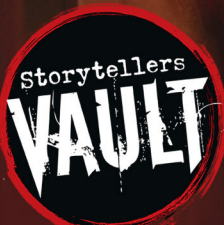


CLANBOOK

GANGRAEL

5th EDITION



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TABLE OF CONTENTS

WHO ARE THE GANGREL?	3	BLOODLINES	36
Additional Archetypes	4	Country Gangrel	37
		Blood Ravens	39
DISCIPLINE POWERS	6	Regal Knights of Avalon	41
Animalism	6	Einherjar & The Valkyries	43
Auspex & Celerity	8	Laibon of the Wise Spider	45
Fortitude	9	Coyotes of the Cities	47
Obfuscate	10	Kin Eaters	49
Potence & Presence	11	Mariner	51
Protean	12		
Blood Sorcery & Rituals	14	GANGREL IN MODERN NIGHTS	53
		Shaped by the Will to Survive	54
NEW PREDATOR TYPES	16	The Nomadic Life	55
		A Political Animal	57
OPTIONAL ADVANTAGES	19	Clan and Culture	62
Bestial	19	The World Outside	68
Bonding & Feeding	20		
Looks, Mythic & Psychological	21	WILDERNESS IN YOUR CHRONICLE	70
		Tension	71
Haven Addon & Domain	22	Chronicle Hooks for Wilderness Excursions	72
LORESHEETS	22	TOOLS	80
Blood of Artio	23	Aerial Animals	80
Casimir Bane of Cities	24	Terrestrial Animals	83
Eremites of the Perfect Beast	25	Aquatic Animals	89
Feral Child	26	Strange Creatures	91
The Hushed Chorus	27	Mortals	94
The INVICTI	28	Things in the Dark	97
Lorekeeper	29	Typical Bloodsuckers	99
Pagans of the Old Ways	30	Strange Kindred	102
Protege of Inspector Wolfe	31	Dyscrasia Animals	103
The Thing That's Seen You	32	Animals for Feral Whispers	106
The World Anew	33	Whispers & Rumors	110
Trails of the Beast	34	Gangrel Myths & Tales	112
Wolves of Wall Street	35		



Who Are the Gangrel?

"Even at the first city of Uruk our kind lived on the periphery, waking the beast in the hearts of men. Leading the barbarian hordes to delve into its heart, where we cast their gods down onto the streets. Then when the other Cainites rose up and defended the walls they'd built, we pulled back into the wilderness. There we became the monsters in the dark: the flesh goring cannibals, the bête of Guévaudon, the giants and trolls of the world, but still the city pushed out into us. When the Sect wars began we played our role as their soldiers and trackers, we brought death and destruction in their names –yet still they kept us at arms length. But now something is different, in the chaos and uncertainty of these new nights. Our kind is beginning to thrive once more, the walls are crumbling, and when they do the wolves will prowl those cities once more and again shall their gods be cast down."

–Shamshat, Childer of Enkidu

Wild creatures of the night, the Gangrel prowl the edges of civilization as hunters, nomads, and mercenaries. Having been aptly called Wolves, Barbarians, Outcasts, and Strays, though their most common name, used even among themselves, is Ferals. While some might find these brands an insult, many Gangrel have appropriated them as badges of honor, and they wholly accept their nature as primordial creatures of the night, viewing the trappings of society as shackles that once bound them to the wills of others, and their Beast as a driving instinct for survival and adaptation.

In the previous eras, the Ferals were the loyal dogs of the Camarilla serving as the claws and fangs of the High Clans, but have since left and become independent, taking up their own aims. Many that left behind their nights in the Ivory Tower now find the lack of structure freeing, finding their own self-determination and ambitions giving them new purpose and strength in these uncertain nights. Though not usually political as a whole, many Ferals have taken up the banner of local Anarch movements, or assist and facilitate those movements, and find themselves regularly standing shoulder-to-shoulder with the Brujah. Other Gangrel use their talents as hired hands; Mercenaries, messengers, bodyguards, and spies, and move between the lines of civilization and wilderness, from wealthy to impoverished, and from High to Low. As a whole, the Clan of the Beast cares not for the confines of the labels others might give them, and so freely move amongst all territories, castes, and status –apart from them all.

Additional Gangrel Archetypes

HUNTER

For this vampire, every night exists only for the thrill of the hunt. Wishing only to prove that they are the ultimate predator in the city, willing to compete with any other Kindred to prove superior. Rarely is this for power or influence, the Hunter does it all for the challenge, and the thrill of proving their superior predatory skills.

SUGGESTED CONVICTIONS: Never steal the kill of another hunter outside of a challenge, never show mercy to prey, only hunt worthy prey, reveal yourself before a contest begins

SURVIVALIST

It goes without saying that Kindred have been having a rough time in recent nights, from sect wars to the second inquisition, there is no shortage of things trying to bring an end to a Kindred's existence. Unlike others you not only intend to survive each night, you have been taking active measures to secure that survival.

Some might call you a bit paranoid, but it's not about whether you're paranoid, it's if you're paranoid enough.

SUGGESTED CONVICTIONS: Always persist regardless of opposition or circumstance, nothing is greater than to survive, avoid unnecessary danger

MERCENARY

Maybe in life you were a hitman, or you never really believed in a cause. Being turned hasn't changed your habits much, or if it has it's granted you a realization that your new powers and skills can be honed and sold. You're good at what you do, and others are willing to pay you for it. Whether it's a means to an end or a simple way to eke out an existence doesn't matter. Life has a price, and if someone is willing to pay enough, you'll take that life.

SUGGESTED CONVICTIONS: Never do anything for free, Don't die for another's cause, I come first

ANARCH HARDLINER

Society is a social construct, and in your opinion the systems and destructions it brings are unnatural. The entitled God and His church, the CEO and his unrelenting greed, roads that carve through the countryside like black veins of corruption to bring forth poison-belching machines and trash trailing tourists. You've endured the destructive expansion of civilization for long enough, and even when you fled to the forest, it wasn't content to leave you alone. You've heard how your Clan prospered before the industrial age and the monolithic Sects of the night, and vowed a return to those primal times.

SUGGESTED CONVICTIONS: Never pass an opportunity to disrupt the system, Do not allow yourself to be shackled to commitments, Those in authority are mechanisms of destruction

PRIEST OF THE BEAST

You were dejected in life. Lost and without a bearing and where to go or what to do. Perhaps a toothless failure, or a lost soul that never found purpose. In death you have found it in your Beast. You're a predator now, and you survive, thrive, and feed. Your closest ally is the primal thing inside. Like a priest of the night, they offer their Beast's wisdom to any who will listen, so that you will embrace the same path, and find the same purity of purpose.

SUGGESTED CONVICTIONS: Shackle not your Beast and its impulses, Never deny your instincts, Do not idolize Humanity for they are aimless

URBAN EXPLORER

Moving through the city as if it were an ancient ruin, you delved into blighted neighborhoods, old factories, and labyrinthian lost tunnels that run beneath the feet of others. Curiosity and adventure are the strongest traits of an Urban Explorer, along with a high athleticism for traversing the crumbling conditions of condemned buildings and forgotten bastions of yesteryear. After your Embrace these skills have proven exceptionally useful, and a whole new world of exploration has opened up to you.

SUGGESTED CONVICTIONS: Never miss an opportunity to document an area, There's no such thing as trespassing, Never leave a place unexplored

WOLF OF THE IVORY TOWER

You hold true to the traditions, even if those in power might treat you as a loyal hound rather than an equal. Convictions against the lawlessness outside of the Camarilla are more important than purposeless wanderings through the night, scraping by in obscurity. In life it's likely that you held fast strong values of structure and ambitions for supporting a group effort to make the world a better place. Your aims are always noble, even if they might pit you against your kin.

SUGGESTED CONVICTIONS: Order and common decency are the greater good, Care not for the Beast, Corruption of institution is weakness, Lead by example

Disciplines

ANIMALISM: The Clan of the Beast doesn't have that epithet without reason. Gangrel have mastered both the animal kingdom and the Beasts of other Kindred. Commanding, conversing and manipulating both to survive in the wilderness.

FORTITUDE: Durability, adaptation, survival. Gangrel have employed this power to bolster their physical and mental defenses since the times of the First City, where they functioned as bodyguards and front-line soldiers. These nights it ensures that they can challenge any gauntlet and come out the other side, even using it in combination with their shape-shifting abilities to utterly ignore terrible bodily harm and unleash brutal attacks.

PROTEAN: Few clans have mastered the ability of Protean, and fewer still have mastered it in the ways the Gangrel have. Many old-blooded Wolves claim that their form of Protean is the purest, untainted by ancient serpentine gods and the disease of a Fiend's mind. Gangrel use this power to adapt to any environment, any time and place, and thrive in the harshest parts of the world. Anywhere from the peaks of freezing mountains, to the crushing depths of the sea.

NEW COMPULSION: ZOOCHOSIS: Modern life is closing in around you. Streets packed with loud vehicles, narrow alleyways reeking of rot and garbage, the cries and constructions of unnatural society layered onto itself. When this compulsion manifests you tend to revert to a more primitive mental state; Repeating monotonous tasks, scratching the surface of your desk into a groove, or grinding your teeth. These effects confer a -2 Dice penalty to Social Pools until you can manage to find an open and more natural locale or speak with someone who understands your mental state.

NEW COMPULSION: CO-SURVIVOR: The pack is as strong as its weakest link, and failure out here in the wilderness means death. This compulsion tends to manifest when both you and another utterly fail in succession. You get a -2 penalty on all pools until you, or someone you're helping, succeeds on a Teamwork Dice Pool or the scene ends.

DISCIPLINE POWERS



Animalism

Disciplines that cement a Kindred's sovereignty over the Kingdom of Animals and ensures that they will always have the natural diversity of their area at their beck and call. Unbeknownst to most Kindred who don't have the understanding of this ability in their blood, Animalism also governs the control, understanding, and influence of supernatural Beasts, such as those found in Kindred, but also in Werewolves and certain cryptids. Amongst the Gangrel this power is one of the reasons why they thrive so well in countryside, as they use it to cow predators, ensure companionship, and thwart the advancement of Werewolves.

Level 1

PACK MENTALITY

Amalgam: Fortitude 1

Prerequisite: Unswayable Mind

Taking the concept of a pack's strength to another level. Ferals with this power can project their own mental adamant outwards as a shield to defend other beasts from manipulations and certain powers of the blood.

Cost: Free

Dice Pools: Variable

System: The user may add their dots in Fortitude as extra dice to another Vampire, Werewolf, or any other creature with a supernatural Beast, when they create a pool to resist Mental Discipline powers, such as Dominate and Presence. Whenever an individual wins a contest in a pool made against a Mental Discipline you may spend a point of Willpower to automatically resist that same power for the remainder of the Scene. However if that individual fails that pool, you are also subject to the same power as if you have failed to defend against it.

Duration: Passive.

Level 2

BESTIAL WRATH

Amalgam: Fortitude 2

Pour your Beast into an animal that has tasted your blood, causing it to dive into a blind frenzy that bolsters its physical attributes beyond natural limits.

Cost: One Rouse Check; Free when used on Famulus

Dice Pools: Frenzy Test; (Current Willpower + One Third of Humanity Rounded down)

System: Upon activation, the user chooses any animal in their line of sight that has at least one step towards a Blood Bond with them, the user then Tests for Fury Frenzy; Difficulty 4. Regardless of the Test's outcome the chosen animal enrages for the duration. Enraged animals lose all sense of self-preservation, add the user's Animalism to their non-combat Physical Dice Pools, as bonus damage to their physical attacks, and they feel no pity, remorse, or fear, and cannot be stopped unless killed.

Passing the Frenzy Test allows you limited verbal control of the enraged animal, such as which target to attack or which direction to go, however commands must be simple and have an immediately available goal, else they're ignored. Failing the test causes the Beast to attack anyone indiscriminately as if they are in Fury Frenzy. The user can only Enrage a single Animal with this power at a time.

Duration: Animals stay enraged one Scene or until the user fails a Frenzy Test, causing their Beast to return to them, causing the Enrage to end.



Level 3

RABID BITE

Many old tales tell of animals that communicate a terrible temperament through their bite. Kindred with this power are likely the source of such tales, as their bite can inject vicious splinters of their beast into a victim that can be triggered to send those bitten into a Frenzy. Those who have a Famulus have even used this power through their companion.

Cost: One Rouse Check

Dice Pools: Strength + Brawl

System: On a successful bite the user may activate this power to infect a victim with a splinter of their Beast. At any time for the remainder of the night the user may make another Rouse Check to activate that splinter. Kindred and other creatures with a supernatural Beast must test for Fury Frenzy, the user's choice of Frenzy type, against a Difficulty equal to the user's Animalism. While Mortals and other creatures without a Beast simply fly into a rage, taking non-halved Willpower Damage equal to the user's Animalism. When the user's Famulus bites an individual, the user may activate this power through them to use them as an avenue to inject a Beast splinter. The user can inject a number of Beast splinters equal to their Resolve.

Duration: Beast splinters last within victims for twenty-four hours or until activated.

Level 4

FERAL DIALOGUE

Prerequisite: Feral Whispers

Ferals with this power can convey complex messages via howls, grunts, and barks. Sounds produced by this power are always animalistic in nature. Many Ferals use this power to discreetly communicate over long distances, whether in the countryside or across urban sprawl.

Cost: One Rouse Check

Dice Pools: As with Feral Whispers.

System: While Feral Whispers is active, you can emit a vocalization, usually a howl, that has a radius of at least one mile. This vocalization can be fully understood by anyone else with Feral Whispers or any animals you desire. Vampires with *Auspex*, especially Malkavians, may be able to glean an emotion from the vocalizations made via this power, such as anger, fear, or sorrow, but will never understand the wording of the message itself.

Duration: As with Feral Whispers.

Level 5

LIVING MENAGERIE

Those who have mastered Animalism and this power of the blood can not only bring their beast to heel, but also pull other supernatural Beasts into themselves, making their body a vessel for an entire pack of Beasts, unified in savage purpose.

Cost: One or More Rouse Checks

Dice Pools: --

System: Upon activation, the user chooses any number of individuals in their presence with a Supernatural Beast, then makes a Rouse Check for each. The Beast of each target is forcibly pulled into the user and the Storyteller grants the user a Discipline power known by each target. If one of these Disciplines has pools that calls for a Discipline rating, the user's Animalism is used instead, as they wrangle the victim's Beast into executing the power for them. Additionally the user suffers no penalties from physical impairment and gains bonus dice equal to the number of Beasts absorbed to all Athletics, Brawl, Stealth, Survival, Intimidation, and Awareness pools. If the user must Test for Frenzy while under the effects of this power, they instead suffer a point of Aggravated Willpower Damage, and become immune to that form of Frenzy for the remainder of the scene.

Those targeted by this power can resist it with a Test of Composure + Resolve or Fortitude; Difficulty 5. However if their Beast is removed, they effectively have no Beast for its duration. They do not Test for Frenzy, cannot suffer Bestial Failures, and Messy Criticals have no negative effects. This does not remove the effects or detriments of Hunger, however, and they may still be afflicted with non-Bestial compulsions at the Storyteller's discretion.

When the effects of this power ends, all Beasts are returned to their character of origin. When a character re-gains their Beast, if they are at Hunger 5 or their Willpower tracker is fully marked, they must test for Hunger Frenzy, as the Beast is once again let loose within them.

Duration: One scene or until ended voluntarily.



Auspex

Supernatural senses are hardly foreign to the Clan of Beasts, but the powers of Auspex tend to be less common amongst them. The Kin Eaters, a quads-Bloodline of the Gangrel, are the only Ferals who naturally hold this power within their bestial blood, wielding it to sense and sew Hunger. Other members of the Clan tend to manifest it as the hyper-perceptive senses seen in some animals, such as the vigilant hound who somehow knows when danger looms in the dark beyond sight.

Level 1

SENSE THE STARVING

Amalgam: Protean 1

Altering their physical senses in a way that fine-tunes them into being able to read the radiating need for sustenance, almost like an aura. Many view this power as an unnatural intrusion of reading of another, as it operates on an almost insidious knowing rather than the more "natural" powers that stem from Animalism. **Cost:** Free

Dice Pools: --

System: The user unerringly knows the location of individuals within ten yards/meters who are "famished". Vampires who are at Hunger 5, Mortals who haven't eaten in at least a day, and Ghouls who have gone more than a week without Vitae all count as famished. The user may choose anyone in their line of sight and roll Auspex + Protean vs Composure + Subterfuge. A win allows them to know the target's Hunger rating. This power does not sense Vampires at Hunger 0, and they will seem to be mortals unless other detection is employed.

Duration: Passive

Level 3

MISTFELL

Amalgam: Protean 3

The vampire uses a subconscious sense of danger to reactively dissolve into a chilled mist, becoming insubstantial and able to evade most forms of attack. This transformation is fleeting, however.

Cost: One Rouse Check

Dice Pools: Wits + Auspex

System: The user instantly becomes insubstantial mist that can only be damaged by fire, sunlight, and immaterial supernatural attacks. This power can be used to evade a single attack using Wits + Auspex, vs.

the attacker's pool. On a Critical Win, the user flash-chills any melee-ranged attacker, dealing a point of Superficial Damage.

Duration: Transformation lasts long enough to evade a single action.

BLOODY RECOLLECTION

Vampires with this power not only imbibe the blood of their victims, but also partake in their memories as well, making them their own as much as the blood they've slaked.

Cost: Free

Dice Pools: Variable

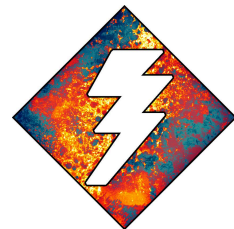
System: When the user slakes at least one Hunger from a victim, they may make a Test of Resolve + Auspex.

The user gains a recent memory for every two successes on the Test. This memory must have been thought by the victim within the last two nights. If the user completely drains the victim the user gains a memory for each Success instead. Especially violent memories, such as being shot, stabbed, or damaged from fire or sunlight, may contextually inflict Willpower Damage or force the user to Test for Frenzy.

Duration: Memories gained are as permanent as the user's own.

Celerity

Moving quickly through the world keeps Kindred alive, and no powers of the Blood allow for quicker movement than the Discipline of Celerity. Learned and employed by the City Gangrel, as well as any Feral that can manage to learn it.



Level 1

QUICKSHIFT

Amalgam: Protean 1

Through the use of their Celerity, a vampire with this power can immediately assume any transformation with Protean, or feasibly another Discipline, instantly.

Cost: Free; As with power used

Dice Pools: Wits + Survival

System: When the user employs a power to transform, they do so in the fraction of a second, faster than the blink of an eye. This power also allows the user to reactively transform with a pool of Wits + Survival; Difficulty 3 Test, allowing them to assume a different form and take an action, such as evasion, using that form's pools.

Duration: --

Level 2

MERCURIAL BEASTS

Amalgam: Animalism 1

The user shares a small portion of their unnatural agility with the animals they influence. Teeming swarms and great beasts alike exhibit an uncanny speed almost equal to the vampire themselves.

Cost: One Rouse Check; Free for Famulus

Dice Pools: Stamina + Animalism (for non-famulus animals)

System: The vampire can choose to extend some of their Celerity powers to animals affected by their Animalism. Any animal thus imbued adds the user's Celerity to their Dexterity pools. Using this power on their Famulus is free and automatic. To imbue other animals besides their Famulus, the user must make a Rouse Check and roll a test of Wits + Celerity (Difficulty 3). The user can bolster one animal per point of margin.

Duration: One Scene; Permanent for Famulus.

Level 3

SHIFTING TRAVERSAL

Amalgam: Protean 3

A Feral with this power can assume the shape of three separate animals to ensure that they have the ability to adapt to their environment.

Cost: One Rouse Check

System: When taken, the user chooses three animals in regards to traversal, Air, Land, and Water, with each one usually being an animal that thrives in such environs. When this power is activated, the user spends one turn transforming into a form based on their current environment. If the user is falling or jumping they may change to their Air form, running after someone would result in their Land form, and the same while swimming in Water. Moving between these environments automatically shifts the user between the three forms without requiring additional Rouse Checks, only taking a turn to shift (Unless the user has Quickshift above, of course). An example would be running across a pier as a Wolf, leaping off the edge to become a Hawk, before diving beneath the waves to become an Otter. As with Metamorphosis, the user may choose forms with much different sizes and mass than their base form.

Duration: Until ended voluntarily.

Fortitude

There are few other tools in the Feral's repertoire that ensure their survival more than this Discipline. Extending it to both their physical and mental resistances, they uniquely entwine this power with their animal companions and their own Hunger.

Level 1

MAD GRIT

Using their Hunger as a focusing anchor, vampires with this power can thwart the influences and advancements of others, bolstering their own mental and physical strength.

Cost: --

Dice Pools: --

System: The user may add a number of dice equal to their current Hunger to any pools to resist Discipline Powers. Criticals resulting from these pools are considered Messy Criticals and confer the Hunger Compulsion (Vampire the Masquerade Core Book, Pg. 208). If this power is used multiple times in a single Scene, subsequent uses cost a point of Willpower.

Duration: --

Level 2

SYMPATHETIC LINK

Amalgam: Animalism 1

Prerequisite: Bond Famulus

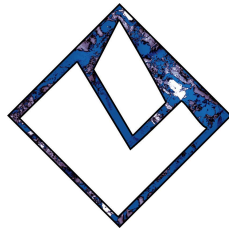
A power created by the shamanistic members of the Ferals, and seen almost wholly amongst them. Through the strange combination of their blood's powers, those with this ability can form a supernatural link with their beast that spreads thin inflicted wounds and damage between them, while the Famulus also benefits their master's mending powers of the blood.

Cost: As with damage mended.

Dice Pools: --

System: When the user or their Famulus takes Superficial Health Damage, the user may have an amount of the damage taken, up to their Fortitude rating, transferred to the other. When the user rouses the blood to mend damage, that same type and amount of damage is also mended by their Famulus. If the user has more than one Famulus, due to a Power, Background, or Merit, the damage that is transferred to their Famulus is distributed between them as the user sees fit.

Duration: Passive.



Level 3

CORNERED ANIMAL

Amalgam: Animalism 3

When backed into a corner, or near-death, a Feral with this power will surrender to their Beast, which will grant them a second wind to continue in the face of Final Death, doing everything to survive.

Cost: Free

Dice Pools: --

System: When your Health tracker becomes fully marked with Aggravated Damage, and you are not in Frenzy, this power activates automatically. While active, the user enters Fury Frenzy and adds their current Hunger to their Health track. This Fury Frenzy cannot be resisted in any way, even through expenditure of Willpower, but the vampire can choose to Ride the Wave (Vampire the Masquerade Core Rulebook, Pg. 219). When this power ends, unmarked Health boxes are removed first and if the user has no Hunger, they immediately mend 1 Aggravated Health Damage.

Duration: Lasts a number of turns equal to the user's Hunger rating upon activation.

Level 5

HIDE OF GRANITE

Amalgam: Protean 2

This variation of Flesh of Marble has developed in groups of Gangrel, usually spontaneously through instinctual uses and changes of their blood, rather than as something consciously learned. This power grants immunity to natural damage from environmental effects, as well as granting nearly insurmountable durability and monolithic immovability.

