t them a lesson.
1992:	As a result of a terror attack by the anarchs under the leadership of Marc →Krieger, large parts of the old castle are destroyed.
1995:	Austria joins the European Union.

was responsible for thousands of deaths. After the foundation of the Sabbat, he joined the new →sect but sank into →torpor shortly thereafter. Soon after his rise from that torpid state in the middle of the 20th century, he claimed the title of Prince of Washington, D.C., making the Camarilla believe he was one of its members. After the Sabbat took his city from him, he fled to Baltimore as a true prince of the Camarilla would to lick his wounds and cope with the tragic loss inflicted on him by the evil, savage Sabbat. He seems to have suffered →Final Death in the throes of the recent Sabbat War. And so I guess it is your turn now, Master Bindusara.

• **Vivisectionist, the:** →Velya.

• **Vizier:** Title of the most learned scholar and most important political mediator of Clan →Assamite. The V. is a member of the →Du'at.

• **Voivode: 1.** Traditional title for the oldest leaders of Clan →Tzimisce. — **2.** Eastern European noble title primarily used in Romania.

• **Volgirre:** Fifth Generation →Toreador. →Childe of →Helena. French baron. →Sired the current →Justicar Madam →Guil in the year of his destruction. Was dragged into broad daylight by relatives of his victims in 1579 before he could subject his youngest childe to a →blood bond.

• **Volker:** Sixth Generation →Nosferatu; *658, #689. →Sire unknown. V. was born as a Batavian and was trained in the art of war. →Embraced after a devastating defeat by the

Lombards in the Ardennes. V. has no recollections whatsoever about this fateful night. Withdrew to the →domain →Aix-la-Chapelle. Due to the conflicts between Prussian →Ventrue led by the →Prince of →Berlin, Gustav →Breidenstein, and French →Toreador under the leadership of François →Villon, V. was sent as a spy to →Paris in the 19th century, where he still resides to this night.

• **von Babenberg, Konrad:** Sixth Generation →Ventrue; *1119, #1144. →Childe of →Valerianus. Represents the →Clan of Kingship in the council of the →domain →Vienna

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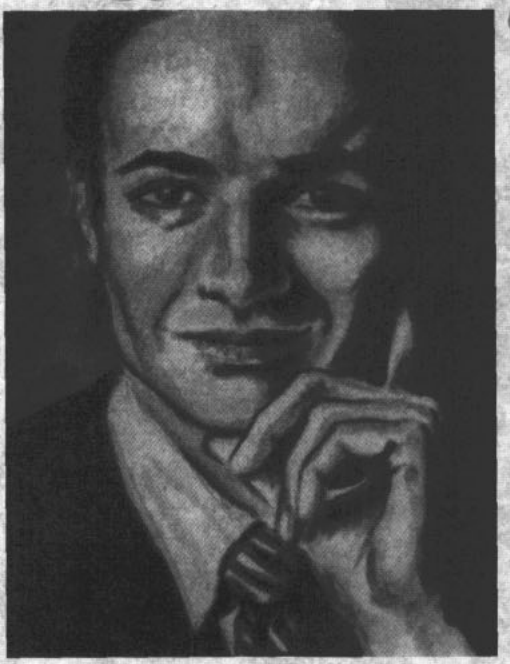
and is widely regarded as the most powerful →elder of his clan in all of Austria. Secretly, he hates the →Tremere with a vengeance.

• **von Bauren, Josef:** →Nosferatu. The representative of the →Hidden Clan among the →founders of the →Camarilla. He is a quiet →Kindred who chooses his words very carefully. Probably the →coterie has to thank his skills as a mediator that it has not already broken apart centuries ago.

• **von Bernstein, Patricia:** Sixth Generation →Tremere; *1240, #1278. Former member of the now disbanded →primogen of →Frankfurt. In the first centuries after her →Embrace she got on well in the Byzantine world of Clan Tremere. Sometime after her first extended stay in Frankfurt, rumors claimed she belonged to a secret society. These accusations have not been proven to

date. Another tale about her that certainly is nothing more than pure speculation assigns to her several attempts to locate a hidden system of caves and caverns beneath Frankfurt.

• **von Stalburg, Vinzenz:** Sixth Generation →Ventrue; *1226, #1250. Former member of the →primogen in →Frankfurt, which was later disbanded by him. With the help of an allied →Malkavian he became →prince of the →domain Frankfurt shortly after his →Embrace. Under his princedom, the city flour-



ished and grew to unexpected size. The appearance of an unknown →Kindred severely hampered his influence on the city, and he was forced to leave his domain and seek refuge with his clanmate Gustav →Breidenstein in →Berlin. Before leaving he had asked the →Camarilla for support, and the →sect sent several →archons to Frankfurt to enforce order there. One of these archons, →Frederick I, took the opportunity to become prince of the domain himself. Even though V. returned to Frankfurt with a letter of introduction from Breidenstein to the new prince, in which Breidenstein called upon Frederick to acknowledge V.'s legitimate claim to the domain, Frederick simply ignored the letter. Ever since, V. had tried with all means available to regain his former domain as Prince of Frankfurt. When the embittered and disillusioned Barbarossa eventually abdicated in 1998, V.'s greatest desire became reality.

• **von Stolberg, Wolfram:** Seventh Generation →Ventrue; *695, #760. Born in Castle Stolberg near Aix-la-Chapelle. A Ventrue →ghoul since 711. From 949 on member of the Triumvirate in Aix-la-Chapelle together with Notulf and Nikolai von Tresckow. Destroyed in 1400.

• **von Volstag, Heinrich:** A German →Ventrue who came to →Transylvania in the wake of Saxon settlers. He →sired →Bulscu and is thus considered the progenitor of the →Árpád Ventrue.

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• **Voodoo:** A religion combining elements of Catholicism with Haitian and African tribal animism. Spread widely among the →Kindred by the →Followers of Set, especially in →New Orleans. V. came to the USA in a roundabout way via the slave trade from Africa and the Caribbean Isles. During the 18th century, the so-called "black ivory" was the most lucrative good New Orleans and Louisiana had to offer. V. had many followers among the slaves, and thus the majority of V. cultists were slaves. The most powerful and remarkable figures in these cults were the V. queens. Second in power but as feared among the cultists as the queens themselves were the witch-doctors.

• **Voorhies, Arjan:** →Ventrue. The Prince of the Netherlands is a quite capable man who oversees his →domain from →Amsterdam. He has to be capable indeed, since his domain suffers considerably from repeated attacks by the →Sabbat because the →sect seems stronger here than anywhere else in northern Europe. Moreover, he has to deal with numerous →Giovanni who have gained a footing in local economy in recent years. Nevertheless, Amsterdam can be regarded as an impressive example of a city in which the →Traditions are respected in every way. In comparison to other cities of the same size, there the ancient customs are upheld and enforced excellently.

• **Voshkov, Sergei:** →Nosferatu. Having already become a legend as a mortal, V. was hated, feared and hunted since he was the master spy of the KGB. During the 1990s he had grown old and had to watch how the nation he had dedicated his whole life to fell in ruins before his own eyes. But he was given a second chance, when no other than →Baba Yaga →Embraced him, and he prowled the night in her service. The abilities he had cultivated as a mortal and the incredible powers available to him thanks to the immense age of the →Iron Hag make him a formidable opponent, even though technically speaking he is still a →neonate. It remains to be seen, however, if he will continue to walk in his →sire's footsteps after the latter's destruction.

• **Vykos, Myca/Sasha:** Also known under the moniker "Caine's Angel." Sixth Generation →Tzimisce and →Priscus of the →Sabbat. It is anything other than easy for me to treat this person in an objective way appropriate to a true scholar. Originally hailing from the Carpathian Mountains, Myca — since he was still clearly male during the time of his →Embrace — withdrew to →Constantinople after serious disputes with the →Tremere. Maybe they had planned to recruit the talented young man for themselves. Somewhere along the way, he must have lost his mind — he cut his own scrotum off (and only Caine knows what else) in order to become Sasha. But before doing so, he supported his allies →Velya and →Lugoj during the foundation of the →Sabbat. In modern nights he has become a totally degenerate, psychopathic monster that should be destroyed on sight.

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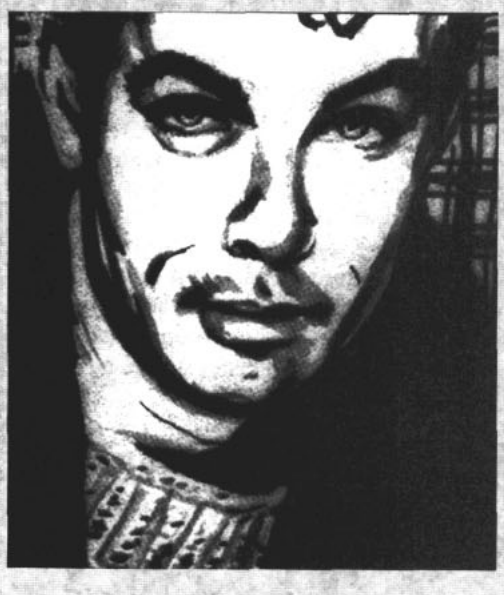
• **wa Itherero, Kamiri:** The name of this medicine man who is said to possess incredible powers has already become a legend in Kenya. Countless efforts succeeded because of this man's support and advice. He was called Kamiri the Poisoner, and he was hired to poison others. Kamiri apparently visited his victims and warned them of their impending doom to give them an opportunity to make good for any wrongs they may have done to their enemies. According to the lore of the African →Kindred, he was the first →childe of Faqir al Sidi. Through W. the history of his →bloodline was passed on in oral tradition. Eventually, he traveled to a place that is called Mombassa in the modern nights and was seen there last while meditating on a cliff. Although he vanished over a thousand years ago, his deeds and his ideal have survived the ages. In modern times, any African Kindred who resides near Mombassa traditionally calls himself Kamiri wa Itherero.