Cost: Two Rouse Checks

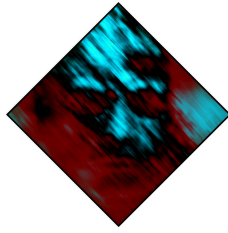
System: While active any attack that does not exceed the user's Fortitude rating deals no damage and fails outright and the user is completely immune to environmental and incidental damage, examples include fire, high voltage electrical shocks, freezing temperatures, radiation, total vacuum, and extreme pressure.

Additionally they can't be moved outside their own influence unless the opposing force achieves a number of successes greater than the user's current Willpower and the user can't be Stunned, ignores any penalties of Physical Impairments (pg. 303 Vampire the Masquerade v5 Core Rulebook) outside of severe Crippling Injuries (pg. 303 Vampire the Masquerade v5 Core Rulebook) such as a Massive Wound or Crippled.

Duration: One scene

Obfuscate

Gained from either their Nosferatu peers, or found in the Bloodlines of the Blood Ravens and the Coyotes, there's little that can be argued against having the ability to pass unnoticed, plague a victim with Bestial glamors, or simply look like something else entirely.



Level 1

EIDOLON FAMULUS

Amalgam: Animalism 1

Prerequisite: Bond Famulus

This ability was supposedly fashioned by the Blood Raven's Feathered Court, though both the Nosferatu and Ravnos claim it was first employed by them in ancient times well before the Dark Ages.

Cost: Free

System: The user's Famulus can use all the Obfuscate powers known by the user and gains a dot in Obfuscate that grants an additional Level 1 Obfuscate power. When rolling pools of Obfuscate, regardless of the power's level that calls for it, the Famulus only ever uses their own Obfuscate rating.

Duration: Passive; As with power used.

Level 2

ASSAILING BEAST OF TORMENT

Amalgam: Animalism 2

This ability allows one to weave their Beast into their powers of Obfuscate, manifesting it as a harrying and horrifying animal in a way that has no small similarity to the Chimerstry employed by the Ravnos. Beasts manifested by this power are most often Canids, but users whose Beast more closely matches another animal may cause it to be conjured as that instead; Blood Ravens manifest birds matching their namesake, while a Nosferatu might conjure up visions of nightmarish rats.

Cost: One Rouse Check

Dice Pools: Manipulation + Obfuscate

System: The user chooses a victim in their line of sight, activates this power, and makes a contest of Manipulation + Obfuscate vs Composure + Resolve or Fortitude. If the user Wins, the victim is beset by visions of horrific beasts and suffers a -2 dice penalty to their Composure and Resolve pools.

Duration: One Scene; A Critical Win on the initial Test makes it last the entire night.

Level 3

MASK OF A THOUSAND PETS

Amalgam: Protean 1+

Prerequisite: Skin Taker or Shapechange

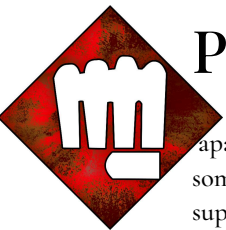
A favored power of the Coyotes, who would take humans as "pets" and live with a family for years to pass as a mundane animal for as long as possible, whether for protection or just for the fun of it. When using a fully transformative power, such as Skin Taker or Shapechange, this power can be used to mask the true appearance of the user, causing a wolf to appear as a harmless family dog instead.

Cost: One Rouse Check

Dice Pools: --

System: When the user transforms into an animal through the use of Skin Taker, Shapechange, Metamorphosis, or any similar full-body transformation, they may activate this power to appear as a specific animal they've seen within the last night, or fed from at some point in the past. The false appearance must have the same general shape, and be of a similar species, though size can vary widely. An example would be the user transforming into a large gray wolf, but employing this power to appear as a beloved family pet dog. This power does *not* alter the user's physical shape or mass, but like Mask of a Thousand Faces and other similar powers of Obfuscate, uses a mental glamor to appear as the animal they're mimicking. As usual, Sense the Unseen and similar powers can pierce this effect, per the rules of Obfuscate.

Duration: Until ended voluntarily.



Potence

Many know of the Ferals who can bite and claw apart a Kindred like a wild animal, but few realize that some Ferals, especially the Chosen Slain, employ the superhuman strength of Potence. When woven with the transformative powers of Protean, these Einherjar are nearly uncontested in battle, even against overwhelming odds.

Level 2

RECKLESS BERSERKER

Amalgam: Protean 2

Most frequently seen amongst the Einherjar, this power causes the user to enter a meditative battle-trance, wherein their Beast alights upon their mind, visibly bolstering their physical body and allowing them to attack with brutal abandon, at the cost of self-preservation.

Cost: --

Dice Pools: --

System: In combat the user adds their Potence to their Dice Pools made to attack or destroy, but loses an equal number of dice from their evasive and defensive combat pools. This power is passive and can't be deactivated.

Duration: Passive.

Level 3

WILD STRIKES

Prerequisite: Reckless Berserker

Einherjar with this power enter a trance-like state, wherein their cursed Beast alights upon their mind visibly bolstering their physical bodies and allowing them to turn into whirlwinds of gore that carve through enemies with inhuman strength and no regard for their own survival.

Cost: One Rouse Check

Dice Pools: --

System: When the user makes an All-Out Attack with Brawl or Melee, they may strike an additional target within range using the same number of resulting Successes. Both targets defend with their own contesting pools as normal.

Duration: One Scene.

Presence

Level 2

WOLF KNIGHT'S VALOUR

Amalgam: Fortitude 2

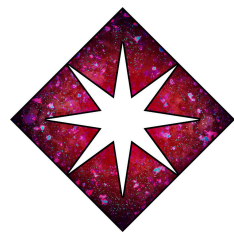
The signature power of the Knights of Avalon. It was created by their founder, Sir Godfrey, who valiantly led the charge against the monsters that threatened both Mortal and Cainite society in the dark ages. In modern nights it's also sometimes seen amongst Ventrue leaders. Those who have this power inspire others around them with their triumphs –A wolf's valour to bolster courage.

Cost: One Rouse Check

Dice Pools: --

System: Whenever the user wins a contested pool of any kind, they may activate this power and choose a number of other characters who saw the user's victory. Others chosen gain a point of Willpower and add half the user's Presence as bonus dice to resist Intimidation or Fear Frenzy. Those that already have this power cannot recover a Willpower from its effect, but still gain resistances to Fear Frenzy. The benefits of this power can only be gained a number of times equal to half the user's Presence Rating per night.

Duration: One scene or until intentionally ended.





Protean

The primary Discipline of, and one that is the most natural to, the Gangrel. The powers of bestial transformation exist across all Bloodlines and variants of the Gangrel, and even those Ferals that don't develop the powers of a protean form still hold its properties within their blood, taking on Bestial features with Frenzy.

Level 1

SKIN TAKER

A power frequently seen among the indigenous Gangrel of North America, said to have been developed out of their spiritual meditations and traditional connections with nature. By draining and then consuming an animal, bones and all, the user can then assume that animal's shape, so long as they can keep the flesh down.

Cost: Free

Dice Pools: --

System: The user fully drains an animal and then consumes it entirely, making a Test of Protean + Composure; Difficulty 3 to keep the animal down without issue. A fail causes them to retch up the flesh at the end of the scene. If the user has the Eat Food Merit (Vampire the Masquerade Core Rulebook Pg. 182) they pass the test automatically. Taking a point of Aggravated Damage or receiving a Critical Injury forces another Protean + Composure; Difficulty 3 Test to keep the flesh down.

While the animal remains within the user, they can make a Rouse Check to assume its form, following the same rules of Shapechange (Pg. 271 of Vampire the Masquerade Core Rulebook).

Duration: Transformation lasts until ended, or the flesh is expelled from the body. As with food, the flesh must be expelled before daysleep.

Level 2

ALTERED ASSAULT

Amalgam: Fortitude 2

Channeling the raw ferocity of their Beast into a single attack, the Feral leaps towards the target like a wild predator, attacking with the sudden manifestation of hooked claws, a barbed tail, a crab's pincers, or any manner of animalistic weapon. Whatever the form this weapon assumes, it rips apart flesh with inhuman violence, all while the user ignores the detrimental effects of pain and injury.

Cost: One Rouse Check

Dice Pools: Protean + Brawl

System: Activated as a Protean + Brawl attack, the user sprouts an animalistic light piercing Brawl weapon with a damage modifier equal to their current Hunger as they leap up to five yards/meters towards their target, making a loud animalistic sound that draws attention. On a successful hit, this attack deals non-halved Superficial Health Damage to the target. Attack pools made with this power suffer no penalties from Impairment or Crippling Injury.

A Critical Win on this attack allows the user to activate it again next turn for free, while a Messy Critical removes the cost entirely for the remainder of the scene. This power also has no cost while the user is in Frenzy. Attack pools made with this power cannot be split to strike multiple targets.

Duration: Animalistic weapons gained from this transformation last for a single attack.

Level 3

PREDATOR'S MAW

Prerequisite: Altered Assault or Feral Weapons

This power allows the user to manifest huge bestial fangs, a boring proboscis, or the ability to alter and extend their jaw for a more powerful bite. In any case, this power is specialized for feeding and causing catastrophic damage, especially to prey that is already injured.

Cost: As with Altered Assault

Dice Pools: As with Altered Assault

System: The user makes a Bite Attack with Protean + Brawl. This attack suffers no penalties from minor actions to move towards the target, Impairment or Crippling Injury, and additionally has no Called Shot penalty for biting, as the transformation pierces through armor and flesh to allow the user to gorge on blood. On a successful attack, the user immediately slakes one Hunger and deals 2 pointes of Aggravated Health Damage. If the target is already bleeding (Kindred don't bleed), the user immediately slakes an additional Hunger.

Weak or Average Mortals that are victims of this power are usually mangled beyond saving almost immediately, leaving a bloody mess that appears to have been caused by an enormous feral animal, such as a lion, bear, or some other unfathomable beast. Other mortals are unlikely to survive without medical attention.

Duration: Animalistic weapons gained from this transformation last for a single attack.

Level 4

DRAUGHT OF CHANGE

The Blood of the vampire becomes saturated with the powers of their Protean, conveying a part of that power to anyone who drinks of it.

Cost: One Rouse Check.

System: Drinking a Rouse Check's worth of Blood directly from the user gifts the drinker with temporary Protean equal to half the Protean dots (rounded down) of the donor. The drinker gains the same powers as the donor's, up to that level.

Duration: One night; for vampires, until the next feeding or the drinker reaches Hunger 5.

ENNOIA'S MASTERY

When Ennoia returned from the desert beyond the First City, she did so as a mastery over her spirit, her Beast, and her physical form. This granted her the ability to adapt to her environment actively and reactively, sometimes even involuntarily. In modern nights this is an ability that's commonly seen in Wights who had considerable mastery over Protean before their loss of Humanity. The Eremites of the Perfects consider this ability a sacred expression of the purity and adaptability of their Beast as the ultimate predator.

Cost: One Rouse Check

System: Upon activation, the user can choose a number of Animals equal to their Protean rating. From each chosen animal, the user picks an Exceptional Dice Pool or a Special trait. Chosen exceptional pools increase the same skill to the same amount, up to a maximum rating of 5, while Special traits chosen from animals grant those effects as written. These chosen changes are reflected in transformations on the user's body in the form of additional limbs, heads, mouths, etc. Effects that add bonus to damage are not additive with multiple changes, as the user can only attack with one changed part of their body at a time.

Duration: One scene unless ended voluntarily before that.

Level 5

SELF-MADE THRONG

Amalgam: Animalism 1

Ferals with this power are no longer limited by the confines of their physical flesh, and can instead use their total mastery of their shifting form to split into multiple separate animals, allowing them to become a veritable pack of one. Use of this power is kept fairly secret by the Clan of Beasts and their associated bloodlines, adding to their reputation as survivalists.

Cost: Two-to-five Rouse Checks

Dice Pools: --

System: Upon activation the user makes two-to-five Rouse Checks and then chooses an animal for each Rouse Check made. Over a full turn, the user's body violently tears itself to pieces as they split into each of the chosen animals. These animals have their individual Physical Attributes, senses, and Skills, as well as any special traits they normally have. However each animal shares the same mind: That of the user, meaning that they share the user's Willpower tracker, as well as the user's Mental Attributes and Skills. Mental powers that affect one, such as Animalism, Dominate, or Presence affect them all. Compulsions, or mind-related impairments will also be present across all animals the user has split into. Each also shares the same Hunger rating.

When this power ends, the user chooses one of the animals they split into, and it transforms back into the user's default form. All other animals turn to blood and dust. For each animal that was destroyed during the duration, the user takes a point of Aggravated Damage.

Duration: One scene unless ended voluntarily before that.



Blood Sorcery

Rarely do the Gangrel resort to bending the cursed power of their vitae, but when they do it manifests primarily as old ritualism that draws obvious parallels to old pagan practices lost to time, or more wild conjurations of combat.

Level 1

NATURAL RITUALIST

Amongst less academic practitioners of Blood Sorcery, especially those who are primarily interested in the processions and rituals of an almost religious significance, the core ability to specialize in those rituals is more important than the overt mastery of one's blood, leading to the learning of this talent in the place of more academic sorcery.

Cost: Free

Dice Pools: --

System: This power can be learned multiple times, once at each level. When this power is bought, the caster learns two Rituals at the same Level it's learned at, instantly and for free (If taken at character creation, this is in addition to the free level 1 Ritual).

Additionally the user may purchase additional Rituals that share their level with this power at a cost of 2 experience per dot, rather than three, and they learn them in half the time.

Duration: Passive

Blood Rituals

Level 1

CRIMSON WOAD

Using a limited form of Blood Magic to ritually inscribe mystical spirits of war and wrath onto their skin to protect from fear and terrible injury. This ritual hails from a forgotten and isolated bloodline that was damned to wither on the vine. However there are those on the far reaches of society, in equally forgotten places, who can teach these old powers of spirit and nature.

Cost: One Rouse Check

Dice Pools: Ritual Test (Intelligence + Blood Sorcery; Difficulty 2)

Ingredients: Whiskey, animal blood, wild mushrooms, rosemary

Process: The caster chooses to perform this Ritual at Difficulty 2. All ingredients are ground in a small stone mortar and pestle as the caster hums a discordant tune and meditates on violence. A single Rouse Check of the caster's Vitae is then poured into the mix.

System: A success at Difficulty 2 grants the caster with a fortification of spirits, preventing Critical Injuries and adding one die to resist Fear Frenzy.

Duration: Twenty-Four Hours, whichever comes first.

Level 2

DARK HEART OF THE WOOD

A Ritual that takes ambient spiritual energy and uses vitae as an animating nexus to form it into an artificial spiritual construct. This construct is in no way a proper elemental spirit, but can pass as one even when present among such beings.

Cost: One Rouse Check, One Willpower

Dice Pools: Ritual Test (Intelligence + Blood Sorcery; Difficulty 3 or 6)

Ingredients: Vitae, the heart of a large ruminant, common fungus, fresh moss, an acorn or pinecone

Process: The caster grinds up their vitae along with the fungus and moss. The animal heart is then stuffed with the mixture as well as the acorn or pinecone, before being planted at the center of a clear plot of land, open to the sky, during which the caster makes their Ritual Test.

System: On a Win a large stag (regardless of what animal contributed the heart) made of earth, moss, and wood rises from the spot where the heart was buried. This stag will obey the caster's commands, and is more intelligent than a typical animal.

Duration: The Dark Hart lasts one night, or permanently if the Ritual is performed at Difficulty 6.

DARK HART

GENERAL DIFFICULTIES: 3 / 1

Certain Gangrel have been taught the Blood Rituals that allow for the conjuring of these aspects of nature's power. Dark Harts are most frequently seen in the old forest of Europe, but some have been sighted in the jungles of South America, or the bush of Australia, even in places where Deer are not native fauna.

Attributes: Strength 3, Dexterity 5, Stamina 4;

Charisma 2, Manipulation 1, Composure 2;

Intelligence 2, Wits 4, Resolve 2

Skills: Awareness 5, Occult 4

Secondary Attributes: Health 7, Willpower 4

Special: Suffers no minor action penalty when closing distance and it deals +2 piercing damage when goring with antlers in a charge attack. It can perceive individuals and objects as if it has Sense the Unseen. Once per scene the Dark Hart can spend a point of Willpower to add a single die to the caster's Willpower Tests.



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23

Predator Types

More than any other clan for the Gangrel the hunt and the methods they pursue is the greatest form of self expression. Below are new Predator types that treat a Feral's most comfortable methods of feeding as inhuman acts.

Cannibal

You and your Beast crave the flesh and blood of other Cainites. This isn't done out of any moral obligation, at least not anymore, you simply crave a much larger and filling meal to get you through your nights as an undead monster.

- Add a specialty: Brawl (Bites) or Intimidation (Cainites)
- Add one dot of Auspex or Protean
- Gain the Feeding Flaw: Glutton (●●) or Ravenous Thirst (●●) - Your Hunger is immense and can only be fully slaked when consuming at least half your weight in the flesh and blood of other supernatural creatures, or by feeding on a powerful vampire.
- Increase your Blood Potency by 1
- Lose one dot of Humanity

Predator Pool: Feeding on Kindred is no easy task, and should never be relegated to Quick Hunts. If absolutely necessary, the Cannibal's predator pool is Resolve + Brawl; Difficulty 4 + the victim's Blood Potency.

Cazador

You've devoted your unlife to hunting those that usually hunt you. You feed from mortal Hunters, or failing that, their loved ones. You infiltrate their circles through various means, or simply bait your hunters into a trap that gives you the upper hand, and attack and feed from them, usually after or during combat.

Considered to be a dangerous and reckless method of feeding, it none-the-less turns heads when found out or mentioned, though the precariousness of what you do doesn't necessarily garner you outright fame, as you get praise and scorn in equal measure.

- Add a specialty: Athletics (Bows) or Craft (Traps)
- Add one dot of Celerity or Fortitude
- Spend three dots across the Allies Background (●●●) - A mortal you can call on to infiltrate, or get a lead on, a potential Hunter, or someone that Hunter cares about.
- Gain the Mythic Merit: (●) Light Sleeper - Your vigilance has led you to waking earlier than most Kindred.

- Gain the Enemy Flaw: Deadly Mortal (●●) - A veteran Hunter that likely has your name etched into their favorite weapon.

Predator Pool: Resolve or Intelligence + Allies or Technology to get a line on the movement of a local Hunter, or to find one of their loved ones to feed from or Strength or Dexterity + Athletics to subjugate a Hunter in combat and feed from them. The Cazador's quick hunts always have their difficulty increased by one, due to the dangerous nature of their feeding habits.

Civilisation Destroyer

Every building has that loose brick, the weak strut, a rusty pipe. You feel vindicated in your feeding when you take out a small piece of a larger infrastructure, so you feed on the mail clerk, the subway engineer, or the dog walker. Anyone that, should they become ill or go missing, will disrupt at least a dozen people's day.

- Add a specialty: Larceny (Security) or Academics (City Infrastructure)
- Add one dot of Dominate or Potence
- Gain the Contact Background: (●) - Someone who knows scheduling for a large intricate system of people. A shift supervisor, a ticket clerk, or a security guard.
- Gain the Bestial Merit: Inhuman Advisor (●●) and the Flaw: Bestial Impulse (●) - There's a perfect agent of chaos inside you that's always readying to mess with your impulse control.

Predator Pool: Manipulation + Streetwise or Contacts find out who might cause enormous inconvenience, or Intelligence + Academics to research individuals low on the ladder that have the burden of being irreplaceable and overworked.

Cruel Deerstalker

You give your prey a head start and then relentlessly chase them down, maybe even playing with your food. Your hunts tend to cause a massive problem here and there, but that doesn't matter. There is only meaning in the fleeing prey and the thing that hunts them.

- Add a specialty: Athletics (Pursuit) or Intimidation (Glare)
- Add one dot of Dominate or Presence
- Gain the Feeding Merit: Gratifying Predation (●) - They run, you chase them. Nothing feels better.

Predator Pool: You manipulate your target into fleeing, then with raw exertion run them down with Strength + Athletics, or you pick out someone in a crowd and meet their gaze and trick them into a poor position with Manipulation + Intimidation. Cruel Deerstalkers tend to Succeed at a Cost for their Hunts as the

difficulty to remain unnoticed by others or cause collateral damage is quite high.

Nomadic Feeder

You weave through society and those that populate it, moving on the edges, through alleyways, and across the country. You're not a picky eater, but you'll feed in a different area and on a different thing each hunt.

- Add a specialty: Streetwise (Unfamiliar Locales) or Insight (Loners)
- Add one dot of Auspex or Fortitude
- Gain the Haven Merit: (●●) and the Mobile Haven Addon (●) - You have a vehicle that's secure and fast enough to keep you on the move.
- Gain the Background Flaw: Enemy (●●) - Your trek across the area has left a long trail, and someone is following it.

Predator Pool: Resolve + Streetwise to stalk a new area for a target or Manipulation + Insight to convince someone gullible to trust you.

Pet Collaborator

There's plenty of furry accomplices that'll help a food-motivated creature like you. Getting an animal, usually a pet or something domestic, to keep an eye out or dupe your prey is your specialty, and it tends to work pretty well. Many who hunt this way do so along with their Famulus if they have one.

- Add a specialty: Anima Ken (Pets) or Stealth (Ambush)
- Add one dot of Animalism or Obfuscate
- Gain the Background Merit: (●) Herd - You get at least one easy meal a week from the assistance of an animal.
- Gain the Psychological Merit: (●) Wild Heart. You're good with animals.
- Gain the Mythic Flaw: Permanent Fangs (●●) - Maybe a part of the reason you're good with Animals is because you have big fangs like they do.

Predator Pool: Charisma + Animal Ken to get an animal to help you out, or Wits + Stealth to lay in wait for a baited target.

Poacher

You feed by moving into other's territory and preying on the Kine that aren't yours. Perhaps you don't have a territory of your own, you live a nomadic existence, or maybe you just like the thrill of hunting while trespassing.

- Add a specialty: Survival (Trespassing) or Stealth (Trespassing)
- Gain one dot of Celerity or Obfuscate

- Gain the Feeding Merit: Solitary Hunter (●●●) - Hunting down and feeding on prey on your own slakes an additional point of Hunger, though this can't reduce your Hunger below 1.

- Gain the Infamy Flaw (●) - You're known as a poacher to most who own or manage large domains, though they lack definitive proof of your slights, they'll keep a close eye on you none-the-less.

Predator Pool: Wits + Survival to find another Kindred's domain and brazenly hunt prey or Dexterity + Stealth to sneak into an area, feed, and then leave without getting caught.

Rival Predators

Blood tastes sweeter when flavored by adversity and victory. You have at least one rival, maybe friendly, maybe not so friendly. You and them choose a target, and then compete to see who can feed on that target first.

- Add a specialty: Athletics (Uneven Terrain) or Performance (Stylish Kill)
- Add one dot of Celerity or Presence
- Gain the Background: Mawla (●●) - Your rival, or rivals, who hunt against you. Winning too many times in a row, cheating, or being a sore winner might cause some issues and turn them into Adversary (●).

Predator Pool: Dexterity + Athletics. You beat your opponents to the target through agility and precision, or Wits + Performance to make a show of your victory.

Suliformes

A rather repugnant form of feeding that requires ghouled or highly trained animals, who are sent out to feast on blood and flesh, and then return home to regurgitate their haul so that you might eat the blood yourself. Despite the stigma attached to it, it remains an almost untraceable form of slaking one's Hunger.

- Add a specialty: Animal Ken (Ghouled Animals) or Subterfuge (Normal Feeding Habits)
- Add one dot of Animalism or Protean
- Gain the Bonding Merit: Deeper Bond (●●) - Your blood bonds animals that much quicker.
- Gain the Looks Flaw: Disgusting (●●) - Your feeding habits have given you a strange odor. You suffer a -2 Die penalty to most Social Pools in regards to people you're in the olfactor range of.

Predator Pool: Charisma or Manipulation + Animal Ken to send out your ghoulded animals to gobble up something and then return with your meal. It takes at least six hours for your pets to return with enough blood to slake one Hunger, usually much more to get two.

Wastelander

Stalking the trackless wastes and outskirts was how your human ancestors lived in ancient days, and how your inhuman progenitors persisted in the early nights. Everything you need is out there, amongst the trees, rocks, ravines, and pools. This is what you find the most appealing, the most natural.

- Add a specialty: Survival (Wilderness) or Stealth (Wilderness)
 - Add one dot of Protean or Fortitude
 - Gain the Feeding Merit: Prey Specialization (●●) - Animals. You might feed on a human out yonder, but feeding on Animals is what you're best at.
 - Gain the Haven Merit: (●) - You have a small hunting shack or a secret place away from the city.
 - Gain the Feeding Flaw: Taste of the Kill (●●) - It's only worth eating if you nabbed it yourself.
- Predator Pool: Stamina + Survival or Stealth. You cross the night tracking down prey, or sneak up on your quarry over several hours. In any case, your "quick hunts" always take at least two hours if you're not already in the wilderness.

Optional Advantages

Within this section are new Merits, Bloodlines, Loresheets, and Flaws that Players and Storytellers can use to build their characters. Many of the Advantages here are designed with Gangrel in mind, and certain advantages should only be taken by Gangrel, though any player who aims to have a more bestial or hunger-associated character concept might find these of interest regardless of written intention.

Storytellers and Players are encouraged to think about the whys and hows of these merits, and consider what events may have lead to a character having them, and how they will affect the character scene-to-scene, as they are stand-out ways to help define characters, both Player and otherwise, and add stronger context and story.

Merits & Flaws

BESTIAL New Advantages that focus on the presence of the user's Beast and its Hunger and how it influences a Cainite's night-to-night and moment-to-moment life. These are meant to be primarily associated with Gangrel, as they have a unique and more personal association with their Beast, however any particularly monstrous or animalistic character may take them at the Storyteller's discretion.

(•) **FRENZY'S CATHARSIS** After you Frenzy for at least one Scene, choose Physical, Social, or Mental. Add 1 die to all pools of the chosen type for the rest of the night.

(••) **INHUMAN ADVISOR** When you reach or start a scene at Hunger 4 or 5, your Beast will give you a Desire for the scene. All Dice Pools made towards achieving this desire get +2 Bonus Dice. This bonus is increased to +3 at Hunger 5.

(•• to ••••) **HUNGER'S BARGAIN** When you slake at least one Hunger, add +1 Bonus Dice to resist Frenzy for the remainder of the scene. If taken at four dots increase the bonus to +2 Bonus Dice.

(•••) **PREDATORY ELOQUENCE** You add +1 Bonus Dice to any Social dice pools made while Hunting, your predatory nature shining through as an allure, or warning, of imminent danger.

Flaw (•): BESTIAL IMPULSE When you reach or start a scene at Hunger 4 or 5, your Beast will give you a Desire for the scene. All Dice Pools that aren't made towards achieving this desire get a -2 Dice penalty. This penalty is increased to -4 at Hunger 5.

Flaw (•): MONSTROUS COUNTENANCE When you lose Humanity you gain a permanent animal feature. Difficulties to hide these features are increased by 1 for each that you have and give you a -1 Die penalty to a specific Skill. Even if you somehow gain the lost Humanity back, the feature stays.

Flaw (• to ••): ANIMAL ANTIPATHY For each dot in this Flaw choose a type of Animal, such as Cat, Canid, Bird, or Rodent. That Animal will never converse with you and is completely immune to your powers of Animalism. In certain cases they will also attack you unprovoked.

BONDING A Feral's blood is a tool of survival like anything else, and nothing helps with survival more than dependable bonds that one can rely on.

(•) DEEPER BOND When an animal drinks at least a Rouse Check worth of your Blood, they become two-steps towards a bond with you, rather than one. Additionally certain powers of Bonding, such as choosing a Famulus, take only two nights, rather than three.

(••) SHACKLE EATER When you slake at least 1 Hunger by drinking the blood of the vampire that you've been Blood Bound to, slake 1 additional Hunger if it were to increase the Bond further, or maintain it at the maximum. This cannot reduce Hunger below zero. If multiple effects would allow you to slake an additional point of Hunger, choose the one and ignore the rest.

Flaw: (••) ANIMAL VAGARY Your Blood suffers from a strange quirk that prevents it from bonding sentient Mortals, Kindred, and most other Supernatural Creatures. You can only create Blood Bonds with animals.

FEEDING As with the core Advantages, what follows are several new merits and flaws associated with hunting and imbibing in blood of various kinds.

(•) GRATIFYING PREDATION While the turmoil of night-to-night survival doesn't allow you to always hunt as you want, it makes your most comfortable method all the more satisfying when you do manage it. When you successfully hunt in accordance to your chosen Predator Type, you also restore 1 Willpower.

(• or ••) COURSER You have a supernaturally acute sense of smell when it comes to Animals and their Blood. Not only is it easier for you to sniff them out, you can smell their blood with superhuman ability. Add 1 bonus die to any olfactory pools to track an animal's scent, or 2 dice if they're bleeding. This bonus is increased by 1 more die if taken as a two-dot Merit.

(•• to ••••) PREY SPECIALIZATION You have a specialized type of prey that you know the ins and outs of hunting, whether it be a specific type of animal, a mortal with a certain lifestyle, or someone with a specific physical

trait. For every two dots in this Merit choose a specific type of prey. You get +1 bonus die to any rolls made to hunt that prey.

(•••) SOLITARY HUNTER When you hunt down and feed from prey on your own, without any other individuals helping you, including animals, slake 1 additional Hunger. This cannot reduce Hunger below zero. If multiple effects would allow you to slake an additional point of Hunger, choose the one and ignore the rest.

(•••••) EFFICIENT METABOLISM Your Beast is either more easily slaked, or you've learned how to utilize what blood you consume more efficiently. For every 2 Hunger you slake, slake 1 more. This cannot reduce Hunger below zero. If multiple effects would allow you to slake an additional point of Hunger, choose the one and ignore the rest.

Flaw: (••) CONNOISSEUR You slake one less Hunger from blood that doesn't have an Intense or Acute Resonance, and your Hunger can only be fully Slaked by draining a vessel with a Dyscrasia.

Flaw: (••) DEAD PALETTE You cannot taste or gain a Resonance, and by extension cannot benefit from them. This flaw cannot be taken if you have Bloodhound or Connoisseur.

Flaw: (••) GLUTTON Your Hunger can only be fully slaked when consuming at least half your weight in the flesh and blood of other supernatural creatures.

Flaw: (••) RAVENOUS THIRST Your Hunger constantly remains at a minimum of one higher without draining and killing a Mortal or Supernatural creature. For most vampires this will be a minimum of 2, while those of high Blood Potency may raise it even more. (see Vampire the Masquerade Core Rulebook, Pg. 215).

Flaw: (••) TASTE OF THE KILL You refuse to drink from anyone that is helpless or unable to defend themselves. Whenever you feed on one of these individuals you take a point of Aggravated Willpower damage for each Hunger slaked.

LOOKS Gangrel act aloof and disinterested at times when it comes to looks, but the fact of the matter is that it is as part of their every-night life as much as it is the Toreador, perhaps just inverted. Bloodlines like the Knights of Avalon prize themselves on their human appearance and well-kept grooming, while others such as Country Gangrel maintain their Bestial Features as a badge of pride, a casting away of their prey countenance for a predator's, or so they might claim.

Flaw: (••) THERIOCEPHALY Your head has transformed into that of an animal's, or very similarly to one, like the animal-headed deities of ancient myths. Difficulties to hide your countenance are increased by 2, but you gain a free Specialty in relation to how this transformation helps you in some way. This Merit isn't mutually exclusive with positive Looks Merits. It is almost wholly found amongst Gangrel, Ministry, Nosferatu, and Tzimisce, though a powerful curse or some other supernatural happenstance may cause it in any Clan. Additional Bestial Feature gained from other sources can still change the appearance of your animal head.

MYTHIC Every bloodline of the night carries some strange peculiarity or some other bizarre property that affects them in a nearly inexplicable way, granting some boon or curse.

(•) LIGHT SLEEPER Tests made to wake during the day have their Difficulties reduced by 1.

Flaw: (•) FAMISHED When you reach Hunger 4 you become thin and desiccated, with your skin and flesh pulled tight against your bones, and your muscles and organs atrophying to almost nothing. While this doesn't affect your physical abilities, it is almost impossible to hide, as even the slimmest or slightest built Kindred become so incredibly thin that it appears they have barely any interior muscles or organs at all.

Flaw: (•) PERMANENT FANGS You cannot retract your fangs, making it impossible to hide them. This may contextually reduce Dice Pools by 1, but may also, more rarely, increase certain Dice Pools by 1.

PSYCHOLOGICAL A type of Merits and Flaws introduced in Forbidden Religions, these are always mental in nature, framing the character's conscious or subconscious mind with traits that are a core part of how they think or act, sometimes not of their own choice. While many of the Bestial Merits and Flaws above are also psychological in nature, the ones listed here are independent from the Beast's instincts and designs.

(••) WILD HEART Add +1 Bonus Dice towards any Social and Mental pools made when interacting with animals. This bonus only applies to rolls made towards hunting animals while at Hunger 4 or higher.

Flaw: (•) ANIMALS ARE BETTER THAN PEOPLE You can't stand to see animals get hurt or be mistreated. Whenever you see something like this happen and you don't act to circumvent or prevent it, you take a point of Aggravated Willpower Damage.

Flaw: (• to ••) ZOOPHILIST You struggle to understand Humans, probably even before the Embrace. You suffer a -1 Die penalty in all Etiquette, Insight, and Leadership pools made in relation to Mortals and other Cainites for each dot in this flaw, and you can't take non-Animal related Specialities in those same Skills.

Backgrounds

HAVEN MERITS AND FLAWS Additional Addon Merits that help create and build out a Haven for the Cainite on the move, or one that's more animal-minded.

HAVEN ADDON (•) MOBILE SHELTER Your haven is mobile, allowing you to take it with you in some way and still remain secure. A one dot Haven is small and portable, like a Sunbag with some camping amenities, a two-dot would be something like a small car or pop-up shelter, while a three-dot would be a large van or RV. The security of a Mobile Haven's base rating is partially gained primarily from its mobile nature, rather than being as secure as an equivalent structure.

Haven Addon (• to •••) Stomping Grounds. Your Haven has an enclosure of some kind that can hold animals very securely, and is equipped with everything that animal needs to survive within reason. A single dot in this might be a very large yard for a wolf, while three dots might be several acres of land for a bull. If you keep prey related to feeding in this enclosure, treat this Merit as an equivalent of Herd as well. Difficulties to get in and out of this enclosure with a key are equal to the rating. This difficulty is doubled for animals and other Bestial creatures.

DOMAIN Additional Traits to assign to you or your Coterie's Domain.

DOMAIN TRAIT (• to •••••) CHICANE You know the ins and outs of your territory better than anyone and can attack or defend on your turf with unmatched expertise. Add +1 to any Specialties used in Contests while within the boundaries of your own Domain for every dot in this Trait.

LORESHEETS

What follows are Loresheets associated with the Gangrel as part of their identity as a Clan in Modern Nights. Many of these call back to old traditions, while presenting completely new and unseen pieces that are built on their themes and overall structure of the Gangrel as a whole. Many of these Loresheets were created and designed to be for the Gangrel, but a Storyteller may find associating them with any Kindred, especially other Low Clan like Nosferatu, a compelling way to build out the backgrounds of a character.

Each of these Loresheets is almost entirely self-contained, but further elaboration on in The Gangrel Modern Nights (Pg. 52) section of this book if readers need some details on how they might fit into their World of Darkness. Storytellers, and Players, are encouraged to modify the narrative and backstory of these Loresheets as they wish in order to make them more compelling for their own settings and characters. When conceptualized and written, these optional Backgrounds are meant to help build out archetypes for use in a Chronicle, and to help bolster playstyles and archetypes that have been presented in Clanbook Gangrel elsewhere.

Some of these Loresheets, like many others, can be quite disruptive to a Chronicle. Storytellers should keep in mind what kind of themes they want to portray when building out a Chronicle, and if some of these Loresheet backgrounds might be too disruptive of those themes. The Storyteller is the final arbiter of anything presented here.

BLOOD OF ARTIO

(CHARACTERS WITH ANIMALISM ONLY)



● **Animal Whisperer:** You're a natural in your methods to communicate, train, and manage animals. Your specialties in specific animals add two dice instead of one, and the first time in a session that you succeed in a pool that includes one of those specialties, regain one Willpower.

While many kindred have been known throughout history to have a deep tie with the beast and animals of the world. There are those rare few whose blood holds a certain quality and potency that allows for an ever deeper bond, whose blood causes an increased rate of growth and strength within their animal ghouls. These scholars and occultists are perplexed by this strange quality, as it manifests independently of lineage; having been first recorded regarding a Gaellic Gangrel known as Artio. In subsequent years, even more strangely, it has been manifesting in any Kindred with the inherent powers over Animals in their blood, such as the Nosferatu, Ravnos, and Tzimisce.

Upon taking this Loresheet choose a type of Animal to serve as the one you breed, train, and/or employ. Examples include, but are not limited to, birds, cats, dogs, rats, wolves, etc. You gain a specialty of the chosen animal in Survival, Animal Ken, Academics, and Medicine and you have at least one exceptional example of the animal already.

← Lore →

●● **Clever Creatures:** Animals you Ghoul or breed are naturally quick-witted and fast to learn. Add one die to their Social and Mental pools, and any Tests to get one of your bred animals to understand something to follow instructions are reduced by 1.

●●● **Monstrous Growth:** When you Ghoul an animal, your vitae bolsters its size beyond what's typical for it. Your animals are roughly twenty-five percent larger, increasing their Health Tracker by 2, their Physical Attributes by 1, and they gain two dots in a Discipline you have at Level 2 or higher, rather than one. Your chosen animal deals non-halved Superficial Damage on critical attacks.

●●●● **Beckoning Blood:** There's something in your blood that calls out to animals, pulling them to where it's spilled and causing them to swarm its location. When at least one Rouse Check's worth of your Blood is exposed to open air, it attracts nearby animals to the scene, drawn by a preternatural instinct to find it. While this is usually a boon, it may also be a curse, as those with this blood must take care not to draw unwanted animals, especially those meant to track you, who will get a two-dice bonus to such pools.

●●●●● **Famulus Amplius:** Your blood affects animals in ways that surpass even the most practiced and masterful of Animalism. You may Blood Bond one additional animal and treat it as if it were a Famulus. If you already have a Famulus, you may get a second one through the use of this Background.

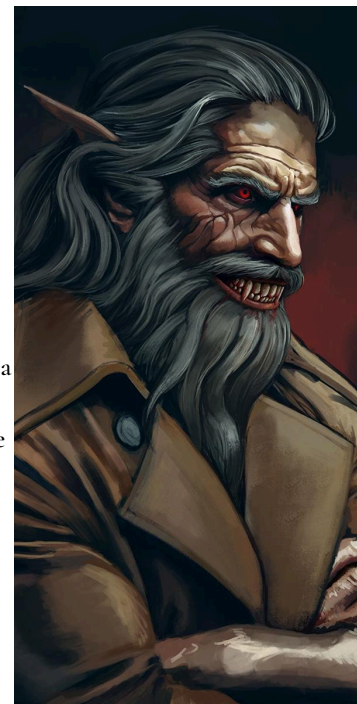
CASIMIR BANE OF CITIES

(GANGREL CHARACTERS ONLY)

Once a prominent member of the Sabbat, Casimir has kept to the teachings of the Priests from his youth: That the Camarilla are tools of the ancients, and that humanity exists to be ruled as cattle by the strong. With the majority of his former Sect having fled to the beckoning fields of the Gehenna War, Casimir now manifests his ambitions across the cityscapes of the cities of the Ivory Tower, running surgical strikes and hollowing out whole courts one at a time, then filling the vacuum left with his own bloodthirsty generals.

With a larger-than-life personality, Casimir now bows to no other Cainite and fields a burgeoning kingdom that spans land and seas, a Warlord gathering the most ambitious and strongest to his banner, to build a new world in the name of strength and in the name of Casimir himself.

With a brutal and unforgiving nature, the Warlord's methods are to disarm with inappropriate humor, before ordering vicious acts of violence, making examples of foes and subordinates alike. Favoring fighters of his own Clan, he leaves a trail of tributary-cities helmed by lieutenants in the path he carves. The strong find their name under his banner as they coerce and break others into joining with their engine of conquest.



← Lore →

● **“Rise and shine ! It’s a new beginning”:** You have been branded by a Casimiri Adherent. If you would gain a step towards a Blood Bond make a Strength + Resolve; Difficulty 4 Test. If you pass, the strength of that bond does not increase. Additionally you do 1 bonus Superficial Willpower Damage to targets at Hunger 3 or higher, as the mark chaffs against their Beast.

●● **“What’s yours is mine and what’s mine is still mine”:** Casimir expects tribute to fund the war machine. You gain Status (●●) amongst local Cainites, and a Mawla (●●). By the end of each Story you must accumulated Resources (●) worth of tribute. If you don’t your Mawla’s broken body will be delivered to you along with a sick

joke. You’re still expected to give tribute, even without this Mawla.

●●● **“I Give With One Hand, And With the Other I Take Yours”:** At any time you may summon two Casimiri Warbandits (Pg. 99) to brutally kill someone who has been an obstacle for you, however the Warbandits will view your need for them as weakness, and also kill one of your Allies, Contacts, Mawla, or Retainers. If you have none, they attempt to kill you instead.

●●●● **“A Vial A Day Keeps the Disloyalty Away”:** You’ve been sent three specially treated ceramic vials of altered Proteonic Vitae. You may consume one vial, transforming you into a monstrous mass of musculature for a Scene. While in this form your strength is tied to your drive

for violence and ambition. While in this form you add your current Willpower in place of Strength or Intimidation in your associated Dice Pools. Each drink also moves you one step towards a bond with Casimir.

●●●●● **“Can’t I Visit My Good Old Friend”:** The fall of your city’s leadership is written on the halls of their court. Casimir arrives to lend support in your claim to the seat of the domain. Once per Chronicle you may stake any number of Background Dots towards the effort to take the city alongside Casimir’s warriors. If the City is taken, you are installed as its administrator and not only regain your contributed Backgrounds, but that many more dots to spend across Allies, Contacts, Fame, Resources, Status, and Havens.

EREMITES OF THE PERFECT BEAST

(GANGREL CHARACTERS ONLY)



In the ancient days of life, there was the first death. The first murder. This blessed fratricide begot the separation of strong from the weak. Murderer, from murdered. Life from death. For his act of brutality, the murderer was bestowed an inner mind of holy savagery to keep his rationale clear of weakness –the ultimate sin. So says the oral canon of the Eremites of the Perfect Beast, an ancient and scrupulous group that wanders the wilds of the world, who believe that the Beast is the shard of a greater, supreme, being.

You are an aspirant that has come into contact with a wandering Eremite. Seeing potential in you, they've granted you a chance to prove your adherence to the Beast. Upon taking this Loresheet the Eremite left in your possession a type of, supposedly, ascended Wight they call a Perfect (Pg. 101). Proving yourself to this denomination requires that you take care of, observe, and eventually understand this Wight. Losing this Wight, or letting it escape, proves that you are not ready for perfection.



● **Purpose in Liberation:** The instincts and inclinations of the Beast are freedom from the baggage and tediums of humanity. Others must feel the message of unfettered freedom. When someone gains a Stain due to Frenzy or a Messy Critical, and you console them with your bestial philosophy, add one die to their remorse roll. If they pass it, restore all of your Willpower.

●● **Complines of Inner Voice:** Each night when you awake you may spend a point of Willpower and recite a mantra to speak to your inner Beast. Though it may not answer, it will acknowledge the act of deference. The first time you resist Frenzy that night, its Difficulty is increased by 2, but you gain three free turns to maintain control.

●●● **Hands and Claws in Common Cause:** Your understanding of the Perfect in your care grants you the ability to converse with it. Once per story, you can make a Resolve + Animal Ken; Difficulty 6 Test. Pass or fail, the Perfect will perform a single task for you to its ability, however on a failure it will not return to the place where it is kept, and you must find it before the end of the current story or it is lost until the end of the next one.

●●●● **Perfect Piece:** The Perfect has shed a huge fang or claw that the Eremites treat as a gift of pure violence. This shed body part counts as a light Melee or Brawling weapon that deals 2 Aggravated Damage on a successful attack. Victims must test for Fury Frenzy; Difficulty 4. Additionally, while holding this

weapon, vampires in Fury Frenzy will ignore you so long as there are other targets in their line of sight.

●●●●● **Descent Into Sanity:** Studying the Perfect has shown you clarity and understanding of the Beasts of all Kindred, and a way to force that clarity unto others. If you manage to provoke a Fear, Fury, and then Hunger Frenzy In a Cainite on each night in sequence, that individual loses three Humanity after the Hunger Frenzy. If this bestial ritual manages to reduce a victim to zero Humanity, they become a Wight that is wholly bound to your will, and you may use any powers of Animalism on them and can command them with Manipulation + Animal Ken, as if they were an Animal.

FERAL CHILD

(GANGREL CHARACTERS ONLY)

You never really knew your parents, and conjuring up their faces in your memory only leaves you with distorted flashes, the smell of blood, and screams from your oldest nightmares. You were young when taken from them, an infant or child. The clearer memories are of claws scraping on your skin, and cold nights without comfort. You were left in the woods, amongst a pack of beasts.

Unbeknownst to you, your abductor was a Gangrel with a particular hatred for civilization and all the pitfalls of mortals who were raised there. Believing that you'd be a candidate for some process of survival and wild purity, this Feral left you to instead be raised by wolves, appearing infrequently over the years to check on your progress, and leaving only offerings of blood and fresh kills as rewards for your survival.

You succeeded in all of your abductor's trials, you thrived in the wilderness amongst the animals there, and so in your early adulthood, you were granted the final gift of the Embrace into the Clan of Beasts, before your new sire vanished into the night. The perfect expression of what it is to be Gangrel. Since your Embrace you may have chosen to assimilate into society, or perhaps keep to the periphery, picking up spoken language over time.