• **Waldburg, Wilhelm:** Sixth Generation member of the →Clan of Kingship; *1408, # 1432. First →childe of Gustav →Breidenstein. →Prince of West →Berlin since 1945. Prince of the reunified →domain Berlin since 1998.

• **Wanderer Clan:** Old term for the →Ravnos from the →*Book of Nod*. Alludes to the clan's nomadic lifestyle.

• **War Party:** A →Sabbat ritual in which →packs and fearless individual →Cainites compete with each other in the hunt for a specific target. The target is destroyed and the winner(s) drink(s) its vitae.

• **Warwick, Stanford:** →Nosferatu. First of the members of →Operation Longbow to reach the coast of New England. Immediately after his arrival, he began to build the so-called Web. This Seventh Generation member of the →Clan of the Hidden belongs to the →progeny of →Trajan and is probably one of the most influential and potentially most powerful →Kindred in the United States.

• **Washington, D.C. :** Capital of the United States and seat of its government on the River Potomac. Population: 755,000 (54% African American). The metropolitan area boasts a population of 3.1 million mortals.

• **Water:** Appropriate to the vital importance of W. for human life, people have been telling legends about how it was won and how precious it is since ancient times. Its purifying, cleansing and refreshing effects are especially admired. It is considered to be at the highest levels of potency during holy times of the year or when it has been blessed by a religious dignitary (see →Holy symbols: holy water). Its purifying and cleansing properties are said to offer protection from evil; one myth claims that the running water of rivers and wells cannot be crossed by our kind, for example. W. is equally revered indoors. The peasants who live near Liège spill water around their houses on Christmas Eve; they believe that rats and mice cannot pass over these circles (maybe there is a connection to holy water and its effects on animal →ghouls). Similarly, the first water taken to the fields during a harvest is never drunk to the last drop. The remaining water is then spilled into three corners of the stable, so that mice have to leave it by using the fourth corner.

In many places the dead are seen as demons one has to protect oneself from without fail. Since the bodies of the deceased are regarded as home of the demons, a ritual cleansing is necessary af-

My word I wonder how many assumptions have made it past Ventrue's dutiful perspicacity in this particular entry?

Goodness the chapter is full of them!

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TIMELINE: WASHINGTON TIMELINE

1790: Secretary of the Treasury Alexander Hamilton selects a new site for a national capital on the banks of the River Potomac, putting an end to quarrels between the northern and southern states about questions of voting and taxes. His decision is approved with the Resident Act.

1791: Surveyors confirm the site.

1792: Congress approves designs presented by architect Andrew Ellicott. Construction begins. Ellicott resigns after only a year.

1800: Government moves into new capital during administration of John Adams. At first, there are no signs of increased →Kindred activity. A →Brujah prince from neighboring Georgetown, Arthur Carroll, declares himself prince of both domains.

1811: →Meerlinda →Embraces the mystic Marissa.

1812: 3,000 British soldiers defeat 7,000 U.S. militiamen at the Battle of Bladensburg. Clan →Ventrue dominates the area, Kindred-wise. The Brujah have taken this lesson to heart, so Carroll is allowed to remain prince.

1830-50: Work starts and stops on a number of buildings, including the Washington Monument.

1863: Carroll is assassinated. Marissa declares herself prince.

1900: Washington has become one of the most beautiful cities in the world, a capital blossoming just as the nation expands its influence.

1939: Massive immigration of Kindred to Washington.

1960: Marissa's paradise begins to crumble around her, set off by the entrance of Marcus →Vitel of Clan Ventrue. Several Brujah uprisings.

1968: Following the death of Martin Luther King Jr., Brujah and Nosferatu rise up in riot alongside the African American community. Several Sabbat attacks. Vitel betrays Marissa to →archons of the →Camarilla looking for the →Tremere. After Marissa's destruction, Vitel declares himself prince.

1999: The Sabbat takes Washington. Vitel loses his city to Sasha →Vykos and flees to Baltimore.

ter having touched a corpse. If, during medieval times, the W. in a pot on the stove had boiled so that there was nothing left, people said a poor soul had purified itself in it.

Healing and mystical properties are attributed to W. as well. In Lithuania, locals observe a special ceremony to heal sick children: The healer takes a mouthful of W. and spits it back into a glass "in the name of the Father, the Son and the Holy Ghost." Then, the sick child has to drink the glass dry. Certain herbs are boiled in W. in which a whetstone has been soaked to prrvent a miscarriage. Homesickness is said to be alleviated by drinking a glass of cold W. during the move from one place to another. Furthermore, W. is assigned a host of unhealthy effects by folklore. Obviously, it has to be handled with care — similar to →vitae — when used. In the city of Walldürn, for example, no W. is spilled for nine days after the birth of a child because people fear that local witches could feel insulted by doing so. It is also said that whoever heats W. without putting it to good use boils the blood of his cattle or spells misfortune for the family's youngest child (this could be a superstitious reference to a thaumaturgical ritual and its ingredients).

Finally, W. is used for purposes of divination. A fine example is the measuring of W. during the so-called "marriage oracle" practiced in medieval Europe: A blindfolded girl had to draw water with a scoop and transfer the fluid to a larger vessel. No one was allowed to speak a word while she was doing so. The scoop had to be filled completely with every draw. If W. remained in the smaller vessel after the girl was convinced she had transferred all of it to the larger vessel, she remained single; if no W. remained, she was allowed to marry. A young mortal girl living in the Middle Ages also watched rose petals swimming in a hand basin; if the petals moved to the brim of the basin, she would be able to make her fortune only far from home.

• **Wazirs:** The so-called Council of 13 was the upper echelon of the →Black Hand. It consisted of the →True Hand's →Seraphim and served the →Del'Roh in an advisory function.

• **Way of the Ancient Lawgivers:** →Gehenna Cult founded in 1312. Its followers (who are also known as →Enochians) have long rejected the notion commonly found among more rational →Kindred that →Gehenna is an inevitable phenomenon. According to the

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Enochians, one of the ways to avoid Gehenna is to enslave mortals once again, just as they were enslaved in the →Second City. Since the cult also wants to do so overtly, this opinion isn't tolerated by the →Camarilla. Therefore, the members of this sect who also follow the W. have to increase their influence over humankind in secret, at least for the time being. Bound to their own dogma, they just cannot grasp the idea that merely the existence of →thin-blooded Kindred could raise the Ancients' ire.

• **Whelp:** A highly derogatory, condescending and contemptuous term used by older →Kindred to refer to one of their own →childer in order to make it clear to the →fledgling that they are superior to him when it comes to personal power and wisdom.

• **Werewolf:** →Lupine.

• **Wild Hunt:** →Sabbat rite; one of the →*auctoritas ritae*. Since treason is a rather rare occurrence in the →sect, this crime is punished in a very special way similar to the →blood hunt the →Camarilla practices. After the sentence is pronounced, Sabbat →Cainites from all across neighboring cities are invited to participate in the W. Once the W. has begun, the participants liquidate not only the delinquent, but also all of his potential accomplices with any means necessary.

• **Week of Nightmares:** The one-week period of the summer of 1999 in which Clan Ravnos met a grisly fate. As had always been predicted by those familiar with the prophecy of →Gehenna, a mighty Ancient turned against his →childer, and his virtual omnipotence resounded all around the world. Other supernatural powers and factions noticed his reappearance and fell upon the Antediluvian. Three of the oldest and mightiest →Cathayans (those who are called →bodhisattvas among their kind) attacked the Ancient. Even a large and powerful group of mages joined the fight that eventually ended with the Antediluvian's destruction. At precisely that moment, most of the Ravnos all over the world went mad and succumbed to their →Beasts due to the sudden wave of hatred that swept through the Ancient's →progeny. In the modern nights, perhaps only about 100 Ravnos are left, most of them of conspicuously high generations.

• **Witch-hunter:** A mortal or some such looking for →Kindred to destroy.

• **Wyncham, Thomas:** Fourth Generation →Tremere. Important dates of life and unlife unknown. Member of the →Council of Seven. W. is responsible for all activities of the Tremere in the Far East. His predecessor in this office was slain by unknown attackers, whereupon the Briton W. was chosen as his replacement because the Far East was dominated by the British Empire at that time. The results he has to offer do not meet his fellows' general expectations due to the heinous activities of the →Kuei-jin. In all likelihood, W. knows more about the →Kindred of the East than does any other westerner. Even though W. officially resides in Hong Kong, he spends most of the year somewhere in the countryside.