— Lore —

● **One of the Pack:** Your family was a pack of wolves, who taught you how to hunt and survive in the wilds. You gain these wolves as an Ally (●●) that can be called on for assistance and will automatically show up at least once per Story. Additionally, all canids treat you with an innate sense of deference, and will be friendly unless specifically instructed to attack you by their master.

●● **Canid Mind:** Your teeth are exceptionally sharp, and you have learned the methods of hunting and fighting from your canid family. Add one die to your attack pools made to bite or carry objects in your mouth. You also add three dice to any

non-combat pools while in the shape of a canid. However you must spend one Willpower to revert to human form.

●●● **Skulking Wolf:** You've learned how to move and position when you've been heavily weakened or injured. When your Health Tracker is fully marked, your Survival, Stealth, and Awareness pools suffer no penalties and you instead add two dice to those same pools. Specialties in those pools also add an additional die while under this effect.

●●●● **Bestial Ignorance:** Raised amongst the wilds, where social hierarchy was defined by the strongest leader, you lend little

credence to the status of your more civilized peers. You only take Willpower Damage from the margin of loss from Social Contests. Additional damage from others present, or from Status, do nothing.

●●●●● **Family Resemblance:** You struggled, bled, and cried with your family in the wilds. You are as much them as they are you, a fact true down to your bones. Once per story, you can make two Rouse Checks to take the shape of an enormous Dire Wolf (Pg. 91) that has great size and strength. You can do this even without the powers of Protean, however if you have four or more dots in Protean, you may use this ability as many times as you wish.

THE HUSHED CHORUS

(CHARACTERS WITH ANIMALISM ONLY)

Since the fall of Schrecknet and the revelation that sparked the Second Inquisition, digital technology of any kind is compromised, with many Kindred outright refusing its use, much more so within the Camarilla, with some Princes killing even at the implication of it. But when one door closes, so must open another. The need for communication between the creatures of the night remains, and those with Animalism have found a resurgence in their relevance.

A group of Kindred, stationed in Detroit, has even gone so far as to create a decentralized network of well-trained animals and messengers that comprise "nests", each of which is assigned a member of what is now aptly named *The Hushed Chorus*. With burgeoning influence in most Kindred domains, regardless of Sect, the Chorus now curates and chooses from carefully observed Kindred to participate in their methods, and provides these members with ample opportunity, but not without the risk that comes with such a station.

You are a member of The Hushed Chorus and have been given a solemn duty to get information where it needs to go through a shifting network of Animals, Ghouls, and your own drive. You're expected to be impartial and anonymous during your official business as a member, never to speak to anything about it. Breaking the trust of the Chorus or its Operators, will surely result in Final Death.



← Lore →

● **A Link in the Chain:** You're trusted enough to have been given information on a few Ghouls, well-trained animals, unsuspecting Mortals, and even one or two Kindred. Gain them as Contacts (●●) - "Chorus Links". You may use one of these dots to ensure a message gets where it needs to anonymously, even if it's to another city. However that dot is unusable for the remainder of the current story.

●● **One With The Chorus:** You've proven to have a talent for delivering messages. Once per story you can ask a superior to transfer all deliveries meant for a specific Kindred so you might deliver them personally. This usually nets you addresses and information on that Kindred.

●●● **Owl-Mask:** The Hushed Chorus only works as well as it does because each member is anonymous. You've proved that you're capable of staying indifferent and anonymous in your work, and the Operators have gifted you a secret Haven (●) with the Security (●) addon, and a Mask (●●) that has been zeroed. If any of these backgrounds are compromised, they will not be replaced, however.

●●●● **Nest of Whispers:** The Chorus in any given area operates via a series of unincorporated "Nests", with each Nest being made up of one or two Kindred that are responsible for ensuring all Chorus messages get to where they need to be. You have a Nest in your city, and see all the

deliveries of information within it, coming into it, and going outwards. You can key off of the way information flows to know well ahead of time when someone within the city is setting up to make a big move.

●●●●● **A Song of Whispers:** The Operators have passed down a task specifically for you to personally carry out. This message or item must be delivered to the head of a Domain, Sect, or Clan. While they trust your ability and methods to ensure delivery, disclosing this message to others, delaying its arrival, or simply keeping it for yourself will affect Kindred society at large. Then again, getting into the same room as the receiver could yield opportunity enough.

THE INVICTI

(GANGREL CHARACTERS ONLY)

Dating back to the age of imperial Rome, these militant Kindred functioned as a praetorian guard, protecting those who bear the Curse of Caine from mortal hunters. With the rise of the SI the INVICTI have come into the light once more under the leadership of the enigmatic Constanus II, who has organized them into a powerful regiment of highly trained Gangrel. As a group they have used their military prowess to push back the SI in cities such as Bordeaux and Madrid. Some claim that the INVICTI have unlimited funding due to a massive number of boons that have been held onto from the age of Rome, and are cashing out the debts of anonymous High Clan Elders, leveraging their protection to gain status, wealth, and security.

You are a member of the INVICTI and have trained in one of their camps until you were deemed ready to operate as a hunter of hunters. It is your solemn duty as a Protector of the Undead to ensure that your charges never see the light of the sun, or find themselves at the end of a Second Inquisition blade. You have an officiating mark of authority and a ceremonial wolf helm from Constanus II that solidifies your rank and position as an SI hunter.



● **Seal of Constantius II:** You have successfully protected a member of your city, garnering you Status (●●) in the reigning Sect. Once per Story you can gain an audience with any member of that Sect.

●● **Insightful Collateral:** You've charmed, persuaded, bought, or intimidated someone close to a member of the SI into assisting you. They count as a Contact (●) that specializes in getting you SI-related information or equipment. You can push them for more, gaining them as a three-dot Contact until the end of the current Session, however they will become unreachable until the end of the next story.

●●● **Oath of Protection:** A high-profile group of Kindred in the city have drawn the eyes of SI hunters, and have contacted you to defend them. You gain them as a Mawla (●●), and once per story they will call on you to protect them. Each time you are successful they will reward you with a permanent dot in Fame, Resources, Status, or Herd. However you also gain SI Hunters as an Enemy (●●).

●●●● **Inquisition Trophy:** You've killed one of these Kine that fancy themselves "Hunters", and have a tangible reminder of your victory to show for it –One of the mortal's personal weapons. This weapon takes the form of a specialized Firearm that might shoot cinder rounds, or maybe even a blessed blade. Whatever the

case, it's especially deadly to Kindred, dealing +1 Aggravated Damage.

●●●●● **INVICTI Inner Induction:** Constanus II has sent a message via courier to you, an SI target that's meant to be taken down. This target comes in the form of an Enemy (●●●) and has a base of operations in your city. You've been given an armored personnel vehicle that counts as a Haven (●●●) with Mobile Shelter (●) and Armory (●●). It also has a mounted high-caliber weapon that can be fired as a ranged attack with Strength + Resolve. (It's much too large to use Firearms,) dealing +4 piercing Damage. The target must be destroyed by the end of the Chronicle, or you are stripped of your station and all other INVICTI treat you with disdain.

LOREKEEPER

(GANGREL CHARACTERS ONLY)

Lorekeepers are Gangrel who safeguard a mythical oration technique that dates back to pre-history, even before the so-called "Dark Ages" of the Masquerade. Their duty is to pass down stories, usually parables and fables of note, to keep their Clan strong. These individuals also immortalize their fellow Kindred, usually Gangrel, with tales of their deeds that are told through the ages.

You are a Lorekeeper, one that is part of a push to ensure the Clan's historied knowledge remains in oral form to keep the spark of your Clanmates alive and well. Other Kindred may roll their eyes at such a pursuit, the wisest know that your duty is an important one, as you are a valued repository of Cainite History, and can provide many insights to lost knowledge, even paganistic processions and beliefs.



← Lore →

● **Ennoia Edda:** You know the epic of Ennoia, an allegorical poem several hours long when spoken in its entirety. Once per Story, you may orate a part of the Edda to an audience with a Test of Charisma + Performance; Difficulty 3. Passing the test grants a benefit to those listening:

LIFE WITH WOLVES: Re-roll an entire pool that includes Animal Ken or Animalism when using Willpower.

SURVIVAL IN ENOCH: Survival may be used in place of Streetwise for the remainder of the Story for pools and ratings.

WISE SPIDER'S GUIDANCE: Spend two points of Willpower to become immune to Willpower Damage for one Turn.

A HOME IN WILDERNESS: When Riding the Wave during Frenzy, add two dice to your physical Discipline Pools.

●● **Raconteur:** Your orations spread like wildfire, stirring the hearts and minds of those that hear them in ways that are borne through your

Clan's blood. Once per story, when you tell the tale of another person's deeds, you increase their Fame by one for the remainder of the Chronicle.

●●● **Trial by Ordeal:** In the days before Kindred institutions of law and order, the Lorekeepers were seen as a wise and impartial group amongst Kindred. Once per story you can hold a duel or contest for two parties to settle their disagreements, which they will agree to. You are the arbiter of this Ordeal and decide the rules of engagement that the participants must follow. So long as you remain neutral, the outcome will be the settlement of the disagreement.

●●●● **Seeker of Understanding and Power:** You know of an Elder Kindred, a holy place, or an artifact of old. Whenever the object of your seeking, once per Story you may make an Intelligence + Academics or Investigation; Difficulty

3 Test. Passing this Test grants you once piece of true information about the topic, such as what it is, where it is, or what it does. Upon achieving twelve total successes across these tests, you find the object and it teaches you a new Discipline with a dot in it. It is treated as in-Clan for you.

●●●●● **The Wild Hunt:** Amongst Kindred, the act of Hunting has always been a passtime, a universal truth that equalizes all castes of society, friend or foe. You know the tales of the grand hunts of old. The celebrations of ending one era and beginning anew and once per Chronicle you can hold such an event as an Elysium-like gathering, aimed at a specific festival or celebration of the end of an event and the beginning of another. Your Status is increased to (●●●●●) during the Story leading up to the Festival and during the event itself.

PAGANS OF THE OLD WAYS

(GANGREL CHARACTERS ONLY)

In ages past, the Clan of the Beast were practitioners of what are now referred to as pagan arts and ceremonies. These individuals frequently considered themselves witches, shamans, druids, or medicine makers, and mastered the natural magics of the world long before men rose to walk on two legs. Some of these individuals claim lineage to mythical figures, such as the Crone who taught Caine how the discipline to master the powers of his blood, or Lilith, who was first to love him. Others also claim to have been the circumstance of a strange embrace, holding spirits of the world within them as a source of their power.

In modern nights these individuals have become scarce, hiding away in the remote and wild places of the world, or holding shrinking domains in once-wilderness areas of sprawling cities, carving out an occult path of tepid survival in the face of a world advancing beyond their understanding.

Because of your Clan's association with the edges of civilization, you've stumbled upon one of these individuals. When taking this Loresheet, the you gain them as a Mawla (●●) that serves as a Mentor willing to teach you Blood Sorcery. This Mentor will rarely meddle in any affairs outside their place of rest unless absolutely necessary, but is willing to pass on occult wisdom and teachings in return for help or company. For examples of appropriate mentors, see Pg. 101.



● **Spirit Knowing:** Your mentor has taught you how to see and commune with nature spirits in an area. So long as you've rested in an area at least three days within the last week you can make a Resolve + Occult; Difficulty 3 Test, to attempt to commune with a local spirit. When successfully called, this spirit counts as a Contact (●●) and give you information that tends to be occult-aligned, though they demand steep prices if offended.

●● **Vestige of Old:** Your mentor has transfused a vestige of their old power into you. Your eyes have a subtle green glimmer that betrays your affiliation and emotional state to some degree, conferring a one die penalty to resist Insight pools. However you add two dice to any Social or Mental Skill pools made outside of populated areas.

●●● **Bounty of the Forest:** You and your Mentor perform a ritual to infuse the seed of a tree with blood from the both of you. When planted, the seed sprouts to a sapling immediately, growing to adulthood within a lunar cycle. This tree has brilliant crimson leaves that can be used as additional ingredients for Blood Rituals performed in your domain, reducing their difficulty by 2. If ever this tree is destroyed, your mentor will refuse to grant you the privilege of another.

●●●● **Bounty of Sun and Moon:** Inscribing a rune upon your body symbolizing either your greatest enemy, the Sun, or your constant companion, the Moon, you gain a benefit. With the inscription of the Sun, you reduce the first instance Aggravated Damage from Sunlight or

Fire in a scene by two. The inscription of the Moon grants you a one die bonus based on the Moon's phase; +1 to Dexterity pools on New Moon, +1 to Strength pools on a Full moon, or +1 to Charisma in any other phase.

●●●●● **The Crone's Design:** The revelations of your Mentor's intentions have become apparent. Like the land you draw power from, you are fertile soil from which their practices will bloom anew. The power of the old ways now flows through you, and you have been given the knowledge how to teach others in the same way you've been taught. Additionally while within fifty miles of your place of rest, you automatically pass any Rouse Checks made to wake or use Blush of Life, and you add three dice to your Blood Sorcery and Protean pools.

PROTEGE OF INSPECTOR WOLFE

Troubled is the tale of Raymond Wolfe, who in mortal life fell from grace as a D.A. Investigator, and was embraced in the hard-drinking days of his stint as a Private Investigator for the golden-age elite. As a member of the Clan of the Beast, Wolfe became an unwaveringly loyal Reeve to the Barons of Southern California, gaining an infamous reputation as the "*Black Wolf of the Golden Coast*", who would do anything to find a target and bring them to a Baron's justice. Few know that he was in fact blood bound to an ambitious Toreador, who in the end died from her own ill-fated schemes of passion.

In the decade that came after, Wolfe fell into a tormented existence of aimless depression, the loss bringing him all the awful clarity of what he had done as the *Black Wolf*. Withdrawing from Kindred society, he reverted to his life as a P.I. and went about bringing proper justice to a world of monsters.

You have drawn Wolfe's eye, whether it be because of your staunch support of doing the right thing in the face of adversity, strong intuition and deduction, or maybe because you're just between a rock and a hard place. Wolfe sees potential in you to help right wrongs, some of which might be his own doing, and willing to help your own position and aims in the seedy underbelly of a city of criminals and monsters.



● You Can't Trust No One In

This City: You don't know who to trust, but you do know people. You gain six dots to spend across three Allies, Contacts, or Mawla, however at the beginning of each Story one of them becomes an Enemy without you knowing which, with the previous reverting to their previous state.

●● **Black Masks:** In a city of masked monsters, everyone has their own ambitions and desires. Once per Story, you can delve deeply into the background of one of you or your Coterie's Allies, Contacts, Retainers, or Mawla and learn a definitive piece of true and useful information about them. If Wolfe helps you achieve this, you add two bonus dice to any Insight, Investigation or Streetwise pools going forward due to the information he gave you.

●●● Fangs of the Past:

Whenever you imply that you're working at the behest of, or alongside, the Black Wolf of the Golden Coast while in Social Combat, you deal non-halved Superficial Willpower Damage. Dredging up the past will likely draw the considerable ire of Inspector Wolfe however.

●●●● **Thorns of a Lost Rose:** A beautiful lover, a problem, a job. Wolfe's dark past comes knocking when the Childer of the Toreador who held his leash appears to find evidence of the one responsible for her Sire's death. She lends you Resources (●●) up front as payment, and gives you Contacts (●●) that have information about the case. If you solve this problem she will inherit her Sire's vast wealth and holdings and become a Mawla (●●●),

however if you investigate her closely, she might not be telling you the whole truth...

●●●●● The Pulseless Unlife of the City:

You've been entangled in the lives and unlives of the city for long enough now that you know the hangouts and haunts of all the biggest players, and if you don't, you know someone who knows. You can easily locate anyone in the city if they're following their usual routine, and when you need to track someone down, you can roll your Resolve + Contacts; Difficulty 5 to find exactly where they are, or where they're going to be and when. However any Contacts used in this roll may lay low for a time. Kindred society at large. Then again, getting into the same room as the receiver could yield opportunity enough.

THE THING THAT'S SEEN YOU

(GANGREL CHARACTERS ONLY)

The ancient wilderness calls to most Gangrel. Its vast and dark expanse is a comfort in ways that keeps one sane, away from the stress and anxiety of every night life, away from the difficulties of other Kindred and the circus act they put on every night. While other Clans hesitate to go into these places, the Ferals have always treated them as a dangerous way to escape. To live.

This comfort doesn't mean that the warnings of others don't hold weight, however. Out there in the untouched stretches of land, something else keeps you company from a lonely distance. A shape pressed up against the ambience of the night. Moving motionless amidst the cold earth, flitting heavily over old stones, and quietly crossing babbling brooks. The Thing That's Seen You.



● **Midnight Encounter:** You've seen it. The Thing That's Seen You. Out there somewhere. A silhouette against the darkness of the Wilderness. You may recount this tale to everyone and anyone, in a way you see fit. Whether a romanticized story of some ancient thing of the woods, or a horrible nightmare that's carved itself into the cliffs. All those that hear the story gain a 1 die bonus or penalty to any pools to navigate or understand the Wilderness for the rest of the Story.

●● **Inhuman Effigy:** You've found a strange effigy in the Wilderness, humanoid in shape, made of twisted sticks and wound tight in plant matter that mimics the appearance of your clothing, albeit in a rudimentary fashion. When you enter daysleep with this effigy on your person, you may sleep anywhere in the Forest, even under an open sky, and suffer no ill effects, or be found by anyone. However the effigy will be gone upon waking.

●●● **The Thing that Hunts:** Hunting in the Wilderness has always felt the most natural to you, animals, hikers, it doesn't matter. It feels right. Once per story, when you hunt in the Wilderness, the Thing That's Seen You hunts with you, always a blur in a radius out of sight. If you successfully feed during this hunt, your blood shifts, and you gain a Choleric Dyscrasia, regardless of the resonance of your prey. If you fail this hunt you wake the next night racked with wounds, conferring three Aggravated Damage.

●●●● **A Tribute of Rage:** You frequent the Wilderness enough to know there's few others "allowed" there. Once per Chronicle, when you spend at least a few hours wandering the Wilderness, you stumble across a Garou, horribly mangled, and with your name carved in their flesh. It will not survive its circumstance, and you are fit to do with it as you please.



●●●●● **The Thing Upon You:** The Thing That's Seen You has taken a greater interest in you. You can see it, in the distance, its shape pressed against the background of your nights. Even when you move into the supposed bastion of despised civilization, you catch it at your periphery, moving soundlessly across the rooftops, amidst reflections in plate glass, crawling under cars. Once per Chronicle, a character that would be a great danger to you is found mangled and agitated, and even if they are alive, cannot confront you until the end of the next Story.

THE WORLD-ANEW MOVEMENT

"The Industrial Revolution and its consequences have been a disaster for Kindred. It has fortified the Kine to such an extent that they have become aware of us. They've seen through our "Masques" and only those of "High Clan" tend to survive the Second Inquisition. While at first the lights of these burgeoning cities served as bastions against the wild dark, it is now apparent that they only prove a destabilizing force, illuminating our secrets and subjecting us to indignities that are counter to our nature.

"This is nothing to say of the great harm done to the natural world, over which the Clan of the Beast is meant to hold domain and watch as protectors. Machinery and the expansion of Kine have manifested, in this age of electrical light and mass production, the destruction of what we once were. It will only worsen as the system is maintained, as it expands, as it advances. The Kine themselves will buckle under the weight of their own machine as it simultaneously grinds them in its gears, and we cannot stand idle when next it grinds us. The Enoch experiment has failed and only by returning the world to a pre-industrial era, where the wilds reigned and we reigned in them, can we all once again prosper. I pledge that this will be done by any means necessary."

To you, the words of this journal ring truer to you than any you've ever read, and you will use them to bring about a better, truer, era.



← Lore →

● **The Tale of A Rolling**

Country: A story, wrought with consequence. You tell the tale of land, beautiful and bountiful with life, and how Ferals once roamed in freedom from the encroaching lights of society, where prey was plentiful. Telling this story always attracts Gangrel, and other like-minded individuals who will listen in, regardless of standing or relationship.

●● **Fire and Rebirth:** You know that small steps lead to bigger ventures. When you destroy a piece of equipment or structure owned by a proponent of civilization, especially a commercial asset, you restore a point of Willpower. This can occur up to two times in a single Story.

●●● **Like Minds of Destructive**

Kind: You have gotten into contact with an individual who keeps their distance that counts as a Contact (●●●) who feeds you strategic information about corruption and commercial overreach in the city that impacts the environment. You can ask them to assist you on information they provide, and they will appear in person as a Werewolf Vandal (Pg. 97), but cannot be contacted again until the end of the next Story.

●●●● **At What Point To**

Escalate: You know that people won't change on their own. There needs to be a push towards a return to a primordial, purer, way of unlife. Kindred are the creators of their own prisons. Once per Story you can tear down a Kindred socially, adding their

own Status to the resulting Willpower Damage you deal you to them. If you manage to impair them with this attempt, they will willfully give up a dot in one of their Backgrounds.

●●●●● **Apocalyptic Holdout:**

Someday you'll go too far and attract too much attention. Every facet of your identity will get burned. You've prepared a contingency. You know the right people. Once per Chronicle you can fake your death, and appear as a completely different person with the Backgrounds purchased on this Loresheet, and redistribute any other Backgrounds you have to be associated with new people, places, and things. Even your appearance will be altered by someone you know; A Thin-Blood Alchemist, Tzimisce Fleshshaper, or a rare Volgirre.

TRAILS OF THE BEAST

(GANGREL CHARACTERS ONLY)

The Road of the Beast had two primary purposes: To ensure the follower's survival at all costs, and to control and manage the whims of their Beast. Those who follow this are expected to be strong in the face of adversity, or use their wiles to circumvent it or avoid it entirely. In recent nights the "Trails of the Beast", a supposed evolution of Ennoia's *Via Bestiae* –The Road of the Beast, has appeared amongst certain Ferals, as the original guidelines have long been twisted or lost. Those that walk these Trails however claim to have kept the spirit of the old Road alive through the ages, and claim to live by similar intents and strictures that are assuredly what Ennoia intended for all her children. Though many Lorekeepers contest this as a corruption, or sheer ignorance of what once was, it has none-the-less seen a surge of popularity in contemporary nights.

You are a follower of the Trails of the Beast. Hoping to master Ennoia's methods and lessons so that you might be a greater, purer, predator. This grants you no small amount of control over your Beast, however in this same way your Beast gains control over you as well, as the guidelines you adhere to are clear to prevent you giving into its control.



● **Trophy of the Feat:** When you take a trophy or memento from someone you best or prey upon, restore a Willpower point. If you have that trophy on you, add one bonus die to any pools made to coerce or frighten that same person or someone they were close to.

●● **Survival is Blood:** Blood slaked controls your Beast and ensures your survival. You gain the Bloodhound (●) Feeding Merit, and also add a bonus die to any Athletics, Survival, Insight, and Investigation pools made towards tracking and anticipating your prey's location.

●●● **Marked Target:** Each night is another potential hunt, another chance to mark a person as prey. Upon waking from Daysleep, choose a Storyteller Character or a type of

animal as your "Prey". Until dawn, you get a bonus die to any Physical Skill pool made with that Prey as the target. Additionally supernatural attempts for your prey to hide or mask themselves from you have their Difficulties increased by an amount equal to your current Hunger. If you don't catch your Prey but sunrise, however, you receive a Stain.

●●●● **Red Queen's Decree:** Predator and prey are in a constant race to survive, and it takes all their running just to stay in place. You adapt to this fluctuation better than most, and whenever you are beaten in a contest by another, you may move a point from one Skill used in the beaten pool to another in the same category. The categories being Physical, Social, or Mental, as your mind, body, and blood shifts to anticipate conflict.

●●●●● **Hunter Hunted:** Your reputation as an apex predator has reached the ears of an Elder Kindred, who has decided to hunt you. You gain the Adversary Flaw (●●●). You are incredibly outmatched by this individual, however you've sharpened your mind and fangs to take down larger targets than you. Once per chronicle, in a single scene, you add four dice to all pools to out-manuever or overcome any actions or obstacles this Elder has made against you. If you best this Elder, and make of them your prey, you may diablerize them without suffering automatic Humanity loss. You are also granted the Elder's Haven (●●●), Resources (●●), and Status (●●) and Fame (●●) amongst local Kindred.

WOLVES OF WALL STREET

(GANGREL CHARACTERS ONLY)

Unlike the others of your Clan that have shied away from society, these Wolves have embraced it. Most especially the financial world, which is cut-throat predation at its most social. You've seen the influence, the power, the largest corporations hold. To you they are the behemoths and leviathans of the modern nights, the apex predators feasting on millions of unsuspecting prey –And your instincts tell you that to hunt them and their leaders is the truest form of the hunt.

You are a Wolf of Wall Street, a name both self-styled and christened upon you by the other Kindred of the world. You're young, powerful, and ambitious, and the only thing that matters is the hunt and victory that follows. You belong to a pack of predators hunting these commercial prey, branching outwards on your own conquests and returning with a fresh kill when you can, and when the prey is too large to be hunted alone, you band together to nip at their heels until they collapse. While your kind was once ignored, the beckoned elders and their monoliths have crumbled, and now you and your ilk have risen to prominence bank-rolling whole Anarch movements and toppling the blue-blooded institutions of old. Many who once considered the financial sector "their world" are now in for a rude awakening. The Wolves are here, and their prey has grown complacent.



← Lore →

● **Predatory Evaluation:** You know every beast has its burdens and its weaknesses, and the same is true for these commercial institutions. Once per story you can identify a pivotal weakness somewhere in a commercial institution that can be exploited. The disorganized mailing list, the outdated security system, or the easily purchased loyalty of an insider are all examples of a company's soft spot.

●● **Corporate Wolf:** You know where to hit and how to capitalize on it in ways that garner you considerable prestige and fear amongst your peers in the corporate world. Whenever you manage to damage the Backgrounds of another individual that are tied to their assets or income, specifically through play or with a Project, you gain Status (●) that

can be used amongst your fellow wolves, or to intimidate outsiders.

●●● **Pack Acquisition:** Nothing wagered, nothing gained. You've established yourself in the Wolf Pack and can call for their assistance to run down an enemy too large for you alone. Once per Story, you can spend your Status in the Wolf Pack to automatically damage twice that many Resource dots of another character. You can gain no Background from doing this, however, as the other members of the pack take the lion's share for themselves, and your call for assistance grants you no positive reputation in their eyes.

●●●● **It's All Liquid:** Meat spoils if not eaten quickly, so having eyes bigger than your stomach is usually a benefit when in the wilds. At any point you can sacrifice any number of your

dots in Resources to gain two dots of temporary Resources for each one spent. These temporary resources cannot be sacrificed for any other effect, but can be spent to get what you need immediately. Sacrificed and temporary Resources are lost at the end of the current session.

●●●●● **Feral Buyout:** Your influence has expanded and taken root in one of the major corporate entities in your city, specifically one that another major Kindred player owns. You effectively have Influence (●●●) within this company, and can make major decisions that affect its operation and aims. It also has its own Resources (●●●●) that can be used however you see fit. However the Kindred in control is treated an Adversary (●●) and will constantly undermine your efforts elsewhere until you give up your control.



BLOODLINES

Not all Gangrel keep the same aspects in their blood as others. In this section are the various Bloodlines of the Clan of Beasts, along with a full Bloodline sheet for each that follows. The Clan of Beasts is as varied as the Animal Kingdom itself, with some lineages of Gangrel gaining aspects and particularities that set themselves apart from the greater clan, such as the near-ubiquitous Country Gangrel, the noble Knights of Avalon, the plotting Blood Ravens, or the ever-starving Kin Eaters. Many of these divergences from the main clan have their own Discipline distribution, having favored certain powers over the norm. In these cases, those that belong to one of these Bloodlines may choose to use the optional discipline spread presented in place of the one typical to Clan Gangrel.

A player may take a Bloodline Sheet in addition to a Loreshet, further creating a unique assemblage of backgrounds and setting themselves apart from their peers, even in a Coterie consisting of nothing but Gangrel. This section gives a brief elaboration of these Bloodlines and what sets them apart from others, as well as a full Bloodline write up that confers unique Advantages.

Beasts of the Wastes

I looked out into the darkness. An expanse of tall sharp grass and serrated hillsides. The countryside had become a dire thing. I'd lived here, in my ranch house, all my life, as did my mother before me, and her father before her. I knew these red drylands better than I knew myself. But it was different now. I don't remember when it started, but it's been happening for a while. At night the land I knew pushed me back. Something had taken it from me and I don't know when it happened.

There were people out there now. Maybe people isn't the right word. Things that look like people. Things that look like animals. Animals that look like people. Maybe that's what they are. Beasts in people's skin. That's what I feel, looking out there now. My mother used to say evil men would wear the skin of animals and come for your loved ones in the dark. But this isn't that. This is less organized. Not like the thing she spoke of. Not that thing at all. I can feel it at the back of my neck. In the dryness of the air. This is something else. Evil animals wearing the skin of humans.

My husband said it was nothing. Said we have what we need to defend ourselves if someone comes. But that's not the point. That's not the point at all. Something out there has rooted itself in my home. Absconded with my comfort. Red eyes staring back at me from an expanse of tall sharp grass. I feel challenged by these things that look like people. These animals. Monsters in the shape of familiar things. This is my home and I'll become more monstrous than they are to keep it mine.

The Sabbat was once the primary disruptive force in Kindred society. Spanning from the old haunts of Europe, to the searing nights of the middle east, but most prevalently in North America, the Country Gangrel served as the shock troops and field agents of the Sword of Caine for hundreds of years. Due to the practice of mass-embracing, few Country Gangrel have any real lineage to look back on, or can even cite who their sire is. Contemporary scholars of Kindred lineage have managed to whittle down the likelihood that the majority of these Country Gangrel have heritage that stems from Scandinavian regions, and some still practice such nordic paganisms in their night-to-night. Even so, fewer Country Gangrel truly care who their Sire or Grandsire is, and take little interest in finding out.

In contemporary nights, Country Gangrel are the most numerous kind of Gangrel found in North America, with even many who mingle in Camarilla circles being the descendant of a former Sabbat, or simply using the Camarilla's members for their own immediate gain. They're frequently embraced outside of large cities, from among rural and isolated towns, hikers in national parks, or drivers that travel long commutes over highways. This tends to make them rather worldly and capable outside of civilization, even compared to their cousins.

With a heritage in the brutally violent Sabbat, and the ability to survive in the wilds, the Country Gangrel live up to their moniker. Free to live as wild things without the six traditions, or an authoritative Baron breathing down their neck, many Country Gangrel embrace the appearance and life of animals.

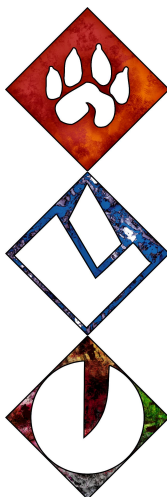
Optional Discipline Spread

Country Gangrel use the base Discipline spread typical to the mainline clan. At the Storyteller's discretion, a Player may request to switch out Animalism or Fortitude for Celerity or Obfuscate as in-clan, due to their direct association with City Gangrel and previous relations in the Sabbat.

ANIMALISM The use of animals as tools and companions is pivotal to the Country Gangrel. Serving as day-watchers and assisting with hunts, being able to manipulate the numerous creatures in the wilds is invaluable.

FORTITUDE To say life outside the city is dangerous would be an understatement. With prowling predators, lupines, and any manner of other things in the dark, the ability to take a few rakes across the skin from claws and teeth ensures persistence.

PROTEAN Possibly the most important Discipline to these Gangrel is the ability to shift shape to become beasts, manifest their claws and teeth, and to merge with the earth for ambush, safety, or simply a place to daysleep. No other set of powers provides what's needed in the wilds to survive like Protean does.

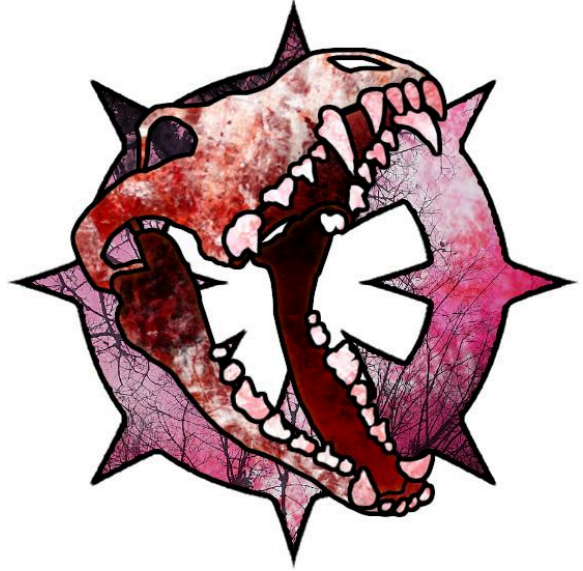


COUNTRY GANGREL

(BLOODLINE; GANGREL CHARACTERS ONLY)

The lineage of the Country Gangrel were once some of the most prominent murderers and scouts of the Sabbat. Rarely were these Gangrel subject to the zealotry of the Sabbat itself, and instead got along with their packmates primarily because of how inhuman they loved to be as they stalked the ages and feasted on the blood of order. Sects rise and fall on the whims of ambitious fools, but the wilds are forever free, and with the Sabbat's traversal to the Gehenna War, these Gangrel roam wild, relishing in the truest form of their Clan.

The sect of your forebears has no influence on the simple fact that you are a bestial thing of the night, embraced into this new unlife with all the trappings and intentions of an animal, but with an intelligence unlike the wilds. While your cousins regularly choose gilded shackles provided by Elders, you burden yourself with only what you need to thrive and survive. A free hunter, amidst the fettered hunted. You do not deny the most bestial aspects of your blood when it calls, and so you live with extensive transformations, reveling in how inhuman you can look and act.



● **House on the Edge:** You've made a place for yourself on the edge of wilderness, beyond the authority of other Kindred. You have a Haven (●) with a Postern (●) that is unknown to anyone else as long as you keep it that way.

●● **Mixed Blessings:** The transformations and manifestations of your Beast can be extensive, but also beneficial. When you Blood Surge a Dice Pool that includes a Discipline, you may add an additional die to the surged pool, however you manifest a Bestial Feature afterward, even if you have an alternate Bane.

●●● **A Beast I Am:** The thrashes of the Beast in your blood perform in a manner beyond the comprehensions of other Clans. The fact of the matter is that you and your Beast have aims that align, like enemies with a common goal. Once per Session, when you have a Messy Critical, add an additional number of Successes to the roll equal to your current Hunger, however your Hunger automatically increases by 1 afterward.

●●●● **Survivor of the Wastes:** Survival is in your blood, through and through. Your predecessors have shrugged off death numerous times, making you hardier and stronger than others in your Clan. Once per

Chronicle, when you heal from a crippling injury that caused an impairment, you may permanently increase your Strength, Dexterity, or Stamina by one, up to a maximum of five.

●●●●● **Shifts in Blood and Body:** A fluid and constantly changing shape allows one to survive destruction and help ensure you thrive against odds that would've killed you previously. You gain a dot in Fortitude or Protean, and at the beginning of each Story you may switch a power in one of them for another power at an equal or lower level.

Blood Ravens

She checked the boxes in her head. One by one each ordered vessel that was purchased from the Circulatory System was here. Each an illegal vintage from the Camarilla across the river, but the Baron demanded beyond her ability. It was then that she heard something in the dark of the warehouse. Shifting. A motion. Her eyes changed to pitch black, reflecting the night back at itself, and the darkness gave way to visual clarity. Shouting into the dark she said "Show yourself!!!" Her hand rested on her holstered gun. Nothing was there.

The sanguin vessel was the most expensive, the most forbidden. Most enticing. She would get the most praise for it. Looking at it again, something in her dead gut then made her look up. Movement. Closer. But nothing. Her eyes didn't corroborate her instinct. The cold comfort of the shadow that wrapped around her felt disrupted. Yet it was empty. The warehouse was quiet. Almost static, save for the murmuring breaths of the cultivated Kine she cataloged. But there. On the sanguine's expensive nape. A black feather, tipped red.

A rather brutal and monstrous bloodline fixated on trafficking information and accruing leverage. The Blood Ravens tend to become competing predators to the Nosferatu in the cities they flock to, and in many Anarch cities this will spill over into a quiet war for exclusive information, dark secrets, boon-trading, and even assassination. Rare is it that this invasive species and the sewer-rats are able to get along within the same circles of influence.

The bloodline's namesake, Blood Raven, was a powerful Gangrel Elder with twisted raven-like transformations who came to prominence during the age of the Baronies of Avalon. Amassing a hoard of blackmail and boons, the Elder embraced prodigiously and usually without permission, all to create an army of Childer that would allow for further scheming and information mongering. This flock's expanding presence and political maneuvering became so abrasive that Prince Mithras grew wary of the Elder and began to cull the flock, calling Blood Hunts and slaughtering them by the dozens. When the Blood Raven himself was brought before Prince Mithras, he was shackled in gold-plated irons, and buried beneath the crypt of St John's Chapel, below the White Tower of London, forever sealed under tons of stone and earth, and the binding power of Mithras' Blood Sorcery.

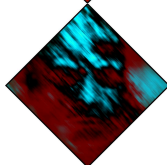
With the Fall of London, Mithras' once forgotten deeds have tempted many Kindred into following the long storied trails of his exploits. One such individual, an up-and-coming Gangrel Anarch, hoped to find a powerful artifact below St. John's Chapel and dug his way into the crypt, finding the torpored body of the Blood Raven instead. Afterward this Anarch claimed to be Blood Raven reborn, and the flock resurged in prominence and population overnight. Old members of the Bloodline came out of hiding, while others were Embraced, all to create the Feathered Court, which now nests somewhere outside of London. This new Court, populated by the most influential and accomplished members of the Bloodline, spread their wings outwards, and perch in cities far and wide, sending valuable information back to the nest. Some claim this a long-form plan by Prince Mithras himself, to pull all information back to London, while others claim the Blood Raven amasses secrets and leverage as a bulwark against the supposed return of the Methuselah.

Optional Discipline Spread

ANIMALISM It's rare that a Blood Raven uses anything but a feathered friend as a famulus, and other such animals tend to spurn them instinctually.

OBFUSCATE Employing the powers of stealth and secrecy, to move and spy undetected is what makes the Blood Ravens so capable, enough so to rival other Clans that have this power of the blood. With their combined usage of Animalism and Obfuscate, parallels are drawn to the Nosferatu, with some even mistaking the Blood Ravens as a lineage of that Clan, rather than that of the Ferals.

PROTEAN As with other Gangrel, Protean is a large part of what gives Blood Ravens their identity, usually used to assume raven-like transformations. Birds and flight are especially prized and are natural to the Blood Ravens. It goes without saying that when a Blood Raven gains a transformation due to Frenzy, it is almost always related to a corvid in appearance.



BLOOD RAVEN'S FLOCK

(BLOODLINE; GANGREL CHARACTERS ONLY)

Known for a brutal and efficient knack at trafficking information, the Blood Raven was a Dark Ages Elder of Londinium who accrued enough information and blackmail on the Baronies of Avalon that Mithras himself began to grow wary of the network of scheming and secret mongering. Feeling threatened by the Blood Raven's growing hoard of boons and the cunning nature by which they were gained, the Prince of Avalon saw his hand as having been forced to deal with the elder to keep the integrity of Avalon intact, and so the Blood Raven was buried beneath the crypt of St. John's Chapel, below the White Tower of the Tower of London. Shackled in earth and darkness by the binding Blood Sorcery of Mithras' power, under thousands of tons of fortified stone.

Emerging from beneath the Tower of London, and claiming to be the Blood Raven reincarnated, an up and coming Anarch has begun to embrace prolifically to re-establish the Feathered Court of old, and once again build a nest of secrets to safely roost in. You are either one of these recent embraces, or a true descendant of the original Blood Raven of old Avalon



Optional Discipline Spread: *Animalism, Obfuscate, Protean*



● Talons of the Blood Raven:

One of your hands and forearms has taken on the likeness of a crow's leg, with thick scaly skin and long curved talons. The limb keeps this likeness even under other transformations. This arm counts as a Light +2 Brawling natural weapon, which is increased to +3 while under the effects of a Protean power, such as Feral Weapons or Altered Assault. However you lose 1 die from any pools that require precise manipulation with both hands.

●● **Avian Aid:** The birds of the world share a natural kinship with you, and will attempt to aid you. Once per session, a bird can appear to lend a hand or point you in the right direction, such as tapping on the window of a shop your target fled into, hopping around outside of an alleyway that can be used as a good escape route, or swooping down to grab a small item and dropping it before you.

●●● Murder of Informants:

Your bloodline has a natural propensity to exert a network of information gathering throughout the city, to the point that you have, likely without even realizing it, created one for yourself. You gain four dots to distribute between different kindred-related institutions, clans, and sects throughout the city in the form of Mawlas, Retainers, and Contacts, however you must keep these individuals anonymous, else they will vanish.

●●●● **Feathered Court:** The current Blood Raven, head of your Bloodline, holds you in high regard, impressed with your abilities, they have admitted you into their personalized network of information gathering known as the Feathered Court. Membership in this Court has granted you a very large Raven with red-tipped wings. This creature's primary function is to ferry information from you to others in this network, and

is considered a one dot Retainer that serves as an additional Famulus in regards to Discipline Powers—even if you don't have Animalism, or already have another Famulus. When this background is taken, at the start of a new Story, or whenever you deliver useful intelligence to the Blood Raven, you gain a secret from another character of your choice.

●●●●● Corvidian Anatomica:

The twisting transformations of your bloodline manifest more overtly, causing black feathers to grow from your skin and large wings to sprout from your back. You lose Beautiful or Stunning Looks Merits and any attempts to hide your mutations have their difficulties increased by 2. However you gain the ability to glide through the air at running speed, a +2 Dice bonus to Stealth pools, and when you use your powers of Obfuscate they also affect anyone under your wings.

Regal Knights of Avalon

"We pushed into the creature's lair as a company including myself, a vengeance-seeking member of the Ashirra whose name was never spoken, and the young Sir Alden, a Knight of Avalon. Circumstance, necessity, and strong values brought us together, rather than shared Sect or camaraderie, with no small part owing to the fact being that this creature had taken from each of us someone precious. So we pressed into its lair, each with the goal of its death instead of one another's. In earnest, I usually aim to take the lead, for my Clan's blood simply begets success, and yet as we fought against the monster there, deep in some forgotten ruin, it was the youngest of us that led and inspired awe. Our tactics were expertly done, but the battle against the thing was more difficult than any I'd had before. There was a moment where the creature's swipe would've taken my head, and yet I opened my eyes and found the young knight had thrown himself in its path. 'Selflessness' I thought in that instant. A word and concept that had been lost on me since my embrace. Useless in total, or so say my kin. Yet without it I would not be here to honor him today."

—Eulogy spoken by Sir Castillo of Andorra, Knight of Saint Adjutor

Not every Gangrel follows their feral inclinations, or treats their Beast as a friendly enemy. The Knights of the Order of Avalon hold true to chivalric values and keep strong convictions of faith and honor. Unlike the rest of their clan, these brave Kindred refuse to give into their Beast, and view Frenzy and the transformations that occur from it as marks of shame.

In the dark ages of centuries passed the young Gangrel, Godfrey d'Auffay, set out to join a chivalrous order. Viewing honor, confraternity, and a strong code of chivalry as the best defense against his Beast. However back then the line between the High and Low clans of Cainite society was regularly drawn in blood, and a lord of little renown and of a Feral's lineage hardly warranted membership in the established orders of the High. Undeterred by this circumstance, Sir Godfrey went before Mithras, Prince of Avalon, and proposed that honor was not reserved only for the High and that wolves such as he could be as noble. While those in the Prince's court scoffed, Mithras did not and named him the leader of the Order of the Knights of Avalon, giving the young lord his blessing and a charge to destroy the monstrous wicked things of the world. Taking St. Austrebertha as the Order's patron, Sir Goffrey went out and lead the order nobly, proving those who scoffed in the wrong for centuries to come.

While most of the founding members have since been beckoned away, this regal order still holds true to the charge Mithras gave them, long after his vanishing from the throne. Having strongholds in Cornwall and Caen, they also exist in smaller lodges in Andorra, Schenectady, and most recently Corpus Christi. Now led by Sir Arthur Blaidd, who is assisted by Lady Sophia of Leeds and backed by the Venture Prince of Cornwall, the Knights of Avalon root out and destroy evil wherever it might be. The loss of Sir Humphrey of Exeter, a Nosferatu, at the turn of the century due to outer-clan politics as seen non-Gangrel recently barred from entry into the order.

Optional Discipline Spread

FORTITUDE In the Dark Ages the Knights of Avalon would wade into battle against all manner of terrible creatures and fight them toe-to-toe. When shining armor would fail, the immense durability of the regal knight's very flesh would prevail against the terrors they faced.

PRESENCE With tutelage and help from their steadfast Ventrue allies, the Knights of Avalon ingrained the powers of Presence into their very blood during the Dark Ages. Their unique usage of this power is primarily a selfless one, to inspire others, rather than manipulate onlookers into fear or adoration.

PROTEAN With less focus on this power than others of their Clan, the Knights of Avalon still employ Protean to give themselves an edge in combat, or to shelter amongst animals. Almost always taking the form of a noble beast, such as a Lion, Wolf, and more rarely, a Stag. As a part of their code of honor, a Knight may assume the shape of a Beast, so long as they still maintain a human mind and proper chivalry.



REGAL KNIGHTS OF AVALON

(BLOODLINE; GANGREL CHARACTERS ONLY)

In the dark age of centuries passed the young Gangrel, Godfrey d'Auffay, set out to join a chivalrous order. Viewing honor, confraternity, and a strong code of chivalry as the best defense against his Beast. However in the Dark Ages, when the line between the High and Low clans of Cainite society was regularly drawn in blood, a lord of little renown and of a Feral's lineage hardly warranted membership in the orders of the High. Undeterred by this circumstance, the lord went before Mithras, Prince of Avalon, and proposed that honor was not reserved only for the High and that wolves could be as noble. While those in the Prince's court scoffed, Mithras did not. Giving the young lord his blessing and a charge to destroy the monstrous wicked things of the world, Sir Godfrey set out to lead his own order.