And if he is clever enough to think of it, he will soon retire from the city for good...

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Salt? I don't understand. Do the Setites sprinkle it on the Sabbat's tails as if they were poisoning pigeons?

Xaviar: →Gangrel. No other member of the →Clan of the Beast enjoys a greater reputation in our nights than this former →Justicar of Clan Gangrel. This Seventh Generation →Cainite had already existed for countless nights when he visited the first →conclave of the →Camarilla on American soil in 1704 to hand over Elijah — Justicar of Clan Gangrel at that time — to the assembled dignitaries because the latter had succumbed to his →Beast and had become a menace to undead society. This deed earned him the respect of the other justicars. He became an →archon and later on succeeded Elijah with the title of Gangrel Justicar, which he would hold for the next three centuries. X. combines several rare attributes with the archetypal Gangrel wanderlust. Despite his age, he typically tries to stay abreast of current trends in mortal society, and his influence there would seemingly suit a →Ventrue better than an →elder of Clan Gangrel. Even though the usual spate of jealous rumors about his person spread prodigiously, he was highly respected by the Camarilla and his clanmates. When he turned his back on the Camarilla in 1999, most of the clan followed him. Only →Karsh, who is a traitor in X.'s eyes, and a few others remained in the →sect. X. himself will not talk about the reason for his sudden withdrawal, but I have heard it is somehow related to the appearance of an ancient Kindred (an →Antediluvian, according to some rumors, though such gossip is fearfully quick to assume the worst in the →Final Nights). The former justicar and an unknown number of other Gangrel seem to have opposed this entity in combat and suffered a bitter defeat. Since the other clans of the Camarilla were not willing to support him in his fight against the Ancient, X. withdrew his own support and left the sect.

Xipe Totec: →Sabbat →Archbishop of Guatemala. This →elder of Clan →Tzimisce numbers himself among the first members of the Sabbat who use →Camarilla strategies and turn them to their →sect's advantage in the →Jyhad. Even though most of South America is dominated by the Sabbat, the →Followers of Set's influence can be felt considerably, especially in Guatemala. It is said that X. transforms the local natives into →ghouls by using →Vicissitude, blood bonds and other unspeakable means. He employs these minions to dispose of the →Setite plague. On the other hand, there are several accounts of renowned members of the Sabbat who have vanished mysteriously in the region. Only microscopic traces of salt on the remains of their bodies indicate that the →Serpents may not be as stupid as X. thinks them to be.

Xotli, the Toad: Mercenary of the →Clan of the Beast. Last seen in the conflict between →Sabbat and →Setites in Guatemala.

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• **y Aragon, Maria:** No other →Kindred dominated the society of the Habsburg court like the "Empress of the Night." Her passions were devoted to parties, courtly etiquette, seduction and intrigue. Went underground on October 31, 1917, and joined the →Sabbat.

• **y Castillo, Callisti:** →Toreador. Virtually nothing is known about the →sire of famous Raphael →de Corazon, though some rumors claim that this name is nothing else than an alias for →Alexandria.

• **Yaroslavich, Hedeon:** Fifth Generation →Methuselah of the →Tzimisce and member of the →Sabbat. Even outside his native Poland, Y. is considered an abysmally wicked and ruthless representative of his clan, which itself is anything but renowned for the special charm of its members anyway. His considerable influence on eastern Europe, which had dwindled with the fall of Communism, slowly returns to its former levels. His attempts to lead a crusade against the →Camarilla in eastern Europe ended in heavy losses on both sides.

• **Yiaros:** This small island in the Aegean Sea rose to prominence in →Kindred society during the later half of the 20th century. Urged by →Anushin-Rawan, the →Clan of Kingship bought the island and turned it into an extended haven, an →Elysium that knows no equal. Only invited guests personally chosen by Anushin-Rawan are allowed to enjoy this serenity, though. All others are quickly turned away or destroyed by the numerous guards, mortal and undead alike. Anushin-Rawan allowed the natives of the island to stay but has reserved large parts of it for herself and her guests. Her premises include a giant manor in which her guests can take delight in art treasures centuries and even millennia old. Moreover, there are several outbuildings in which the →Kindred visitors can have their way with numerous mortal servants. Finally, the property boasts a renovated Greek temple, Roman thermal baths and a nymphaeon. Furthermore, it is true that in the extant gardens of the manor, strange beings appear from time to time who admire the beauty of their design just like the undead guests do. Apparently, these creatures (local tales suggest they might be →faeries) have been living on the island for a long time and even interbreeding with the native populace. All of this creates an enrapturing and almost surreal atmosphere of beauty and serenity that makes Y. so unique. After →Petrodon's destruction, Anushin-Rawan invited the →Camarilla's →Inner Circle to hold its meetings in her Elysium, an offer the →elders are considering at the moment. This recent development will certainly contribute to the already impressive status of the →Ventrue mistress of Y.

Well, Yiaros... a marbelous place indeed. I have taken my records to safety there... Anushin-Rawan will certainly ensure that they endure the passage of time.

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• **Zantosa:** A →ghoul family of Clan →Tzimisce. The Z. always numbered among the less important ghoul families of the Tzimisce. They are weak willed and somehow awkward. In the course of the centuries, many Z. have been handed over to →Toreador →*antitribu* or →Serpents of the Light for various reasons. Some rumors claim that the Z. guard an Ancient's haven, a claim I reject because of its absurdity since most of the renowned Tzimisce →elders are convinced that their founder was destroyed before the →Anarch Revolt, just like the →Lasombra progenitor.

• **Zelios:** →Nosferatu. Probably the most accomplished mason of all →Cainite society, this member of the →Clan of the Hidden is an excellent architect whose skills have been put to good use by →elders all over Europe. He studied the monumental buildings of Ancient Egypt and traveled far to the East to learn the art of geomancy. During his studies with the →Kueijin, he apparently noticed an all-encompassing pattern within his designs, and he increased his building activities especially in →Transylvania. He seems convinced that he can bind the demon →Kupala to Transylvanian soil with his works erected on potent ley lines. Transylvania has always been a grim place ravaged by →Cainite strife unlike almost any other place on Earth. Recent attempts by the →Tzimisce to reclaim their ancestral homelands could lead to bloody battles once again. Behind all these troubles, Z. recognizes the activities of a much darker entity that feeds on dread and bloodshed. If he is right and the conflicts truly escalate in coming nights, this could lead to the reawakening of a creature that makes the threat →Baba Yaga posed look like child's play.

• **Zillah:** Also called "Zillah the Beautiful." →Childe of →Caine himself and his only daughter. →Sire of the majority of the clan founders.

• **Zombie: 1.** The walking dead, usually mindless automatons. — **2.** The →Clan of Death — the old one as well as the new one — is renowned for the ability of its members to animate the bodies of the recently deceased for brief periods of time. These abominable creatures, sometimes called *zombu* in what seems to be a regional dialect, mainly serve as shock troops or guards since they understand only the simplest orders due to their lack of intelligence. They compensate for this with their resilience against physical damage; it takes some effort to return them to their graves.

This Kindred was a genius. If I am not mistaken, it was he who built Ceoris for us, and everyone knows how defiant and powerful this time-honored and unshakeable chantry is.

James England Jr (order #25550)

Appendix I:
How This Book Came To Be

First, I want to thank those who have helped me assemble the *Encyclopedia Vampirica*. Thanks to Aisling Sturbridge, and forgive me for not telling you the true reason why I needed your knowledge on House and Clan Tremere. I hope the fragments from the Cappadocian library at Erciyes I sent to you will appease your elders when they judge your candor. By the way, I would have preferred you to see history less through the rose-tinted glasses with which your clan regards itself. Thanks to Aristotle de Laurent, who has hunted me for centuries. These nights, one would be hard-pressed to name a scholar and scientist more versed in questions concerning the *Book of Nod* and the spiritual, noetic and philosophical concerns of the Kindred. I have especially enjoyed working with him. Of course I also thank Lucita, who granted us a closer look at the infamous Sabbat and the Clan of Night. I owe all of you my sincerest thanks, as well as my colleague Albertus Magnus from Cologne.

Tonight I sit here on the patio of my estate and cast a last gaze across the soft black waves of the Mediterranean Sea. Tomorrow, I will leave Alexandria for a long time, maybe forever, and I feel my dead, cold heart cramp at this thought. Too many memories, too many years of my existence are linked to this beautiful old town. My writings and books as well as the genealogy of the Clan of Kingship have already been sent to Yiaros so they can be stored safely. My vassals have packed everything. The furniture in the house has been covered with drapes, and at the door, a sedan waits to take me to the airport. But the reason for this, for my departure, still rests before my eyes. My last work: the *Encyclopedia Vampirica*.