You descend from one of the original Knights of Avalon, and the charge of your forebears runs through your blood, even if unknowingly, as well as a powerful sense of chivalry that runs contrary to your Beast. Your bloodline has completely shunned the powers of Animalism, instead mastering the more regal power of Presence in its place. Your bloodline's transformations are wholly wolf-like, and many older members venerate St. Austreberthe as an anchoring point.



Optional Discipline Spread: *Fortitude, Presence, Protean*



● **A Knight's Squire:** Under your care is a mortal squire who serves you and provides you with a lifeline to humanity and honour. This Squire counts as a Retainer (●●), doing their best to assist you. Mistreating this Squire inflicts a Stain upon you, and if they die you take three Stains. If you choose this Squire as a Touchstone, their associated Conviction defends against two stains rather than one.

●● **Noble Blood:** Your forebears have proven themselves contrary to the system of High and Low clans for centuries, and have gained an ingrained respect from both. When a distinction between High and Low clans occurs, regardless of context, you are considered a member of both, preventing the negative social connotations from either, and gain

three bonus dice to any Charisma pools for the rest of that scene.

●●● **Regal Beastclaw:** Your forebears forsook the animalistic approach to solving their conflicts, and instead put their faith in the industriousness of humanity to sharpen their minds against the Beast. When you take this merit, choose a melee weapon. You gain a specialty in Melee for that weapon and it deals non-halved damage to creatures of horror (Werewolves, Wraiths, Faeries, mortal magic wielders, and Kindred who assume monstrous forms, as well as other appropriate supernaturals). When you grip this weapon tightly in both hands for a turn, add one die to resist Frenzy.

●●●● **Thou Shalt Not Recoil:** Etched in your vitae is the strength of mind to remain steadfast against thy Beast. The lower of either your

Composure or Resolve is increased by 1, up to a maximum of 5. However whenever you enter Fear Frenzy, or gain a Fear-related Compulsion, you gain 1 automatic Stain.

●●●●● **Thy Cup Runneth Over:** From Sire to Childer, you've been gifted or bequeathed a goblet depicting the scene of Prince Mithras, as he sits upon his throne, and Sir Godfrey, who kneels in prostration of your Order. Drinking blessed water from the goblet allows you to add your Humanity rating as bonus dice to any pools made to resist the effects of Oblivion and Blood Sorcery, and also gives you an innate sense of who wields such powers, for the remainder of the night. Once per story, you may present the goblet to others for them to drink. Those that do gain half your Humanity, rounded up, as bonus dice to resist the same powers.

Einherjar and the Valkyries

I lay there beaten. Broken. Pierced. My heart fails me as blood pours from my wounds in currents and eddies. The sounds of gunfire crack across my fading mind. The ringing in my ears dulls. The pain becomes unbearable. I earned this amidst the ruins of battle. I earned the glory. My only regret in that moment was that I would never know glory like this again. I didn't fear death. I feared the end of the fight.

Then there they were. Like valkyries. Their eyes shining gold in the night. One looked at me as my vision went black. A hail of bullets shattering on her soft skin, sparking like cherry-flame. Her lips met my neck. What was left of my life poured into her, and she filled my emptiness with fury. It rippled through my veins like a Beast. She said "Their lives are yours to take." My broken body rose. I went berserk. They died.

Holding origins in Scandanavia, this Bloodline hails from the proto-Nordic period and grew into the culture and people that eventually became more widely known as Vikings. Split into two groups consisting of the Einherjar and the Waelkyrige, with both holding the old Nordic gods of Asgard in reverence. Members of this Bloodline are embraced entirely from warriors who have died in battle, with the Valkyries being treated as battle fates who observe conflicts and then embrace the most capable combatants that have fallen. Though the Valkyries are fierce and powerful fighters in their own right, their Childer are the Einherjar who are embraced specifically to prepare for Ragnarok and destroy the systemic entrenchment of oppressive Sects.

The Bloodline's culture and Anarchy-centric actions are born from an undying grudge against the advancement of Christianity and southern European nations into their lands during the Dark Ages, who labeled them as savages and pagans. As a result of their fight to preserve their culture and beliefs, this Bloodline's members fell into obscurity, with many of the Elders going into torpor in self-made barrows, so that they may rise again in time for Ragnarok. With many Kindred believing the Bloodline nearly extinct, little attention was given as the Camarilla and Sabbat rose to prominence.

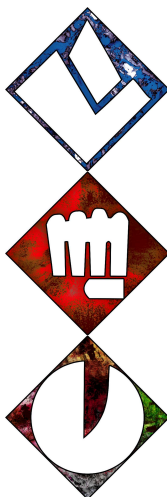
With the waking of Brunhilde during World War I, this Bloodline has returned and begun undermining the established Sects, usually with alliances inside Anarch movements. Recreating the Waelkyrige, now simply called Valkyries, through rousing her sisters from torpor and Embracing from strong-willed fighters, she sent them out into the Anarch movements of Europe and North America to find the greatest warriors of the modern age, and put the flame to the ruling class of the Sects. Though there are whispers abound that the Valkyries now operate without Brunhilde's guidance, there remains a persistent mentality that the killing fields of Gehenna War are merely the first stage of Ragnarok. This Bloodline now embraces quite prominently in Anarch regions, and wages open war against the Camarilla, with older members leaving with their Beckoned sires.

Optional Discipline Spread

FORTITUDE Enabling the Chosen Slain to wade into the thick of combat even when there are multiple enemies gunning for them. Like others of the Clan of the Beast, this Discipline has allowed them to persist even amidst certain destruction, fighting on into the night against all odds.

POTENCE Though Animalism was common in the Dark Ages to some degree, brutal unrelenting strength took hold in the berserker's bloodline. When combined with Protean, this superhuman strength allows Einherjar and Valkyrie to rip through enemies and barricades without issue. Unlike other Clans with this Discipline, the Chosen Slain rarely care to hide their raw strength, even in front of Kine.

PROTEAN In the Dark Ages the Einherjar would sprint into battle with partial bestial transformation, entering a trance-like state that allowed them to carve through opponents until the sun rose. These *Beserkiri* would be remembered to the modern day as Berserkers with the mythical powers of Beasts.



THE CHOSEN SLAIN

(BLOODLINE; GANGREL CHARACTERS ONLY)

Valkyrie or Einherjar, battle-fate or army of one. Those who choose to raise the slain as eternal warriors, and the warriors who were chosen when slaine. This ancient bloodline of warriors hail from the Viking Age, where they were borne out of the fallen warriors of the battlefield and embraced in preparation for the inevitable time of Ragnarok. Though centuries passed, and the lineage passed into obscurity, the ancient leader of the Valkyrie has risen in the last century, and her mind has set to the balancing of sect politics.

You are the Chosen Slain, a descendant of a risen Valkyrie or one of her chosen Einherjar, who each pay heed to a warrior's code that dates back to the Viking raids on Britain, and who proudly fight in the All-High's name, against the rigidity of the Camarilla and the monsters of the Sabbat. In modern nights, your bloodline bolsters is strength and numbers, even amidst rumors of uncertainty, such as the vanishing of the Valkyrie's leader, Brunhilde, after a dire confrontation with the SI, or that the All-High rises from his torpor and howls with his *vargr* to run headfirst, blades drawn and fangs borne upon Ragnarok, in a bid to carve the Elders of the beckoning from their tombs.



Optional Discipline Spread: *Fortitude, Potence, Protean*



● **Heroic Espousal:** Once per Story, you can regale an audience with a tale of your deeds. This story catches everyone's attention, overpowering even most Presence powers.

●● **Memory & Thought:** The Valkyries claim that the All-Father's Ravens circumnavigate all the world each night, returning to Odin at nightfall to tell him of what they witnessed. A pair of ravens roost near to your haven, always watching and listening. Once per story you may ask them a single question, which they will answer succinctly and truthfully with almost preternatural knowledge. After this they will refuse elaboration, and refrain from further answers.

●●● **Claws of Fenrir:** The Einherjar were notorious for their endless rage and terrible Hunger. While at both Hunger 3 or higher and while having a Sanguine Resonance, you may make a Rouse Check to grow long steel-hard claws that count as a +3 Light Brawling weapon that deals non-halved Superficial Damage. You can do this even without Protean.

●●●● **Their Armor, Drenched in Blood:** Einherjar and Valkyrie alike don the blood of their enemies upon their apparel, so that all might see their fierce might. When you score a critical hit with a Brawl or Melee attack, those struck have their Hunger increased by 1 as even vitae is pulled from their body by the blows. Spreading this blood over your face

and apparel adds 1 to your Strength, Dexterity, and Resolve pools for the remainder of the scene.

●●●●● **They Send Shrieking Spears:** Legendary are the Valkyries, descending upon the night with such inhuman ferocity and skill, that their powers would buckle and sunder the armor of champions, crack the pillars of gods, and set a kingdom to the flame. Once per Chronicle, when you would initiate open combat that's likely to involve the leader of a Sect and its forces, you may find a swan, raven, or horse, whispering to it Brunhilde's name. Within the same night a Valkyrie (Pg. 102) will descend upon the conflict and attempt to turn the tide in your favor, however any slain may be taken with her back to Valhalla upon her departure.

Laibon of the Wise Spider

"They grow each spring like this, with pale stems and petals." My Sire said as her long thin fingers skimmed and wove along the plant. This garden was hers for ten-thousand nights, but soon it would be mine. "When I came to this land they were immediately my favorite. I feel a kinship with them, and in my younger nights they taught me patience and understanding. About what I was. About what we are." Her black nails picked a spider from a pedal suddenly, and she turned it over in her hand delicately.

"You've never explained to me why, or how." I said watching the spider crawl between her spindly fingers.

"An old friend told me of their importance. That they grow where a quarrel cannot be solved. He said the Great Spirit of this land would conjure them from the earth, and the flowers became a sign of clarity from the divine, making tribal leaders aware of how irrational they've been, so that they might move towards peace and understanding." She stood upright, the spider vanishing into her colorful sleeves. "They're also parasitic. Wearing no green about their skin, and can grow in dark places." My sire looked at me with her dark reflective eyes and smiled warmly. "I travel east now, and leave my garden in your care. There are stories to find from each plant. The greatest wisdom is what you find from contemplation on purpose. Yours, nature's, and the divine. Start with my favorite flower."

Taking their name from the "wise spider", this legacy of Laibon holds that they are the inheritors and keepers of his wisdom and cleverness. Their blood compels them to go out into the world and seek knowledge and wisdom wherever it might be found, and then disperse that learned wisdom and knowledge to those that will listen, in an effort to provide a betterment to Kindred society. As a general rule, this Bloodline isn't intentionally secretive, but does maintain mystery and dispenses wisdom at measured moments.

The origins of this Bloodline are relatively consistent. Scholarly accounts of the Weavers found them fanning outwards from the west African region of Ghana, tending to travel along rivers, and Embracing during the rainy season especially. They are relatively generous with their Embrace, choosing anyone with a thirst for life lessons and useful knowledge, and tend towards consensual embraces. Unlike their regional origins, the Bloodline's progenitor is somewhat contested, with the majority of the clan claiming that Enoia Embraced the Spider-God Anansi after he guided her through a dark rain forest, and others that it was his daughter who was Embraced after she convinced Enoia that she wished to travel the world as a Beast.

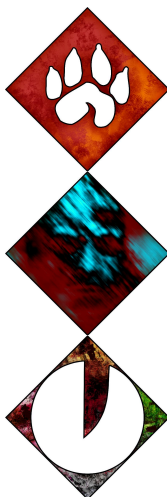
In modern nights this Bloodline is sparsely spread across the domains and Sects world-wide, owing allegiance to few of them. They tend to most regularly find themselves as part of the Anarch scene, assisting those that dismantle poor leadership and tyrannical power. If they do throw their lot in with a Sect or organization, it is usually to observe from within, and provide wisdom or knowledge to those that seek to lead nobly and properly. Preferring this advisory role, Akunanse rarely take the leadership roles of a Baron or Prince, and when they do, they tend to organize or orchestrate their own replacement within a few decades.

Optional Discipline Spread

ANIMALISM Similar in manner to the Nosferatu, the Akunanse tend towards insects, though they specifically affiliate with spiders, using them as spies and confidants. Strangely enough, the Weaver's spider ghouls tend to be much smarter than one would assume.

OBFUSCATE In order to watch and observe, the cunning Akunanse use the mesmerizing powers of Obfuscate to secretly crawl through the night and slake their curiosity. In recent nights it's also proved invaluable for evading angry Princes and the Second Inquisition.

PROTEAN Taking on aspects of spiders, the Akunanse skitter along in the dark places of the world. Even other Gangrel rarely realize that the spider on the wall might be listening. When entering Frenzy, these Weavers take on spider-like transformations, such as black orb-like eyes, long hooked fangs, and coarse short striped hairs. Unlike the mainline Gangrel, Akunanse view their transformation as a large part of growing and learning, rather than a monstrous expression of the Beast.



CLUTCH OF THE WISE SPIDER

(BLOODLINE; GANGREL CHARACTERS ONLY)

A Legacy lineage of Gangrel who hail from the African continent, referring to themselves as Laibon rather than Kindred. The Akunanse are known for their wisdom and cleverness, holding close the stories of the Wise Trickster Spider deity. Believing that their Spider-God once held all the world's wisdom in a calabash, the futility of trying to keep it safe and contained was eventually realized by the Spider-God and his progeny, and so he poured it out into the rivers during a thunderstorm, so that all the world might drink of it.

Akunanse care little for the Jyhad or the wants and needs of sects. Like their more well-known Gangrel cousins, these spidery vampires are self-sufficient and solitary. When working as part of a group, they tend to be insightful and stable intellectuals, wise mentors who try to think in the long-term, or sly trickers who thrive in the face of adversity. When they do enter Frenzy, they take on the aspects of spiders.



Optional Discipline Spread: *Animalism, Obfuscate, Protean*



Lore



● **Kin of Weavers:** You share a spiritual kinship with spiders, who are normally quiet to most other members of your clan. All of your powers of Animalism work on and affect Spiders as they would typical animals. Additionally, your sire gifted you a Akyede Ananse (Pg. 91), a special African Jumping Spider, when you struck out on your own. This spider is uncannily cunning and resourceful, and is immortal so long as you persist. It can serve as your Famulus.

●● **No Elder's Fool:** The Akunanse are solely interested in their own pursuits and are rarely duped or controlled by the other clans and more especially their Elders. When you Blood Surge to resist the mental powers of a lower generation vampire, such as Dominate, Obfuscate, or Presence, add an

additional die. This resistance stems from your Beast, and can occur without your conscious awareness.

●●● **Wisdom in a Drop of Rain:** Your bloodline truly believes that all the wisdom of the world was poured into its water, and you can even sense and partake in it at times. You have a gourd or animal skin, blessed by your Sire, with which you can collect rainwater. Drinking down all the water in the gourd grants you a Specialty in one of Academics, Investigation, Medicine, Occult, or Politics. Drinking the water again removes the previous specialty if it wasn't purchased with experience.

●●●● **Aspect of the Spider:** As you learn, your knowledge is expressed in your flesh as it takes on

the traits and shapes of a spider. You gain the Looks Flaw: Ugly (●) but Mental Skills have their experience costs reduced to 2 times their level, and you gain three Specialties of your choosing across any skills.

●●●●● **A Web of Knowing:** You have entrenched yourself in the area you live in and have set up a network of watchers that keep you informed. These watches can be anything from animals to mortals –Or even something stranger. You gain ten dots to spend across two groups of Allies as you see fit. You may call on these Allies once per story to get almost any information on what's happened in recent nights and provide a lead on further information. However someone powerful creeps lightly upon your web, watching back.

Coyotes of the Cities

"My embrace was a painful one. Taken to a ruined Cathedral in Nuevo Leon for an all-night party, I quickly realized I was a meal, rather than a guest. My future packmates cracked me open like an egg and poured my insides out into a basin for their Blood Feast. After that they dumped me into a refuse heap behind the ruin, piled with the bodies of my mortal friends. At some point, the blood-drunk Pack Priest came back to find me, somehow still breathing, and on a whim poured his blood into my mouth before stomping me deeper into the ground. I remember clawing my way up through the bodies of a few of my friends, I chewed right through some of them. So be grateful, little pup. By comparison I've been extremely kind in the games we've played these past few nights. The fact that you finally won means you get to be like me now."

—Athena, Priest of the Cremarà's Pack

Creatures embraced into the Sabbat, the City Gangrel, or Coyotes as they're also called, are descendants of the Greek Gangrel and trace their origins back to before the Dark Ages. Before the new millennium, these Gangrel were mass-embraced, usually as shock troops or cannon fodder, to siege and dismantle entrenched Camarilla cities. How the Greek Gangrel became the prevalent bloodline within the Sabbat is rather unknown, but the common consensus is that every Coyote is the descendant of a rather prodigious Ductus, who embraced ceaselessly until succumbing to the Beast.

Reminding most Kindred of their namesake animal, these Gangrel have adapted to city life rather than the countryside, and prefer to hunt exclusively in heavily populated areas rather than in the wilds, allowing this bloodline to flourish and supplant their mainline Clan in certain areas, especially in South America. This doesn't mean they have any love for the city or the Kindred that call it home, and in fact are usually some of the most secretively destructive agents at times.

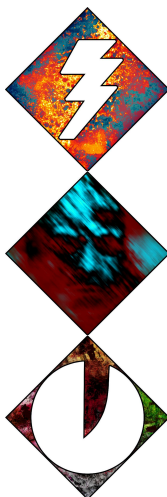
In the last two decades, with many of the hardline Sabbat traveling to the warfields of Gehenna, many a Coyote has been left unattended, allowing them to exist independently. If joining or assisting members of other Sects, many Coyotes assume the facade of being a typical Gangrel, as their previous affiliation with the Black Hand garners no small amount of suspicion and scorn. Even so, when their former affiliations or lineage does come out, few younger Anarchs know enough about the Sabbat to readily identify how adversarial and terrifying they are, and even fewer care to label a useful asset with rather unique powers as an enemy.

Optional Discipline Spread

CELERITY Moving through the city as quickly and as effortlessly as possible became a definitive part of the Coyote's survival long before their induction into the Sabbat. Mastery of Celerity has given the City Gangrel the ability to dart in and out of alleyways, instantly take the shape of an animal, fight faster than should be possible, and quickly accomplish rather delicate tasks in the margins between seconds.

OBFUSCATE During the Dark Ages, when this Bloodline was still referred to as Greek Gangrel, they mastered the use of Obfuscate in place of Fortitude, their blood and very nature finding it better to hide their monstrous deeds from mortals, rather than survive in the open. Adapting the Nosfertu's mindset, Coyotes use Obfuscate to hide in plain sight.

PROTEAN Definitively a part of their night-to-night unlife, City Gangrel employ Protean to hunt as animals that live and frequent whatever city they're a part of. In the Americas this is usually coyotes, cats, or wild dogs, but also includes other synthropes such as raccoons, opossums, various large rodents, and in some places, even monkeys. Transformations from Frenzy also tend to be from these animals, rather than ones found in the wilds.



COYOTES

(BLOODLINE; GANGREL CHARACTERS ONLY)

Thought to have descended from the Greek Gangrel by others of their Clan, in modern nights this Bloodline was almost wholly found in the Sabbat, who mass-embraced so prodigiously that they made up a bulk of the sect's scouts. It's no surprise then, that when the zealous sires of these City Gangrel were abandoned by their more zealous Sires, that they were left behind like common refuse.

Keeping to the concrete sprawls of the city and rarely venturing out, these synanthropic Ferals have carved out their territory and regularly pass themselves off as their mainline cousins to forego their previous association with the Sabbat, making it seem as if the Bloodline is rare, though the reality is that these Gangrel tend to make up almost a forth, or third, of their clan in the larger cities of the Americas. When gaining transformations due to Frenzy, Coyotes tend to gain traits affiliated with animals commonly found in urban environments, such as rats, pigeons, dogs, insect pests, and of course, coyotes.



Optional Discipline Spread: *Celerity, Obfuscate, Protean*



●● **Domestic Animal:** You've developed a talent for communing with the creatures of the city. At any time, you may make a Rouse Check to use Feral Whispers, even if you don't have it, but only to speak with and understand domesticated animals.

●●● **Old Commiserates:** Your bloodline were frequent allies of the Nosferatu in the past, and together you would provide an underground bulwark to keep the underbelly of the city in your control. You gain Status (●●) with the Nosferatu of the city, and a Nossy Sewer Rat as a Mawla (●) who will give you tidbits of information, though you're expected to help them defend the sewers from threats every now and again.

●●●● **Sheep's Clothing:** You're exceptionally capable of passing as Kine due to your lineage's ability to adapt. It's survival of the fittest after all, and that old adage never meant the most athletic, but rather who fits in the best. When you use Blush of Life you may roll two dice for the Rouse Check and choose the better outcome, your blush effect lasts the entire night, and if you pass your Rouse Check upon waking the next night it's maintained another night longer for free.

●●●●● **Concrete Creature:** You and your Beast know every alleyway, every sewer grate, and every rooftop jump you can make, and you work together to ensure navigation and survival in this concrete jungle. Once per Story, you can choose to automatically pass any Survival,

Streetwise, or Drive Test, however the result counts as a Messy Critical that cannot fail. Additionally you have a mental map of the entire city and have a general knowledge of where you are, and where you need to go, so long as you can see a landmark or a place you've been before.

●●●●● **Suite Digs:** Home is a shelter from the storms, and you've been around the block enough times to stake out one of the best Havens this city has to offer. You have a three-dot Haven and a second three-dot Haven that serves as a secret safe house attached to, or within, the first Haven. Addons purchased for either Haven cost two experience per dot, rather than three, and in order to reach the secondary Haven, the defenses of the first must be overcome.

Starving Winters

"Pushing out into the frontier of the Americas was later painted as some grand conquest, but to me it was a careful victory by degrees. The supposed 'New World' was full of very old things, untouched by the lights and fires of the renaissance that had spread across my beloved home of Versailles. Here we were under familiar stars that guided us through strange and unknown wilds, and within those vast expanses in the north there was already a great and dire hunger that preceded us, rivaling and even succeeding our own. The Academics of the Tremere claim them as fellow Kindred due to similarities in their blood, but having seen one myself I remain entirely unconvinced. These insatiable hellish things came without the trappings of our politics or pretenses of our rivalries, and carried with them the madness of a wintry starvation that only sought after naught else but the new bloodied flesh we bore, onto which they'd feast in their dark forests."

—Garnet de Rune, Seneschal of Detroit

With heavily contested origins, these half-cryptid monsters crave both the blood *and* flesh of other Kindred, and will gorge on them if given the chance. Kindred Scholars claim them to be related to Gangrel, but when pressed their certainty tends to wane. Lorekeepers tell that the Gangrel came to the shores and suffered in the bleak winters of North America. Unable to find nourishment, these Gangrel were consumed by their Hunger and cannibalized one another, until only one remained. The last Feral, blood now potent with diablerie, began the bloodline of what's quietly referred to as Starving Winters, Wintry Hunger, and most commonly, Kin Eaters. Einherjar Lorekeepers, who explored the Great Lakes region long before heavy European colonization, insist that the Kin Eaters predate the Kindred's arrival by at least a century or more, and tell tales of starving nightmarish spirits that appropriated the hungers of Caine's bloody curse to better gorge on Kindred colonists, and to maintain total mastery of all that starves in the night.

Kin Eaters might wear the trappings of other Kindred, most closely their supposed Gangrel cousins, however they do so with the primary ambition to consume their kin and as a result are solitary by nature. Embrace into this Bloodline usually occurs purely so that a Sire can feast on the flesh of their Childe, rather than a mortal's. What few Childer who persist beyond being a meal usually do so in unintended accidents, or by their Sire's attempt at Diablerie failing to consume them. Rare is it when a Kin Eater's Sire embraces simply to reproduce, as their famished nature creates stark competition almost instantly, as they are cannibalistic above all else, and prefer to eat one another, and of the Clan of the Beast.

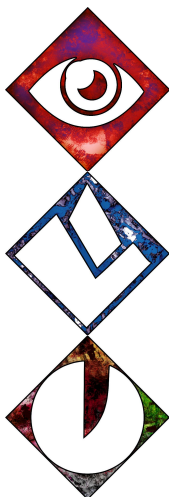
The majority of these creatures are found in North and South America, but in recent nights there have been reports of chilling cannibalistic creatures feasting on Kindred as far away as Denmark. The grim fact of the matter is that these creatures are insatiable instruments of all-consuming Hunger, and will go wherever their preferred prey will be found. However when taking territory, the Starving Winters tend to stick to rural areas, but are not adverse to stalking across cities to get their fill, and though bestial in their ambitions, they have adapted a cunning mentality to hunt other undead, and can run a long and vicious campaign, picking off hapless fledglings and members of a court or coterie over decades.

Optional Discipline Spread

AUSPEX Perhaps due to their feasting upon Gangrel so heavily over the centuries, their methods of Auspex sometimes seem like powers of Animalism, but have a 'sharper and less natural' execution. This power also lends to the claims that the Kin Eaters might be something more akin to evil spirits that possess and spread their starvation to others, as they use this power to intrude on the mind and inject their own will.

FORTITUDE Extremely durable and hard to take down. This Bloodline's thin bodies are tough and resistant to trauma, while their minds use their singular need to consume and fill the void within as a drive to outright ignore mental manipulations.

PROTEAN When assuming the shape of an animal this Bloodline tends to appear thinner and with ashen, or almost blue, hide. Their Feral Weapons manifest as thick black and yellow teeth and claws. Antlers or ram's horns are also common in modern nights, though whether this is a reflection of pop culture's depiction of monstrous North American cannibals, a divergent evolution, or simply another convenient weapon to gore Kindred with, is uncertain. Features from Frenzy tend to make the Kin Eaters taller and emaciated and give them a cold pallor.



KINEATERS

(BLOODLINE; GANGREL CHARACTERS ONLY)

Even amongst the Gangrel, this fearsome bloodline is regarded as exceptionally monstrous, for their Beast has a cold cannibalistic urge that craves not just blood, but the flesh and bones of other Kindred. The few Kindred Scholars who even know of this Bloodline frequently attribute them to the Tzimisce, Noiad, or the Naga Raja, as their horrifying forms and hunger for Kindred flesh draws such grim parallels between them.

Oral tales from those who arrived in North America before the majority of European settlers tell the story of a pack of starving Gangrel who became possessed by a wicked spirit of greed and hunger, and consumed one another to survive, until only one remained, with blood as chilled as winter. Others claim these creatures are something else entirely, which has merely appropriated the guise of Kindred in order to hunt and consume them as a wolf in sheep's clothing. In modern nights these chilling cannibals now prowl the territories that were once their hunting grounds, feasting on Caine's children.

This Loresheet confers a number of heavy flaws that may drastically alter a Character's playstyle with each Background purchased, turning that character more and more monstrous. When taking this Loresheet, you gain the Glutton Feeding Flaw (Pg. 19), but also gain the Eat Food Merit (Vampire the Masquerade Core Rulebook, Pg. 182).



Optional Discipline Spread: *Auspex, Fortitude, Protean*



● **Delicatessen:** Your very blood is starving. Mortals and Animals who partake in it are always hungry, eating any food indiscriminately, but still becoming thinner. Kindred who feed on your blood slake no Hunger, and instead their Hunger increases by 1 for every 2 Hunger they might've slaked from you. You also gain the Famished Mythic Flaw.

●● **Bones and All:** Your blood is a manifestation of the evils of greed and gluttony, and you relish in this nature to consume more of it. You can consume up to twice your mass without any issue and when you diablerize, add two dice to any pools made in the attempt.

●●● **The Last Winter:** Your Hunger is a terrible winter that consumes all in its expanse. You passively chill everything within a number of yards/meters equal to twice your current Hunger. Drinks quickly cool, open flames slowly wither, and others feel a cold draft. You may spend a point of Willpower to magnify this effect, forcing all others in the radius to pass a Stamina + Resolve; Difficulty 3 Test. Failure causes two Superficial Damage.

●●●● **A Certain Hunger:** When your Beast is satiated or starving your powers become oppressive in their potency. While at Hunger 0 or Hunger 5, add three dice to your Discipline pools.

●●●●● **Ravenous:** There's no escaping the gnawing hunger in your veins as it grows. Once per story, when you reach Hunger 4, you may assume a tall, monstrous, and emaciated form. While in this form, you grow +3 natural brawling weapons, and your successful bite attacks cause the victim to Test for Hunger Frenzy; Difficulty 4. You cannot slake Hunger in this form unless you drain and consume a victim completely. All other attempts at slaking Hunger instead cause you to grow larger, and increase one of your Physical Attributes by 1, up to a maximum of 5. You revert to your base form at the end of the Scene or when you reach Hunger 0. You can assume this form whenever you wish if you have Protean 4 or higher.

Benthic Ferals

“Deep beneath the waves they drown, gargantuan beings cast out by God in Noah’s trial. Under the sea they gasp for air, but tread water in its place. Their pain and misery unwitnessed, until the child of Ennoia came upon them. In that discordant chorus of gasping the child of Ennoia did learn.”

—Excerpt from Rahab’s Lament

Referred to by scholars of lineage and researchers and cataloguers of Bloodlines as *Gangrel Aquarii*, these Mariners are an elusive offshoot of the main clan. Choosing to live in bodies of water and assuming the forms of animals that call such habitats home, they are quite similar to typical Gangrel outside of their preference for aquatic animals and forms. As a rule, they choose to hunt in bodies of water, usually vast ones, and rarely care for taking domains or territory outside of it.

The source of this Bloodline differentiates from that of others, in that a mainline Gangrel can embrace a Childe, who then assumes all of the traits and preferences of a Mariner, and a Mariner can embrace a Childe that reverts to the mainline Clan’s preferences. However in recent nights there exists lines of Mariners that seem to be what one would think of as a more “True” Bloodline. These Benthic Ferals are embraced by Elders who have risen from the crushing depths of the ocean, Beckoned to landfall in their long swim to the killing fields of the Gehenna War. As they paddle violent paths through cities, they leave newly Embraced Benthic Mariners in their wake. While previous Mariners had some degree of choice in their aquatic transformations, or adapted them out of a quirk or happenstance of their environment, the hapless Childer embraced by these elders have little choice in how to go about their transformations, as the deep wilds of the ocean appears to saturate their very blood with its strange biology and adaptations. While other Mariners take on the appearance of sharks or octopi, these Benthic Mariners take on much more alien forms, such as that of the angler fish, giant squid, or monstrous crustaceans.

Once considered extremely rare, in modern nights more and more of this Bloodline has begun to appear, as many Gangrel seek refuge in the depths of the ocean from tyrannical Princes and the fires of the Second Inquisition. Adding to these are the aforementioned Benthic Mariner Elders who tread cities almost like fish out of water, bringing all the strangeness of the abyssal depths to bear on their prey.

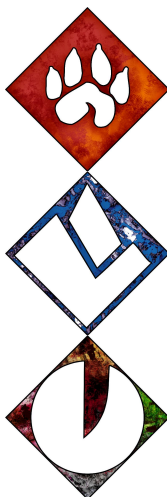
Despite their stark differences when compared to their terrestrial cousins, the Mariners still employ the same core Disciplines as their kin, albeit with an aquatic bent.

Discipline Spread

ANIMALISM Mariners use Animalism to communicate underwater, usually telepathically. If taking a Famulus, a Mariner almost always chooses something that can live in and around water. Crocodiles, whales, sharks, and otters are all rather common.

FORTITUDE For the deep sea dwellers, this power gives them considerable durability, and allows them to survive in the crushing depths of the ocean, or against the unseen gigantism of the things that sleep there.

PROTEAN Like with their preferences of Animalism, Mariners almost always take on transformations that are related to water. Webbed claws, shark teeth, and even barbed tentacles are used as Feral Weapons. More rarely a Mariner will assume the form of an albatross or a seagull. Those that hold origins in the deep sea tend to take on very alien and haunting shapes of large sizes.



MARINERS

(BLOODLINE; GANGREL CHARACTERS ONLY)

Many Gangrel are constantly on the move, always searching for the undiscovered country to live far from the expanding reach of civilization, and more especially the reach of other Kindred. This search for mythical isolation has lead several Gangrel to become the variant called Mariners, Ferals who seek sanctuary beneath the blackened waves and assume the twisted guise of large isopods, mollusks, and fish, and strange transformations that mimic deep-sea life when they Frenzy.

Once thought to be incredibly rare, the beckoning has dredged utterly inhuman Elder Mariners from their benthic havens, and they have left childer of greater numbers in their wake. These chaotic embraces have no apparent reason, with many embraced by these ancient creatures left to wallow alone. Those that take after their sires tend to live in self-imposed exile, disconnected and usually clueless, to Kindred society.



← Lore →

● **Immersion:** Your flesh and blood is called to the water, and when completely submerged you gain webbed membranes between fingers and toes, and may even sprout fin-like protrusions, as your eyes and ears shift. You automatically pass all Athletics Tests while underwater, your perception pools are also increased by one.

●● **Benthic Mutation (choose one):** Your blood has altered your body in some fashion that grants you one of these strange abilities:

BIOLUMINESCENCE With a Rouse Check, your skin can display patterned glows of alternating colors that hypnotize and attract. Those that see you must make a Willpower Test; Difficulty 2 + your Protean to resist. However when you're at Hunger 4 or higher, your skin becomes transparent.

EXPULSION With a Rouse Check, you expel your dead organs, which

quickly liquify to acidic sludge. Those hit take a point of Superficial Damage every turn until they spend a full turn to remove the sludge. Expelled organs can be projected with Stamina + Athletics roll, and are treated as a typical ranged attack.

AQUA JET While your forearm is submerged, you can spend a turn absorbing water into it, and then project it as a powerful stream with a Strength + Brawl ranged attack that deals two Aggravated Damage.

●●● **Rest on the Ocean Floor:** Vast watery depths are your most comfortable home, amongst the deep reaches of the world. When you daysleep uninterrupted in, or buried under, a body of water at least the size of a pond, your Blood Potency is increased by 1 until dawn the next day.

●●●● **Obscure Waterways:** You know of a network of underground waterways that weave their way

through your local area, allowing for quick and secret movement. You and your Storyteller choose three separate locations that are all linked by this network of waterways. While traveling these submerged paths, your sense of direction is unerring, however others will need to make a Wits + Survival; Difficulty 7, to navigate them.

●●●●● **Creature of the Deep:**

One of the elders who has made landfall left a trail in their wake, and you've followed it somewhere deep below sea level, into a secreted away subterranean lake, where aquatic monstrous creatures rest. You gain these Creatures of the Deep as Allies (●●●●●), and you gain the location as a Haven (●●●). These allies will always appear once per Chronicle when summoned, but will cause considerable damage to whatever location they're called.



THE GANGREL IN MODERN NIGHTS

On its face the Clan of the Beast may seem like it doesn't belong in these modern nights, too primitive for the society at large, its powers replicated, replaced, or shared with too many other Kindred. That they are ill-suited to modernity and it's a small wonder that these Ferals still stand strong when other decentralized Clans have frequently been trampled by the march of history and those who write it.

However the Feral's lack of unity is a core strength. Unconcerned with the individual affairs of the Clan's members, the Gangrel have proven themselves to be the most eclectic clan in all of Cainite history. The divides of sects or politics mean little to a Clan of Beasts that is populated by so many Bloodlines and Kindred of vastly different talents and capabilities that continue to persist in a world that has always put them to the flame, stranded them on their own, and born down upon them with ever-expanding metropolises of concrete and light. Ferals unite under the one notion that they hold close to the core of their being, something that no other clan understands so intimately and definitively, and so purely: *Survival*.

Shaped by the Will to Survive

“There has never been a more eclectic group of kindred than the Gangrel in my view. They are as diverse as the many environments that exist in our world. I’ve seen coastal fishing cities whose oceans are home to a small population of aquatic Gangrel known as the ‘Mariner’. I’ve been to the mongolian deserts where Gangrel took a worm-like morphology to aid them in traversing the sand with great speed in order to ambush unsuspecting nomads. I have been in the heart of Ventrue domain and seen packs of corporate raiders whose eyes gleam with predatory lust. Gangrel with insectoid features that allow them to scale walls and feed via proboscis. Never has there been a clan more proficient at the art of survival and continuation. We owe the kine a deep debt for creating civilization for without it we would be at the mercy of these kindred.”

—Avander, Magister of Lyon

Through the use of protean that courses through their veins, Gangrel have managed to gain animalistic transformations that allow a Gangrel to greatly adapt their bodies to their environment. Assuming a form that makes them a testament of darwinian perfection, especially in the case of Gangrel elders who have mastered both protean and their Beast, allowing them to take on multiple animalistic attributes at once, becoming chimera like humanoid.

While in the past many Gangrel of old would perfect their form to a single way of life or environment, the Gangrel of today know that there is wisdom in remaining flexible and adaptive, rather than specialized. The environment of the modern world can change in a span of nights rather than years, and it is better to develop and prepare avenues of survival that are constantly shifting just as quickly. In that regard, many Gangrel count themselves as strong independents, carving out as many ways to defend and combat their nightly un-lives amongst the other Clans, or the things that lurk in the wilds beyond.

This drive for shifting their own blood and body to survive has resulted in the creation of numerous lineages and made the Clan of Beasts renowned for the various bloodlines that can be found scattered across

the world and suited to many ways of unlife. Each of these Bloodlines are usually the result of a potent Gangrel kindred, whose proteonic blood has imprinted in their progeny and shifted them towards methods of transformation that they and their blood finds to be the most advantageous. Without concern for purity of maintaining social constructions of tradition, these progeny modify their own form and commonly create differences of their own. This results in the creation of entire branching pedigrees imbued with instincts based on the originator's experiences and particularities, but modified ever-so-slightly by each member. Any given Gangrel is the result of an unnatural form of emergent and self-made evolution, who then puts their own twist on the proclivities of their inherited bestial instincts to bare strange permutations that might be wholly unique to them.

The Nomadic Life

"When I was a kid we moved around a lot. I don't think I ever finished a year of school in one place. My father was always running from something or another. Debtors, an angry boss, lawmen, a wife that wanted us and a divorce. I hated him for it, but never voiced it. We lived out of a car for nearly three years when I was teenager. It was a hard life. We didn't have a lot of money or a roof most of the time, but he always made sure I wasn't too hungry. Always made sure I was safe. And despite everything he did wrong, he at least taught me how to survive on my own.

"See he had a knack for doing that –Surviving, I mean. Travel kept us alive. Odd jobs kept us fed. Friends all over the country kept us connected. My dad knew someone everywhere, and when he didn't, he made friends quick and left before they became enemies, at least when he could. He stopped moving when I was in High School, thought he was safe in that little hamlet, but it all caught up to him in the blink of an eye. So I settled in with my mother. I lived the last of my teen years in one place. 'Making up time' my mother would say. It was awful, navigating people that way. Suffocating, even. To persist for months and months with nothing but the baggage of other people's whims and problems. Their little expectations. Unspoken rules.

"Since my Embrace, movement has been a key survival tactic. Hunters can't raid your Haven if you're not there. The Sheriff doesn't come knocking on your door if you have a new one every few weeks, or you're living in a cave. Anarchs scream and bite over turf, but I live amongst them as long as I need to, then leave. It's all mine for as long as I need it, and as long as I'm willing to keep it. When I was young I hated my father for the constant traveling, but he taught me how to survive. The strength hidden away in movement. Most people don't understand it, but we do."

–Akino, Gangrel Nomad

The Gangrel of old resisted the pull of cities and readily combated the foolish urge to carve out a piece of land for themselves to call their own. They believed that the act of planting oneself in a single territory or domain, as other Kindred have, invited complacency and the manipulation of Elders and the tyranny of their laws. They made sure when they rested their head it wasn't under the strict influence of others, and that they were safe to live an unlife free of the web and intrigue of

politics, outside the social traps of Archbishops, Barons, and Princes.

They knew it was absolutely impossible to live for any significant amount of time as a Kindred without making enemies, and that bunkering down in a single domain resulted in obligation and danger to others. Staying on the move kept the Gangrel free, and continues to keep them free in these modern nights, as only the most driven and reckless of Kindred would venture far from their Domain, their sphere of what's theirs, for any length of time, as they covet and hoard that influence, and know that every night away their influence and safety erodes as the other inhabitants plot in their absence.

Raiding

"It's all mine, really. If you think about it. Can you keep it? No? Then I can take it. That means it's mine."

–Mandakh, Casimiri Adherent

A more despised version of the nomadic lifestyle, these Gangrel hold contempt for those who would believe such absurdities that a piece of land belongs to anyone, they will simply take what they need and move on. This can range from simply going into other Kindred territory and drinking their fill, to more elaborate means such as the infamous Wolves of Wall Street, a pack of Gangrel corporate raiders who take great pleasure in taking down corporations to maintain their opulent and short-sighted way of life, much to the chagrin of many Lasombra and Ventrué's portfolio. Most Gangrel employ shock tactics and elements of surprise to take what they need and leave before the Kindred who reside there realizes what has occurred. There is a rarely followed tradition amongst the Gangrel, which has largely fallen out of knowledge and use these nights, that if you are to raid another Gangrel you must declare such intentions before doing so, of course most who are unscrupulous enough to raid are rarely going to follow some archaic sign of respect to some kindred who just so happens to share their lineage.

Fellow Travelers on the Road

"It's a long road, this life. A few hundred years long if you stay clever. That's a long time to be alone, so I travel with a few friends. 'A spider eats what's in its web, but it dies alone.'"

—*Rial, Akunanse Lorekeeper*

While the Gangrel are seen by other kindred as loners or Kindred who look down on humans, instead preferring the company of animals, that could not be further from the truth. The Gangrel can be found accompanying or mirroring Kine who share their mentality or whose circumstance forces them to be on the move, such as wandering refugees and traveler communities. Relationships with these fellow travelers and nomads can range from purely pragmatic, such as easy feeding stock put to use as a mobile Herd and a like-minded Ghoul servant to ensure safety during the day, to a silent benefactor or guardian angel helping them on road and ensuring their safety, even against other Kindred. Some nomadic Gangrel who grow especially attached to these groups go so far as to reveal their vampiric nature and form symbiotic relationships amongst them, though this is much to the disapproval and dismay of other Kindred. Finally there are those who prefer to travel with a single person such as digital nomads, often feeding on them and the entourage they come into contact with, and using their relationship with technology as an asset to help navigate an ever-modernizing world of electronics.

The Struggle for Territory

"Outside of the city the only principle that governs is 'might makes right.'"

—*Rickon, Anarch Emissary*

Those Gangrel that do decide on claiming a domain are matched only by the Tzimisce in territorialism, and they tend to lay claim to vast expanses of land that have easily defensible borders, with plenty of prey to hunt and feed, rather than any kind of politically influential function. In cities this is rarely possible outside of the least-desirable districts, as other Kindred readily stake their claim, or have it gifted to them by a figure of authority due to their deeds or status. Only the most vigilant and well organized Gangrel, usually along with the help of a pack, can hope to maintain a large city-based Domain without losing ground to the High Clans.

The territorial nature of the Gangrel is not entirely unwarranted or without merit. Historically the Clan of Beasts have been pushed out of their Domains due to the expansion of cities and the marching armies and influences of others, leading to them constantly being pushed further and further out of their own territory. Especially prevalent during the Dark Ages in Europe, this caused many Gangrel to flee across the ocean to America, and were even some of the first Kindred to arrive in the new world, claiming their Domains in the new frontier with thoughts that the Camarilla would back their claim. When the cities grew out of the soil the grim realization of the truth was manifest, however, and the Gangrel were yet again pushed out of their Domains, by both political decrees and even direct violence.

Since those early nights of colonial history, Gangrel have been harboring a sense of paranoia, turning their territories into strongholds to prevent the incursions and erosion of their land by other Kindred. These Gangrel preoccupy their time with knowing every single nook and cranny of their Domain, laying down traps or stashes to use in case someone assaults them on their territory. Some of the older or more powerful of these even warp their form, combining with the land and enthralling the animals, so that taking their territory would be too costly.

When a pack of Gangrel share a territory, they defend it together, rising up against any threats and fighting tooth and claw to maintain their turf. Like a family of wolves, they prowl the land and ensure it remains their hunting grounds. While Gangrel have few rules and constraints, one that betrays their packmates is almost universally reviled, even by Gangrel of other sects. It's been known that a pack betrayed will travel thousands of miles to destroy such traitors, and other Gangrel will even assist in the endeavor.

While some of the more naive and ignorant Kindred might find a Gangrel clamoring for, and maintaining, territory in a city confusing, the truth of the matter is that life in the wilds is hard. Few Kine live in the countryside, and those that do don't provide a density enough to ensure a consistent supply of blood. While animals can provide one with sustenance, a particularly active Gangrel would need to hunt them frequently, and travel long distances to do so. On top of this, the wilds are home to Lupines and other things of dire monstrosity. Few Gangrel will admit it, and fewer still enjoy it, but Domains in the city are much more consistent and comfortable for hunting. Those

that are able to hold highly sought out territory in a city for decades are quietly admired and feared, in equal measure, by their clanmates.

Relationship with the Environment

"I don't know the names of these fish, but I do know they need dirty water to breathe, so if that hydroelectric dam gets built, they'll die. If they die everything else that eats them leaves or dies. Then I need to leave or die. It's not that hard to understand."

—*Mariner "Captain" Clayton*

Considering themselves stewards of the land they frequent, most Gangrel have a strong sense of responsibility to maintain and protect it from unnatural forces. The human creation of dams, reservoirs, cabins, camping grounds, and even hiking trails can draw a local Gangrel's scorn and result in the Feral sabotaging human activity and equipment, hunting down and killing Kine until they're forced to leave, and even lash out against those higher up on the commercial or government ladder to stop technological expansion into their territory. Surprisingly, this is frequently quite effective, as SI operatives care less about a few torn-down power lines on a distant stretch of road, or the mangling of half a dozen workers along a river far outside the city.