The question why I risk everything to publish this volume is difficult to answer. While the work was written, many events shook the undead world in quick succession, and we have more than one reason to believe or to fear that the Final Nights are indeed at hand. The Sabbat has reared its ugly head and devastated many a domain in the New World. A Kindred of untold power has awakened and was destroyed, and most of its clan followed it to the grave, and though no one liked them, it is an epic loss to see a whole clan fall within a few nights. The Clan of the Beast united under Xaviar's flag, and one of the seven pillars of the Camarilla crashed when the Gangrel left the sect. The realm of the Restless Dead was shaken by an incredible catastrophe that reportedly destroyed most of its geography. Witch-hunters emerge everywhere and exhibit tremendous powers we have never been confronted with before. The Time of Thin Blood has come, and numerous young ones meet the Final Death on all fronts.

I spent my whole unlife researching the plans of the eldest of our kind. What I found was a vast tapestry of manipulation and domination spanning the centuries. This tapestry, if I may call it thus, has no plan, no goal. It has no inner pattern. It is an ongoing, bitter fight against each other that has no foundation. Still it is fought, and even in these nights, kine, neonates, ancillae and elders die in it. Is it truly our nature to oppose each other? Or does more perhaps lie hidden at the bottom of this eternal Jyhad than all of us suppose? In the end, I saw one thing in these seemingly pointless struggles. Enemies lurk, out there in the night, that we are not aware of at all. The kine are only the beginning, and

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the numerous hunters in the Final Nights are the first wave. We face great changes, and maybe we even stand at the border of the Last City.

Now, there are two reasons that made me put together this book you hold in your hands. For millennia, we Kindred have faced vast campaigns of calculated misinformation and propaganda, and it grows increasingly arduous to discern lies from truth. The Camarilla has spread its share of rumors about the Sabbat for more than five centuries now, and the Sabbat does the same with its arch-nemesis. The Inconnu have guarded their secrets and existence for more than 2,000 years now, and these are only the most well known of the sects. I do not even want to begin to speak of the bloodlines like the Samedi and the Jocastatians, the many Gehenna cults and all the others. They all spread rumors, speculations and lies as truths.

We have boldly come into a new millennium, and the heads of the neonates, the ancillae and many of the elders are full of lies and misinformation someone has made up to distract them from himself and his allies. Whatever Gehenna may look like once it comes — the less we know, the worse our chances — knowledge is power, especially in our society, and many could learn a thing or two from the Hidden Clan in that respect. The book you are reading is an encyclopedia of our history, of the clans, the bloodlines, the sects, the most influential Kindred, the most terrible monsters, the places, the ideas and the philosophies. It is not all encompassing, for no single work about the Kindred, who are masters of manipulation and deceit, could claim such. But it is as close to the truth as possible at this date. I personally spent two millennia gathering some of the information I publish here. It took Aristotle de Laurent, Lucita, Albertus Magnus and Aisling Sturbridge no small amount of time and effort as well, and probably it will cost us all our existence in the end. Still, nothing was changed, nothing was censored — everything in here is as it was written, including all annotations, as the bloodstains on some pages prove.

Which leads us to the second reason why I decided to publish the encyclopedia. This reason is a personal one, but it can serve as a hint on how to use the knowledge gathered here. In my ages of research, I have not only encountered allies. The opposite is true; I made many dangerous and powerful enemies who feared I knew too much. My blood-feud with the Mnemosyne is old history. The Jocastatians hunt me to devour my soul through the Amaranth in hopes of growing closer in their spiritual quest for knowledge about the Dark Father. The Black Hand and the Inconnu, I am certain, watched my every step for fear I had stolen their secrets from them. And now I've made all of their fears and nightmares come true — everybody shall be able to read what I know about them all.

The old saying that the Kindred is his own worst enemy is no longer valid, anyway. I stopped being afraid of the hunters within our ranks long ago. After all, they can only destroy me. I can still hope that my soul will not be damned forever and that the eightfold path remains open to me, should I be destroyed. There are other powers out there in the darkness, powers that finally made me play my own small role in the macabre game we call the Jyhad. The times are changing increasingly quickly, and faster than is good for any of us. I am done. The manuscript before me will now be put into the hands of loyal vassals who have already been instructed how to deal with it. For me, the only hope that remains is that I could bring knowledge to my esteemed readers and answer many of their questions. Unfortunately, I will not be around to say more myself, at least not for quite a while. Tomorrow evening, I will already have holed up, but after this work, I will hardly be forgotten. I wish all of you luck and a long unlife. I have nothing more to say.

Pax,

Bindusara

James England Jr (order #25550)

James England Jr (order #25550)

Appendix II: Biographies

Iontius

Looking back now, it is hard to explain what exactly made his sire Embrace Iontius, if it really was the founder of Clan Toreador who led the young Greek into the night. Was it his graceful body, his wavy blond hair, the angelic voice or his sympathetic ear to the woes and worries of all those whose heart nurtured a desire that is hard to capture in words? Modern Kindred will probably never know.

Soon, Iontius made a name for himself as an artist and patron of numerous talented, promising mortals. His extensive travels took him from Europe's west coast to the golden lands of Cathay. There it is said he learned from the secretive Kindred of the East how to feed from mortals without having to drink their blood. Just the heavy, impassioned breath of kine in the act of lovemaking is said to be enough to feed Iontius these nights. It is rumoured that blood cults prayed to him as an avatar of the different deities of love in all four corners of the world.

In the Middle Ages, Iontius rendered the faces of many elders and Methuselahs with various techniques and on a wide variety of media. Several icons of the Dracon are among his most famous works from that era. On a stay in Paris during the Renaissance, he became acquainted with Aristotle de Laurent and Albertus Magnus, who even then toyed with the idea of creating an illustrated genealogy of the children of the Dark Father. After many centuries of exhausting research, their efforts were spoiled by the French Revolution, during which Iontius suffered the greatest loss imaginable: the love of his unlife, a noble Giovanni whom he is said to have met in the 17th century at a secret Sabbat ball, met his Final Death in the chaos of the revolution. In his rage and anger, his disappointment and despair, Iontius betrayed many French Sabbat members to the Camarilla archons.

During the next two centuries, Iontius indulged his most sinister desires until Aristotle de Laurent managed to find him in San Francisco in 1997, where he catered to mortals looking for a very special form of entertainment under the name of Derrick Zeel. The sage managed to gain the artist from the Clan of the Rose as an illustrator again, this time for a project even more ambitious than a simple genealogy. Iontius worked under enormous time pressure and mostly from memory, which is why he denounces most of his recent works as sketches and early studies. The authors of this encyclopedia are more than satisfied with the results of his efforts, though.

As with all other Cainites his age, rumours and legends concerning the Greek abound. Some even claim he was the true progenitor of the Clan of the Rose.

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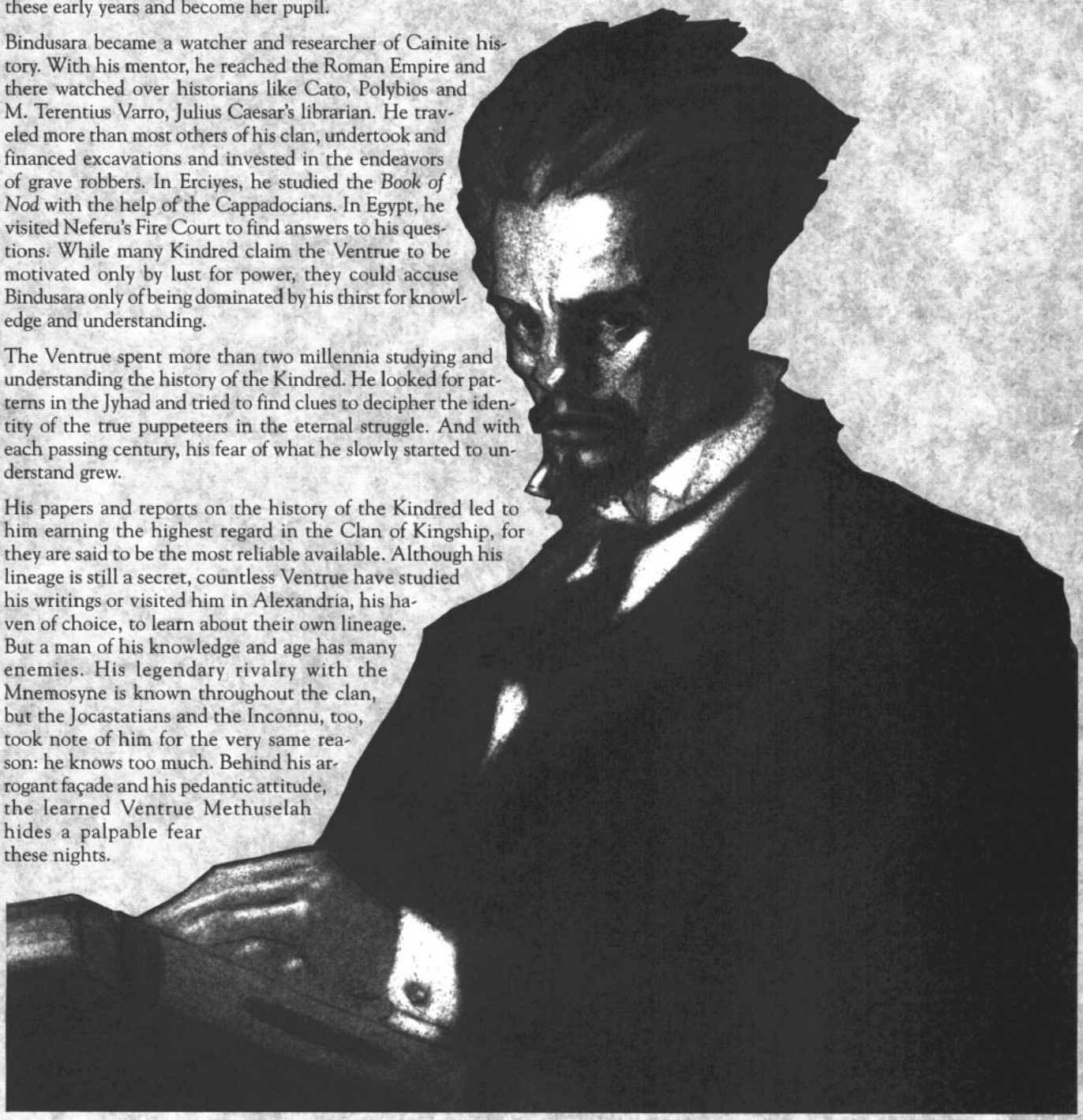
BINDUSARA

This Sixth Generation Ventrue was born around the time of Tshandragupta in Pataliputra, India, as a member of the Kshatrya (warrior) caste. Neither his sire nor the circumstances of his acquaintance with the young warrior are known, but as Tshandragupta's grandson, Ashoka, ascended to the throne and founded the first great Indian empire, the Ventrue Methuselah was already at his side. He did not concern himself with the political intrigues of the time for long, however. Again, we can only guess at his reasons, but it is most probable that he might have met the great historian of the Clan of Kingship, Ea Adapa, in these early years and become her pupil.

Bindusara became a watcher and researcher of Cainite history. With his mentor, he reached the Roman Empire and there watched over historians like Cato, Polybios and M. Terentius Varro, Julius Caesar's librarian. He traveled more than most others of his clan, undertook and financed excavations and invested in the endeavors of grave robbers. In Erciyes, he studied the *Book of Nod* with the help of the Cappadocians. In Egypt, he visited Neferu's Fire Court to find answers to his questions. While many Kindred claim the Ventrue to be motivated only by lust for power, they could accuse Bindusara only of being dominated by his thirst for knowledge and understanding.

The Ventrue spent more than two millennia studying and understanding the history of the Kindred. He looked for patterns in the Jyhad and tried to find clues to decipher the identity of the true puppeteers in the eternal struggle. And with each passing century, his fear of what he slowly started to understand grew.

His papers and reports on the history of the Kindred led to him earning the highest regard in the Clan of Kingship, for they are said to be the most reliable available. Although his lineage is still a secret, countless Ventrue have studied his writings or visited him in Alexandria, his haven of choice, to learn about their own lineage. But a man of his knowledge and age has many enemies. His legendary rivalry with the Mnemosyne is known throughout the clan, but the Jocastatians and the Inconnu, too, took note of him for the very same reason: he knows too much. Behind his arrogant façade and his pedantic attitude, the learned Ventrue Methuselah hides a palpable fear these nights.



James England Jr (order #25550)

ARISTOTLE DE LAURENT

The French genius and intimate associate of Francois Villon, Prince of Paris, was born in 1101, in the middle of the so-called Dark Ages, in the city where he still resides tonight. As the only son of the conservative, choleric merchant Maximilien Lucien de Laurent, who traded in metals and headed his family as a typical patriarch with sometimes uncompromising severity, but in most cases with loving care, Aristotle soon turned to knowledge. Aristotle's family was rather small for the time, as he had only one sister, Agnès.

With burning ambition and full of scholastic dedication, he drank in every word of Pierre Abélard, the philosopher, theologian and scholar who taught at the Sorbonne, and visited his crowded lectures together with hundreds of other students from all over the known world. Abélard's ideas and his enthusiasm for the Greek Antiquity and its philosophical ideals influenced the young sage even before his acquaintance with the Kindred.

The time of his Embrace and his initiation into the Kindred's grim world is mostly shrouded in mystery. It is suspected that the Frenchman belongs to a secretive bloodline known as the Mnemosyne, whose name derives from the mother of the Greek muses and goddess of memory. This bloodline, probably a mixture of Malkavian and Gangrel blood, is driven by an unquenchable thirst for knowledge, a manic search for information coupled with the capacity to boldly associate all possible fragments of information to reach new connections, an ability to think in patterns that sometimes unearths astonishing new insights.

It is rumoured that Aristotle de Laurent was somehow connected to the Greek Ancient of the Clan of the Moon called the Dionysian. This would explain his enthusiasm for classical Greek formation and ideals — and the name of the bloodline that was founded by de Laurent, if you believe the rumors from the time he was Embraced. The claim that the Mnemosyne aspired to reach Golconda, thinking they could obtain this mystical state of enlightenment by hoarding all knowledge present in this world, comes from the same, usually well-informed sources.

In the course of the last eight centuries, Aristotle de Laurent has become the most famous Noddist of the Camarilla. With the help of a very capable trio of undead researchers — the mad Malkavian prophet Anatole; the Lasombra Lucita, whom he met immediately after her Embrace in Paris; and later the learned Gangrel Beckett, who is occasionally assumed to be Aristotle's childe — he has collected many fragments from the *Book of Nod*. Thereafter, Aristotle published them in a very small print run for esteemed fellow Noddists after adding many illustrations concerning the topic. In doing so, de Laurent found himself caught between archaeology and adventure that threatens his very existence. His work was received with mixed feelings among the Kindred, but de Laurent remained characteristically nonplussed.

Two bitter feuds have handicapped de Laurent for a long time. One of them, the one against the Ventrue sage, genealogist and initiator of this work, Bindusara, whom the Mnemosyne bloodline hunts mercilessly, has not only been settled — at least on a personal level — in the meantime, but also has given way to boundless professional admiration, even camaraderie. What remains is the much more dangerous rivalry with Sabbat priscus Sascha Vykos of Clan Tzimisce, who is a noted Noddist as well and hunts for the same fragments. Only time will tell whose ambition as a researcher will finally prevail.

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LUCITA Y ARAGON

The daughter of Alfonse I of Aragon, Lucita grew up privileged but chafed under her responsibility to her father and family. She thought of patricide many times and often ran away, only to be caught by the Aragonese guards and returned to her father's custody. Rather than bother with disciplining the girl himself (as king, he had better things to do), Alfonse shuffled her off to confession each time, trusting that God and church would engender penitence in his daughter. The fact that her confessor was Ambrosio Luis Monçada made this hope a vain one.

Monçada recognized an indomitability of will in young Lucita, and a fierce independence. These traits — combined with his unholy lust for her — convinced the bishop that her Embrace was warranted. After talking with others of his clan, Monçada decided that the Lasombra would greatly benefit from this individual of high birth.

After her Embrace, though, Lucita's relationship with her clan was hardly idyllic. She struggled with Monçada just as she had struggled with her mortal father, craving autonomy and freedom. Although she serves Monçada dutifully as a diplomat and a noble (she is rumored to be the power behind the throne of the current King of Aragon, Peter II), she is more at home on the road with her traveling companion Anatole, who inspires in Lucita more faith in God than the degenerate Monçada ever could.

For over eight centuries now, Lucita has observed a rigorous training regimen to unify the warrior abilities of the nobility and the dirty tricks of the streets within herself and hone them to perfection. With Fatima al-Faqadi's help, she used both to exact revenge against her sire two years ago. In a grotesque turn of fate, however, Lucita has recently taken up her sire's work in the Sabbat, having decided that its personal gravity is far more important than the illusions of independence she clung to for so long.

James England Jr (order #25550)

ALBERTUS MAGNUS

Albertus Magnus had been what the kine call a resplendent personality when he was still mortal in the Middle Ages. In Kindred society, he is said to be one of the wisest sages of the Cainite race. He was born in Lauingen under the name of Albert of Bollstädt. As a child, he was placed under the Dominicans' care by his family and later studied theology in Padua. Later still, he traveled through all of western Europe and spent several years in Bologna and Paris. There, the young scholar is said to have attracted the attention of a great scientist and philosopher among the Kindred: Aristotle de Laurent. De Laurent's plans for the German prodigy were spoiled, however, when Albertus was called to Cologne in 1228 to serve as the Dominicans' master lecturer. In Cologne, Albertus became teacher and mentor of one of the most important thinkers and theologians of the time when he took Thomas Aquinas under his wing. In 1245, Albertus returned to Paris to teach at the Sorbonne, where he was Embraced by Procet, a childe of Critias, in 1248. At that time, the sobriquet "Clan of Scholarship" was still a fitting one for the Brujah, and Albertus had a clever mind and was open to the world, qualities that made him almost irresistible to his sire. Albertus "lived on" for more than 30 years, though, before faking his own death after his old confidant de Laurent had persuaded him during a journey to Paris that the contrast between his unbroken vitality and his seeming old age would inevitably lead to a conflict with witch-hunters. As one of only a few Brujah with influence in the church (Albertus was Bishop of Regensburg), he proved an unrelenting rival to Fabrizio Ulfila, the Ventrue whom many see as guilty for the atrocities of the Spanish Inquisition. If there had been more reasonable Kindred and fewer scheming plotters like Ulfila in the church's ranks, Cainite and maybe even mortal history might have turned out different.

In the Final Nights, rumors abound about Albertus, whose haven still lies in the domain of Cologne. He is said to act as an advisor to the Camarilla's Inner Circle, to be a confidant of the Founders and one of the few Kindred whose faith in God remains unshaken even after the Embrace.

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AISLING STURBRIDGE

Aisling was born in 1890 in upstate New York to a banker and his wife. Her mother died when Aisling was two, and her father chose to let his daughter run wild like a hoyden with her brothers rather than endure his wife's meddling relations' attempts to raise her. During this long period of freedom, Aisling gravitated toward mysticism through her Catholic upbringing and studied whatever she believed would be necessary to learn more. She taught herself Latin and Greek to read occult texts from the church library (she persuaded her elder brother to borrow books for her). Aside from reading, she attended séances and corresponded with a number of occultists, many of whom had little idea they were communicating with a teenage girl. When her mother's family finally got wind that Aisling was accepting an invitation into an "Enlightened Society" or somesuch, they put their collective foot down and ordered her to finish school. Aisling instead took her trust fund and abandoned Victorian America for the decadence of London.

In turn-of-the-century London, Aisling inserted herself into the occult scene, and her remarkable scholarship drew many eyes, including those of Aleister Crowley. Her brilliance did not go unnoticed by others; her sire-to-be, Lucien de Maupassant, met her during a *séance salon*, and the two became close confidants. In 1910, Crowley, apparently embittered that a girl so many years his junior was outstripping him in the hermetic mysteries and attracting far more attention by her scholarship, requested that Aisling become his next Scarlet Woman. In essence, it was a demand that she submit to rape. Lucien, already considering Aisling as potential progeny, took her away from London and Crowley's grasp, and on an extended tour of Europe and the Middle East to secretly test her fitness as a Tremere. When he was satisfied, he brought her to Vienna for the Embrace and to meet the rest of the clan.

For the next 30 years or so, the pair served as free agents, delivering messages between chantries, building chantry libraries and investigating on Inner Council orders. World War II separated them for long periods as Aisling tended the chantries in Nuremberg, Warsaw, Krakow and Dresden. Her friends in high places often could not decide what to do with her; on one hand, her questioning of the Tremere's role with the Nazi regime was intolerable to her superiors, but on the other, her work during air raids to preserve the treasures of embattled chantries was faultless.

In 1948, her sire and longtime companion abruptly went missing during an assignment supposedly given him by the Inner Council. According to certain upper-level gossips, it was Meerlinda who turned the young woman's talents to America, with hopes that it might distract her. Aisling's commentaries on the McCarthy hearings and the Age of Aquarius remain among the definitive studies on the periods, both in and out of the clan. Certain that she would have felt or heard of Lucien's destruction, she continues to search for word of him even now.

Recently, some of the higher ranks have begun to watch her with growing concern. She is one of the most dynamic and popular regents, and she has a number of high-placed friends in and out of the clan. She has shown no qualms about making deals with other Kindred for assistance, eschewing much of the traditional Tremere insularity. Reviewing all of this success in a darker cast, however, are several of the powers that be among the highest ranks of the Tremere. In the opinions of several of the old guard, Aisling is a loose cannon, as evidenced by her own desires not to be prince. One thing is certain in nights to come: Aisling's loyalty will indeed be tested. Whether from within the Chantry of the Five Boroughs or as a result of an outsider's influence, the Tremere may well have to make an example of one who insists upon going her own way.

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Appendix III: Addendum

Dear readers,

On the following pages, we present you with some additional writings that a messenger from my colleague Beckett delivered to my study literally at the last minute. After reading them thoroughly we thought it was impossible from a scientific point of view to keep these documents from our esteemed readers.

Judge for yourselves.

James England Jr (order #25550)

Aristotle—

First and foremost, kill the messenger. She reads Enochian and I don't trust her not to send word of this back to her filthy D'habi family. Still, she's the only one I could muster on such short notice, and I didn't have time to translate this into something less... public.

I know I don't need to tell you what this is. My guess is that it comes from the Chronicle of Caine, and it appears to fit between pages 50 and 52 of Ayisha's damnable manuscript. (Apart from the epigram, of course; I have no idea where that fits, but I suspect the close of the Chronicle of Secrets.)

I can't tell you the dreadful feeling this puts in my withered stomach, but I'm sure you'll understand soon enough. I footnoted this thing to the best of my ability in the six nights I had with it, but I'm sure your knowledgeable eye will assist you in turning out a more complete annotation.

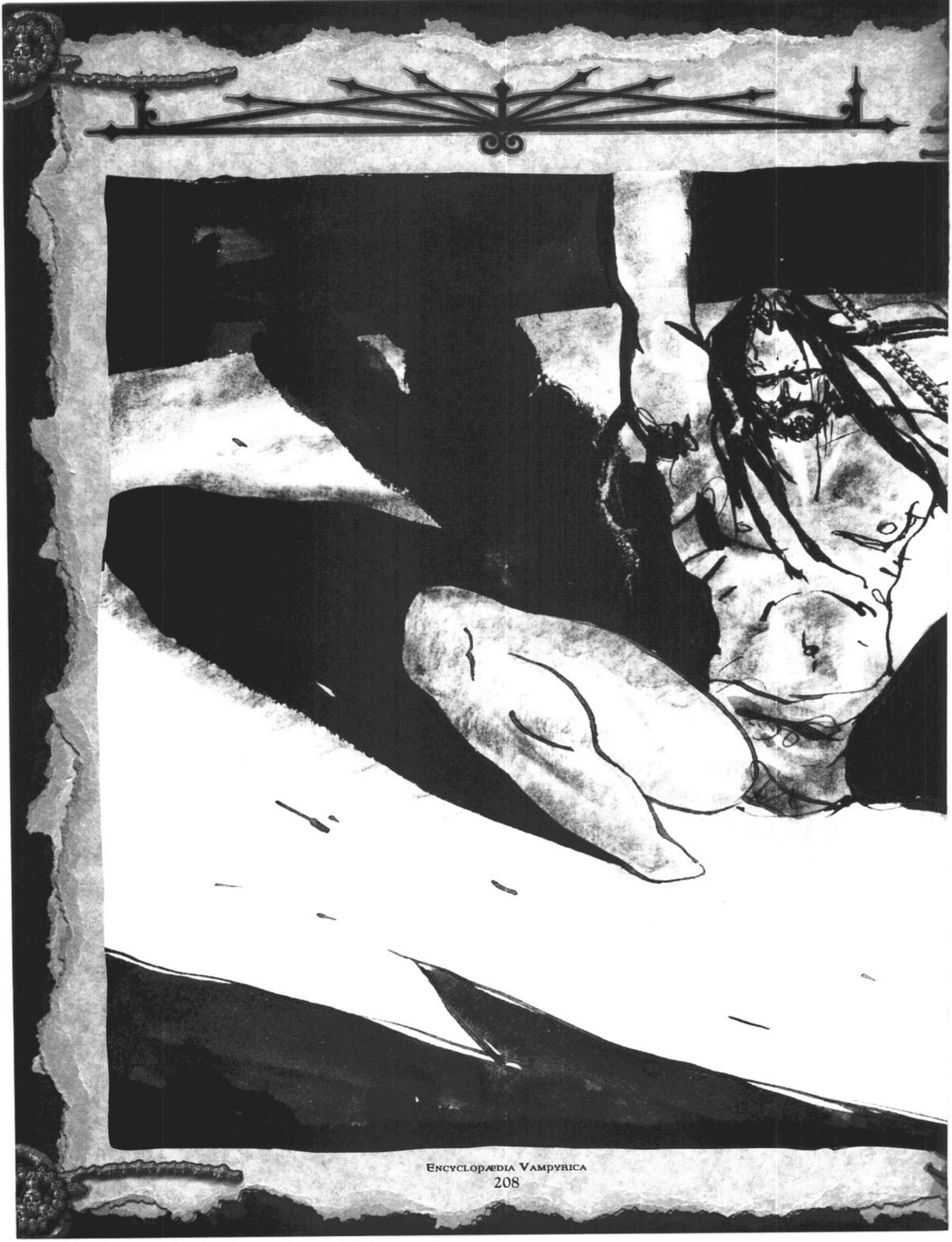
As to where I found it: Turkey. (Enjoy the grape leaves, if you can, that will arrive with this.) It rested at the bottom of one of the Anatolian underground cities, which was apparently overlaid with a ward against our kind — Okulos has been unable to leave the last portal, and he says there are a hundred mummified corpses at the level just above the bottom. I'm working desperately to get him out, but I didn't want this to wait another moment.

Please tell me this is a hoax. Please.

— Beckett

Post-scriptum: I haven't shown or mentioned this to Lucita, and I suggest you take the same precaution, at least until Anatole's latest fever subsides.

James England Jr (order #25550)



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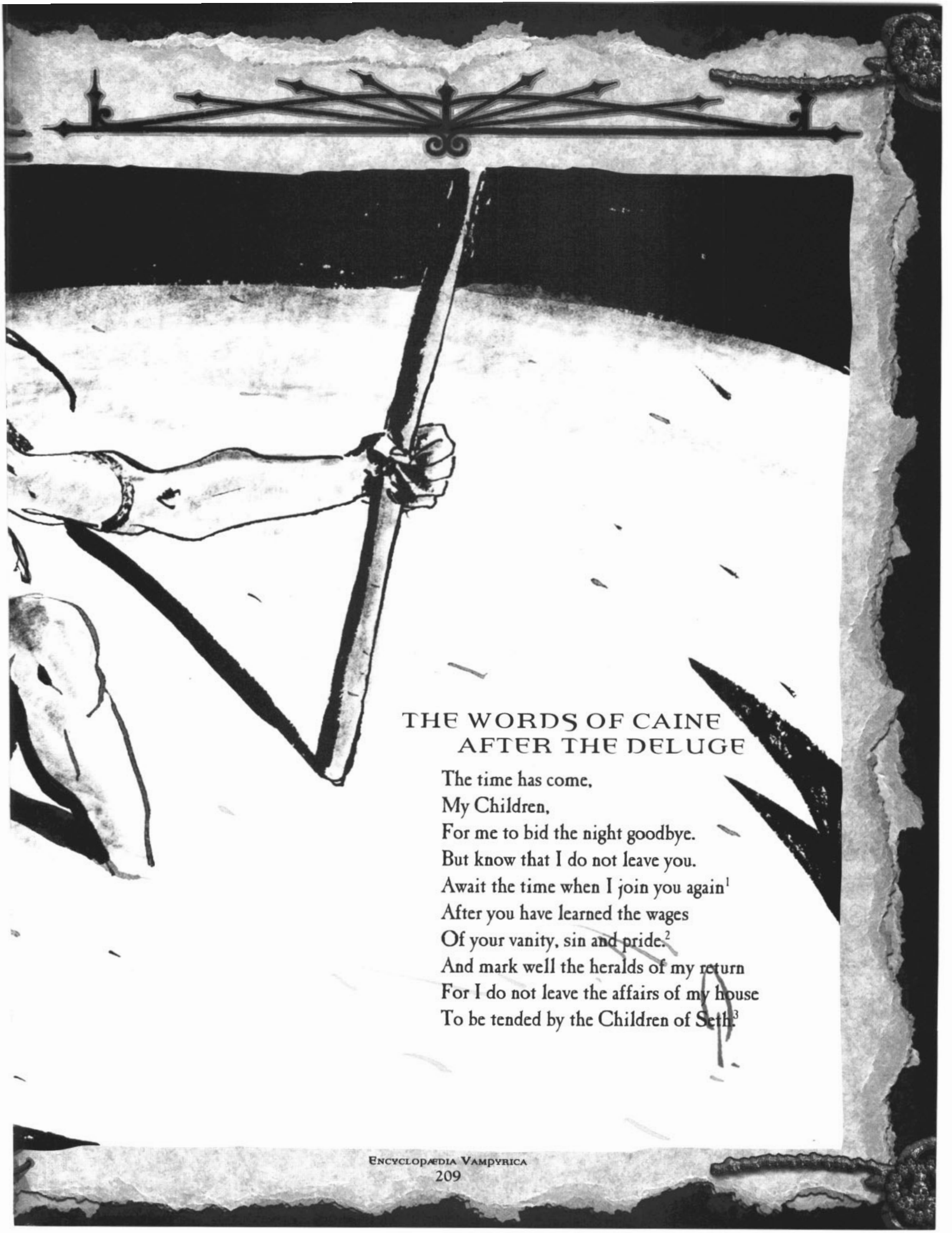

THE WORDS OF CAINE AFTER THE DELUGE

The time has come,
My Children,
For me to bid the night goodbye.
But know that I do not leave you.
Await the time when I join you again[1]
After you have learned the wages
Of your vanity, sin and pride.[2]
And mark well the heralds of my return
For I do not leave the affairs of my house
To be tended by the Children of Seth.[3]

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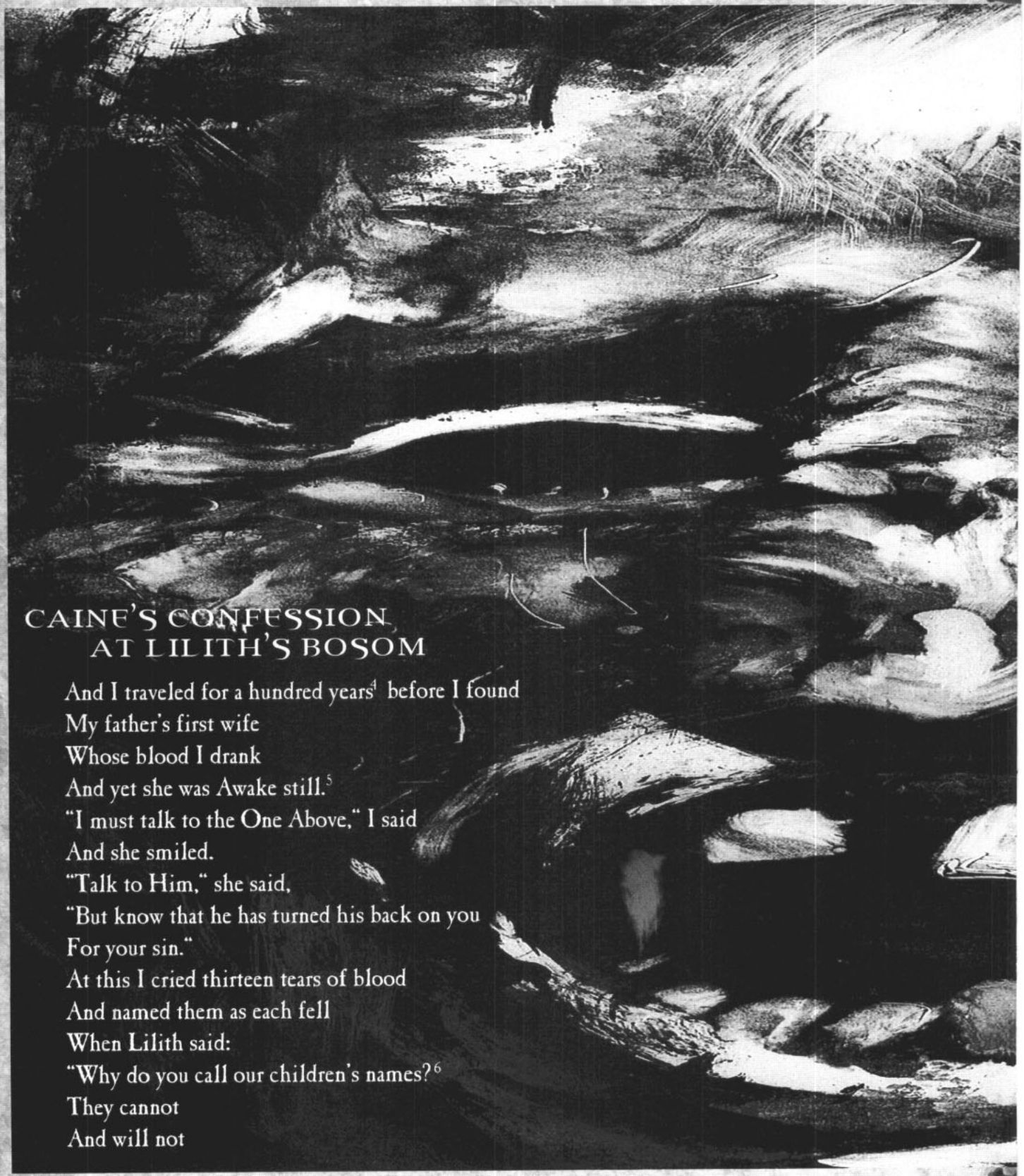

CAINE'S CONFESSION AT LILITH'S BOSOM

And I traveled for a hundred years[4] before I found
My father's first wife
Whose blood I drank
And yet she was Awake still.[5]
"I must talk to the One Above," I said
And she smiled.
"Talk to Him," she said,
"But know that he has turned his back on you
For your sin."
At this I cried thirteen tears of blood
And named them as each fell
When Lilith said:
"Why do you call our children's names?[6]
They cannot
And will not

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THE WORDS OF CAINE BEFORE ENTERING THE EARTH

And I grew tired,
My dead heart heavy with all that I had done.
So I pledged to sleep until my wrongs
Had righted themselves.[9]
With Lilith's knife, I cut myself[10] and sang:
"From these open wounds
Life shall come from death,
As the last daughter
Bearing the mark of the moon
Sends [Lasombra's] bane to the ashes,[11]
Sends [Gangrel's] brood to the cold stone,[12]
Infests [Nosferatu's] den with [snakes] and strikes down his wife,[13]
And pierces the rest of my grandchilder
With the fires of the wise."[14]
At these words, I sank
Embraced by the cold arms of
Lilith's garden.
Please, [God],[15]
Erase my folly
And end this.[16]

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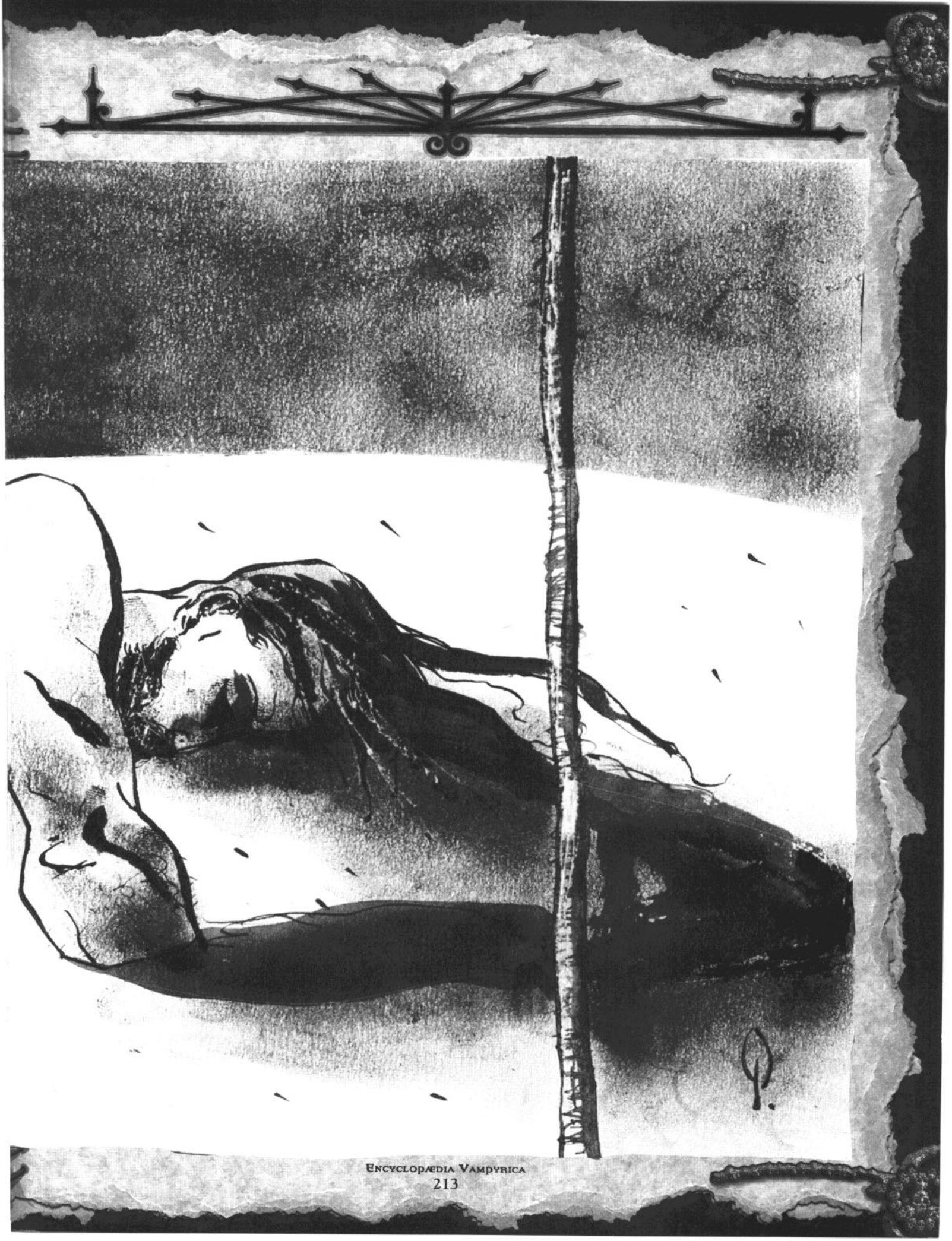

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EPIGRAM

On the last night, the eve of Gehenna,
All of Caine's race shall know of God's judgement.

1 This suggests to me that we may face not only one Gehenna, but two. Nothing else I've seen makes reference to Caine's return, only that of the Antediluvians. As you will see from the rest of this „missing signature," Caine is none too happy with his descendants, and it sounds like whatever is left after Gehenna may be in for an apocalypse of its own.

2 Has Caine chosen torpor because he wants to teach his renegade grandchilder a lesson? Everything we've seen prior to this suggests malaise. Again, this sounds more like anger — almost like he *knows* the treachery subsequent generations will inflict upon other Kindred.

3 Once more, this sounds as if the First Vampire plans to return and take an account of the Reckoning left after the Antediluvians' return.

4 These must be Biblical years, of a duration unknown to us, as this would place Caine's confession well into the epoch of the Second City were this translation to assume lunar years.

5" Awake still"? Implying that she still has knowledge of the arcane arts that imparted our Disciplines unto us? Why would Caine believe this knowledge to be temporary? You are better versed in the lore of Lilith than I — does the Lilin view subscribe to a waxing and waning of potency? Is this perhaps a reference to a feminine cycle of ability akin to menstruation?

6 As if this document doesn't present enough ill omen with regard to the father's return.... Correct me if I'm wrong, but this seems to suggest that the lesser generations are products of the union of Caine and Lilith. I am unfamiliar with any proven record that the Curse may be passed on through anything other than the Embrace. Indeed, we are dead! Our organs do not contain the spark of life necessary to procreate. Surely (he couldn't be bothered to record the names he spoke, could he?) this alludes to Lilith's other „monster" children. Please tell me this is the case.

7 This passage contains previously unknown allusions to some sort of carnal or Biblical relationship between Lilith and Caine. I may misunderstand the context in which the word is used, but even „our children" from the prior footnote may be used symbolically. This usage inclines me to believe otherwise, however, which is not precisely a comforting thought.

8 This obviously places Caine's exile from Nod at some time following Satan's own banishment from Heaven.

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9 Here the transcript returns to Caine as a tragic figure, breaking away from the „angry sire" exhibited in the last two passages. The context suggests that as time passed, Caine's anger subsided. The shift is too radical and too quick to be so easily dismissed, however, which casts doubt upon the credibility of the scribe in this case. Yet, as I'm sure you can tell, all of the pressed platinum disks date to the same period. Have I read this incorrectly?

10 To bleed out all his vitae in preparation for torpor. A bit dire, but again, he wears his sorrow as a weight upon his shoulders.

11 I interpret „Lasombra's bane" as the anarch who committed the Amaranth upon that terrible individual. I believe he is known as Gratiano, and have begun inquiries into his whereabouts (unless he exists only as ash as of this writing...).

12 This reference has no precedent. What is the „cold stone"? I'm sure the other Mnemosyne and Gangrel would love to know, so we can stay the hell away from it.

13 Could Nosferatu's wife be the Baba Yaga? It is popularly accepted that she has indeed met her end. Accounts of that tale also attribute her demise to the efforts of „dragons," which are certainly serpentine enough to pass as snakes for the purpose of *this* individual's sensibilities. A Lupine acquaintance of mine has passed me a corroborating tale that leaves a gaping hole in Russia's *terra firma*. I have already sent word to Lucita to investigate (though I didn't tell her any of the circumstances).

14 Another oblique choice of words, particularly given that fire doesn't typically pierce, but rather burns.

15 In almost every other occurrence of reference to the Almighty, the scribe (if indeed it is not Caine who recorded these words) names the „One Above." In this instance, however, the document clearly identifies the Hebrew YHVH.

16 Once more, the anguished Caine pleads his case, and this passage bears nothing that indicates the anger, spite or bitterness of the previous passages.

James England Jr (order #25550)

CREDITS

Written by:
Bindusara, Methuselah of the Kingship Clan Aristotle de Laurent, Elder of the Mnemosyne - Lucita y Aragon, Archbishop of Aragon - Albertus Magnus, Elder of the Learned Clan - Aisling Sturbridge, Regenta Prima of the Chantry of the Five Boroughs

Storyteller Game System Design:
Mark Rein•Hagen

Vampire and the World of Darkness Created By:
Mark Rein•Hagen

Developed by:
Justin Achilli

Editor:
Jeanée Ledoux

Art Director:
Richard Thomas

Layout & Typesetting: Kieran Yanner

Interior Art: Thomas Berg, Timothy Bradstreet, A. Brubaker, Dennis Calero, Mike Chaney, Mike Danza, Birgit Daubmann-Probst, Guy Davis, Darryl Elliot, Jason Felix, Douglas Alexander Gregory, Tony Harris, Anthony Hightower, Eric Lacombe, David Leri, Vince Locke, Larry MacDougall, Ken Meyer jr., Andrew Ritchie, Nick Ruskin, Alex Sheikman, Christopher Shy, Ron Spencer, Joshua Gabriel Timbrook, Andrew Trabbold.

Front & Back Cover Design: Kieran Yanner

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