In rare cases, this protection of the environment invites a cohabitation with Lupines, who would otherwise be too-stretched thin to maintain the Gangrel's claim of land themselves. When this does happen there's rarely love lost between the two monsters, but they function with parallel purpose all the same, and try to make sure that they don't disrupt one another's stewardship and maintenance of the land.

A Political Animal

"Kindred aims are always selfish. Other clans build a facade of some gobbledygook to prop up their ideals and reasons why they're in charge, but it all has that day-time soap opera feeling. I can't be bothered with all that bullshit. Just give me what I want."

—*Ravager Meryl*

Many think that the Gangrel are incapable of navigating the politics of Kindred society on their own, and that they are easy tools and pawns for other powers, and while historically the Gangrel have been the swords and shields of Dark Age courts, in these modern nights that's far from the case. Most contemporary Gangrel have taken a path that has radically transformed the landscape of Kindred politics, setting out on their own and carving freedom from the hands of Princes and Barons. For the first time in centuries the Gangrel are no longer silent partners or pawns for the machination of those that govern sects, they are movers, shakers, and agitators. Finding themselves in positions of power and influence as key pillars of their chosen political movements, and more importantly they are recognizing this new position and the opportunities that it offers to them and their Clan as a whole.

Anarchs

"There's a time and a place for resistance and we've had time enough now. The world is a big place. Let tyranny fly someplace else to inflict misery, I've seen enough of it for two lifetimes. The mosquito struggles against a web, but all the stolen blood in its belly will be eaten too."

—*Rial, Akunanse Lorekeeper*

While the Brujah can take credit for founding the anarch free state. It is the Gangrel who keep it standing. While by no means the only pillar, they are without a doubt a vital one which would cause the anarch to collapse. Of course a significant amount feel a sense of camaraderie with their fellow Anarchs or those that they share a city with, more so than some nebulous, fractured, Clan identity. Gangrel that throw their weight behind Anarch movements become the claws and ears of their Anarch state, their unique position strengthening and complimenting the other Clans typically found in Anarch movements. Their competence as warriors gives them respect amongst the

Brujah, while their ability to scout and travel the dangerous and fetid sewers to scout and carry messages and secrets finds them useful even to the Nosferatu. Their unique mix of camouflage and raw combat ability allows them to readily undermine institutions remotely and install surveillance via Animalism without any need for technology that is ever-increasingly compromised by Second Inquisition Hunters. A Feral amongst their Anarch companions can fill numerous niches, and provide aid and protection for the movement as a whole.

Occasional points of friction do grow out of interactions within Anarch movements, as agents of change and struggle, such things are to be expected, even if the Brujah like to blame the machinations of Camarilla courts that keep the youth of the night at one another's throats. The fact of the matter is that points of friction arise. Gangrel love their freedom, and they have the strength and flexibility to defend it, even against powerful Barons who would seek to use them, or take from them. Territory and the ability to hunt within it is regarded as an inalienable right to those Gangrel that take it, and anyone that disrupts or contests their claims should prepare to be carved by a Feral's weapons.

In addition to territory-related grievances, the Gangre have always treated society with no small amount of caution, and Brujah are nothing if not bringers of society's change for the betterment and expansion of those within that society. Few within the Clan of Beasts are comfortable with a large central power, be it Camarilla or otherwise, governing their night-to-night activities. This wariness puts them at odds with the grand designs of many Anarch movements, which demand organized cooperation and ever-elaborate methods of oversight and governance.

THE WORLD-ANEW MOVEMENT

Growing out of this distaste for civilization is the "World-Anew Movement", an extreme Anarch group that's gaining traction even amongst non-Gangrel. While it began as a concerted effort to ensure ecological prosperity and the preservation of natural land, this movement has been twisted and has become increasingly destructive in a very short amount of time. Their eventual goal is to take down the rotting edifice that is modern civilization by any means necessary, sometimes even tossing aside the Masquerade to ensure they reach their goal.

This escalation has brought the attention of several other groups and Clans. Camarilla members affected by the destructive methods of the World-Anew find themselves fortifying their holdings with armed security and advanced alarm systems, sometimes creating a quiet war of attrition. Fellow Anarchs regard these tactics with mixed observation, some thinking the extreme measures as too dangerous, while others view it as a necessary shock to the system. Meanwhile Lupines tend to revel in the destruction this movement causes, and rumors abound that the movement stands shoulder-to-shoulder with Lupines, who not only participate in the destruction caused, but even provide intelligence, funding, and logistics to ensure that whole city blocks are disrupted.

As a group the World-Anew operates as a collection of heavily scattered cells across Europe and North America. Messages and information between each cell is terse and infrequent, as each member already knows the ultimate goal of what it is that they should do, but when they do communicate they tend to do so using and exploiting Kindred information networks, such as the Hushed Chorus and the Blood Ravens, to keep in contact with one another.

Independants

"Be shackled to no one but yourself, and even then be wary of the limitations you enforce on your own will. You're greater than you realize. Strength in oneself is strength as a whole. We don't need someone else to build us up and we'll fight for what's important to us. Not them."

—Vitio the Defiant Priest

The Gangrel have been tied down by the expectations of the sects and clans for a long time, few elders remember the night when they had no obligations to a titled High Clan, or an Elder that dangles their boons over a Feral's head. Xavier's emancipation of the Clan of Beasts from the Ivory tower fostered an already-developing attitude in the minds of the Gangrel: That of self-determination. On top of that, Gangrel who can make such sweeping and influential changes within an already disparate clan become increasingly rare with each passing night, as their ancient blood is Beckoned away to the killing fields of Gehenna.

Having witnessed the tremendous effort and organization required to leave the Camarilla, even if it was kickstarted by a powerful and widely-respected

member of their blood, many Gangrel found the prospect of taking refuge in another Sect more trouble than it's worth. Hesitant to entangle themselves in Anarch politics, or their open war with the Ivory Tower, many in the Clan of Beasts remain wholly independent, taking to their own lands and keeping to themselves. The claims of freedom that Anarch espouse serve little temptation, as their promises of autonomy ring hollow when power over others tends to remain the truth, even more so now that the Ministry have begun to nest within the Sect.

ATAVISTS

Amongst the Gangrel is the ever-growing ideal that they should only be governed by their own Clan, as too long have they compromised their convictions, beliefs, and survival for not only other Sects and Clans, but also in relation to what others claim is their supposed humanity. As if the Clan of Beasts weren't the most natural of what they were meant to be.

At their core, the Atavists believe that they should return to the Path of the Beast, a philosophy and movement based around nurturing and understanding their inner-Beast through the primal concepts of Self-Sufficiency, Strength, and Survival. Through this animalistic existence, and a return to the old ways of their Clan, they've come to value paganism, and hold their members to the convictions of Gangrel being "Hunters among the Hunted", and have a duty to maintain the balance between the cunning of man and the ferocity of the Beast in themselves and the world as whole.

The hardliners of these ideals within the Clan take it one step further, proclaiming that the dichotomy of man and beast also engulfs Kindred society and their place as a member of the Clan of Beasts. For this reason they are very isolationist and revile the idea of an institution not of their own blood being able to judge them or dictate how they should live. Primarily based on the outskirts of towns or pockets of wilderness, they stay away from cities whenever possible, however they have been known to spontaneously organize, usually without warning, to humble the local members of a Sect, or even target specific Kindred who attempt to expand outwards or subjugate members of their Clan.

Within the group of Atavists themselves runs the firm ideal that might make right, so challenging leaders and others higher status within the group is encouraged and fostered as part of what cements the identity of the

clan as an ever-changing and strengthening animal. When challenges like this do occur, it tends to be a ceremonial event, officiated by a Lorekeeper who knows the old ways, or another widely respected and wise figure of the Clan. These events are also used to regulate divergent ideas, or punish transgressions within the group, so that the Atavists remain unified in their mindset.

WAR DOGS

While some groups of Gangrel are considered independent because of their staunch convictions that support those positions and ways of unlife, the War Dogs instead operate on relative indifference. Less an institution or organization, and more a term that describes the many Gangrel mercenary companies willing to work for whoever pays the right price, living and dying on their own prestige and operating on their own sense of morality. These disjointed companies of mercenaries tend to be defined by their leadership. Some follow strict codes of honor, or refuse jobs that they find distasteful, while others have absolutely no qualms about what the job is, and are willing to do whatever it takes to fulfill the contract.

These mercenaries are quick to gain prestige and reputation when they're consistently successful, but usually find themselves walking a tightrope to keep from being dragged into the Sects that have hired them, or embroiled in their politics. Canny War Dogs use their jobs and position as leverage, however even these individuals can find themselves backed into a corner by a Prince and a particularly competent Sheriff if it becomes more beneficial to cover up a job entirely.

Those Who Remain in the Camarilla

"We don't stand idle. We are a definitive pillar of the Court. A shining shield against horrors. They show us due respect because we have earned it."

—Knight Commander Blaidd

While the Camarilla would never admit it, they are missing, or at the very least silently regretting, the loss of the Gangrel and not having done more to retain their Clan as members. Many High Clan Kindren found a use for the apolitical dog in the court, who left matters uncomplicated and was easily swayed or manipulated, not looking too deeply into the complexities of politics. This unique position now goes

completely unfilled, as the influx of the Lasombra prove too ambitious and politically astute, while many of Haqim's Children retain a distant aloofness, as well as a keenly edged blade.

In many courts this has created an amusing position, where the Gangrel that remain are tended to by High Clans and others of status, and made a show of being admired for their loyalty and superior mineset. In certain cases this even becomes a fashionable trend or a shallow social ritual of hollow appreciation, where the Feral is practically put on display and showered with gifts and appreciation. While some Ferals find this validating, most see it as little more than a pat on their head that is insincere.

LOYAL HOUNDS

For some, service within the Ivory Tower is simply a means to an end. While they may have loyalty to the local Prince or their Coterie, many have stayed simply because the Camarilla tends to have the resources to reward their efforts. These hounds usually act in the role of maintaining buffer Domains at the edges of cities, or in areas too far from the court's seat of power, giving them a degree of freedom that most others don't share.

Since the defection of most of their Clanmates, these few remaining Gangrel are now dependent on the few remaining Camarilla-aligned Gangrel Elders, or more commonly the Prince, to provide them with guidance. However these same individuals tend to exploit them as a way to solve private affairs without upsetting the balance between the ruling class in the Court and disrupting a careful balance of power and influence amongst the other members. Hounds that are use, or exploited, in this way are affectionately, and also mockingly, called the House of the Prince.

GREYHOUND

While many Gangrel left the Camarilla to throw in their lot with the other Sects, many of those who were already well-established and a part of the Ivory Tower's upper echelons of society and nobility made the choice to remain. These "Greyhounds" as they're called by those found within and outside of the Sect, find themselves better suited to keeping their position, whether it be because their values align with the Camarilla very well, or more selfishly because they have an array of amassed

assets and titles tied to their membership, neither of which they want to lose.

Another key reason is that, unlike the rest of their Clan, these Greyhounds tend to be shrewd politicians who know how to exploit the arrogance of those of the Ivory Tower who turn their nose up at the Gangrel, as you be underestimated is quite an asset that can provide many opportunities to the ambitious Greyhounds willing to brave the halls of power that they tend to avoid. These more elitist Gangrel tend to find common cause with the Toreador and other members, acting as a kind of intermediary to the members of their clan on lower rungs of the social ladder such as the Hounds, as well as those outside the Sect. Frequently they also find themselves aligning with those in the Clan of the Rose who seek to preserve aesthetically pleasing natural areas, such as large parks, and oppose the development of expanding urban areas, usually to the detriment of the masses.

THE ORDERS

Members of the Gangrel that didn't heed the call for defection based on principle alone. The resurgence of the Invicti and the Knights of Avalon have gained new prominence in some Camarilla cities due to their martial organization and their ability to stand tall and with poise. These orders have become renown in many a Prince's Domain for their poise in the face of overwhelming opposition, with the Invicti selflessly pushing back against the Second Inquisition and re-taking cities with sound tactics and incredible martial acumen, while the Knights of Avalon press outwards as paragons of what it means to be a defender of the Ivory Tower against the terrors of the dark beyond the lights of the city.

Some individuals have been critical of the rise of such groups within the Sect, however, citing their meteoric rise as a sign of political meddling, and far too convenient. These same people theorize that their presence has been engineered as a way to artificially boost Sect morale, and that they are backed by the Inner Circle or some other unseen powers who merely wish to show other Gangrel that they do still very much have a place of prestige within the Ivory Tower. Of course those that openly share this conspiracy with members of either group quickly find it a good way to be disemboweled by a blade, or challenged to an honorable rite of combat.

Legacy of the Sabbat

"Someone else's Beasts. That's what we were when we ran in those Packs. The teeth and claws of Archbishops. The Sword of Caine. Black Hands of a dying cult. No greater agency than those who we fought and raved against. Now we are free to be ourselves."

—Vitio the Defiant Priest

When the Sword of Caine left for the Gehenna War, not all marched on with their packmates. While many pursued the beckoned elders, especially key leadership, a few were left to wander without guidance and many more were destroyed and scattered by their enemies or the Second Inquisition. Among these that remain are the significant number of Country and City Gangrel, who were a large portion of the Sabbat's frontline and scouting specialists. In the absence of core leadership, many of these Gangrel became roaming packs of violent predators, killing, destroying, and diablerizing everything at a whim.

While many of these Ferals find some semblance of camaraderie within the Anarchs, they eventually become murderous enforcers with inhuman traits and appetites, or they're exiled or killed outright by the more morally-sound Barons and their members. Few of these ex-Sabbat find a real place of belonging within the Anarch as anything more than a tool for violence. The few Sabbat that are able to throw off the conditioning of their former Sect find themselves most comfortable amongst the Ministry, who readily shift and aim their fervor towards more productive ends.

CASIMIR AND THE NEW EMPIRE OF WAR

Appearing from the ashes of the Black Hand, and seemingly from no where, is the Cainite Warlord Casimir. Putting whole cities to the claw, his origins are unknown and a subject of speculation. Many attribute his origins to outlandish claims, such as him being a Garou before his Embrace, that he's returned from the Gehenna War with the blood of ancients in his veins, or that he is the rebellious Childe of a Methuselah who means to sew as much strife as possible through any city not in his claws. Perhaps the most grounded theory passed around is that he was once an Archbishop, or a leader of a prominent Sabbat pack. Regardless of his origins, the horrifying fact of the matter is that he has gathered a huge following of disenfranchised Kindred, especially ex-Sabbat Gangrel, and as a result, proclaimed himself Warlord.

With a growing army under his command, Casimir began raiding small towns, eventually building up to small cities, destroying any Kindred that opposed him via quick and precise strikes that would leave only a tattered governing body of Kindred. With the foundation and power network gone, he would take the most competent and strongest of those who remain and blood bond them, leaving them responsible for the city, and allowing them some degree of self-governance. Along with these blood-bound overseers, he leaves a small group of three or four capable and trusted Gangrel, who keep watch and provide protection from other Sects and forces that would seek to move into the territory. While the overseers remain somewhat autonomous, Casimir requires that they pay him tribute, usually in the form of actionable assets, ghouls, blood, or even Kindred to fuel his war machine. In some cases, without warning, Casimir will appear to collect these tributes himself, usually to display his flagrant acts of brutality and sardonic wit.

While this new empire has yet to push into the largest Camarilla held cities, it's only a matter of time and infantry numbers before there is an open assault on a position of the Ivory Tower, who Casimir seems to hold a specific disdain for. This isn't to say that Anarch-aligned city-states are any safer from the shredding claws of his army, as many have already thrown their lot in with him, either through coercion or convenience. ■



Clan and Culture

As a Clan, the Gangrel have no monolith of culture. Instead many beliefs and traditions are dependent on the environment of their home and that of their more recent forebears. Unlike most other Clans, who have a tendency to impose their way of being unto their environment through the use of construction and terraforming their Domains, or place themselves apart from the world they live in. The one through-line of the Gangrel's culture is their ability to adapt to their locale, to take on the cultures of those they come into contact with, or at the very least keep themselves from altering the natural environment to their whims. However, with that said, there are some cultural particularities and cultural structures that are common to all Gangrel.

Relations with other Kindred

The Gangrel have nurtured something of great value that all other kindred crave from the Brujah rabble rouser to the Ventrue patriarch: Loyalty. The Gangrel know the wisdom in having a small group of Kindred that truly have your back and won't leave at the first sign of trouble, and usually make efforts to find and surround themselves with such individuals. In this way, most Gangrel prefer the quality of their peers, rather than a pure quantity, especially when it comes to their social circles. Being quick to violently reject the vapid and superficial relations of convenience that many other Clans foster to prop up their reputation. Gaining the approval of a Feral usually demands one must prove their worth with action rather than words, even more so if you are to enter into their inner circle, or pack. This is by no means an easy task of course, but if successful the Wolf will be by your side while most others would have left. Of course there is an expectation of reciprocation and renegeing on those expectation is a quick way to gain a Feral's animosity or invite outright violence.

Connections forged in this way can go deeper if a Feral considers you part of their "pack", with pack being a close social group similar to a gang or Coterie. Proving oneself to this level of merit usually requires multiple ordeals, or the approval and agreement of the pack's leader. Relationships in these small, tight-knit

groups, are generally valuable, however leaving them behind is even harder than joining in the first place, as most of the Gangrel within such packs are very protective and territorial of those within and are quick to police or correct behavior that is conducive to them leaving if it would erode the cohesion or strength of the group as a whole.

GHOULS

A Gangrel's relationship with their Ghoul is seen as peculiar by many other Clans, and in general the Gangrel keep such a close relationship with them that other frequently mistake them as lovers, or direct parts of their family, and without the natural predatory nature of the Feral's inclinations, it might even be so in most cases. However Kindred are nothing if not exploitative of Kine, and though a Gangrel may hold a Ghoul close, and even love and value them in ways similar to a familial bond, at the end of the night their possessiveness and need for a servant, rather than a peer, usually serves as the defining social characteristic of any relations they might have between a Gangrel and their Ghoul. What is still true though, is that the Gangrel are a particularly possessive Clan at times, and may fly into a deep and primal rage if they feel slighted by their Ghoul, or if any harm comes to them.

Despite this parasitic nature, there is genuine care that goes into the bond between a Feral and their Ghoul, and what is usually notable is that Gangrel are rarely abusive to their Ghouls, at least not purposefully. Their possessiveness is rivaled by their desire for their Ghoul to have a degree of agency and self-sufficiency, and even sometimes personal freedom. This results in Ferals treating their Ghoul with a degree of respect that's not commonly seen amongst out Clans.

Even more potent than their bond with human ghouls is the Gangrel's bond with their animal ghouls. Many Ferals consider their animal companions to be more honest and genuine, further from the corrupting influence of human inclinations and institutions. As a form of respect and tradition, it's not uncommon for a Gangrel to take on their Sire's Famulus after their death, bonding with the Famulus and heeding its wisdom as a guide in instinct and wit. However Gangrel who despise their Sire, or who are hellbent on wiping out their legacy or being, will instead go out of their way to slaughter their Famulus, as well as whole herds that they were attached to, both animal and Kine.

ANIMALS AND DYSCRASIA

There are some animals whose blood holds great power being able to confer disciplines or even hidden insight. These animals are said to be the descendants of powerful beastly companions that drank from methuselahs or even antediluvians. When these ancient masters withdrew from the world their companions were left to wander the world procreating with others of their kind and passing on a fraction of their old master's power to their progeny. Cainite scholars are skeptical of the veracity of these claims, but the idea remains a pervasive one in clan Gangrel. As streets and cities alike have been torn to shreds by Gangrel hunters thinking they are tracking such blessed animals.

Methods of Embrace**EMBRACED BY TRIAL**

Gangrel are widely known amongst Kindred for their method of Embrace, where they leave their new Childe to fend for themselves to see how many years they can survive without direct aid. This is usually referred to within the Clan as surviving a number of "winters" and it's not uncommon for older Gangrel to ask younger ones "How many winters?" to get a degree of how capable a younger Feral is. Childer who show the ability to survive and adapt to their new nature as a predator, as well as the everynight trials they must face, are usually taken under the wing of older Gangrel and given more direct wisdom and assistance.

The Clan as a whole have recognized the problem with these methods of Embrace, however, and in these exceptionally dangerous nights many Wolves Embrace from especially hyper-competent Kine to ensure their survival, or at the very least guide them to some degree. As said above, it's not uncommon for older members of the Clan to ask other Gangrel who are in dire straits the question "How many winters?" to ascertain just how new they are, and how much help should be given.

Despite it becoming more common that Gangrel receive help from others these nights, there still remains certain members of the Clan that are brutally darwinian and believe that if you are unable to remain discreet, that if you attract unwanted attention to yourself and the rest of Gangrel society, then you have shown yourself to be unfit to survive. In many cases, if these unfit Childer do not destroy themselves, their Sire will descend upon them and end their existence. In

these cases, should the Childe manage to fend off their Sire, they are frequently rewarded with proper guidance or assistance, and left to persist in the night.

THOSE THAT DISTINGUISH

While embrace by trial is the most known method of embrace, it is far from the only one. Some more radical Gangrel believe that newer generations are tainted by modernity and civilization and thus take it upon themselves to kidnap children at a young age and to raise them in the wild or isolate them in environments that aren't conducive to the evils of modernity. The "feral children" are usually raised by a Gangrel's ghoulled animals until they have survived and matured enough for the Embrace. The warped and inhuman belief behind this process is that this creates a purer, stronger, Gangrel who is closer to Ennoia.

Some Gangrel also prefer to Embrace those that have managed to prove themselves in some remarkable way, beyond that typical to other Kine, such as those who provide a great challenge while being hunted, or even gain the upper hand in combat. These future Childer are seen as exceptional, and embraced to strengthen the ways of the Clan.

Others still Embrace purely on the matter of shared ideals or values, and even sometimes are embraced to preserve values. This method is common to all Kindred in many ways, however for Gangrel the shared beliefs are usually specific to something primal, protective, or destructive. Environmental activists that refuse to back down against all odds, or hunters that throw their well-being into jeopardy to stave off poaching, are both good examples of these kinds of embraces.

Bloodlines Surge

A recent phenomenon is the sudden surge in Gangrel Bloodlines, both in their sudden appearance and reintroduction. Many of them have entered Kindred circles to blaze their own trail, and present monstrous and strangely specific adaptations that manifest due to their unique environments or even their beliefs. Some range from the withered and stag-like Starving Winters, to the abyssal deep-sea aspects of the Mariners. Even stranger as insectoid approximations that have compound eyes and fins suited for wading through thick marshes. These Bloodlines of Gangrel show abilities and practice

show abilities and practice Disciplines that usually surprise or confound even other members of their clan.

While these Bloodlines would once keep to themselves, or be uncommon enough that they might go unnoticed as little more than a rumor or strange sight at the edge of town, the Beckoning has pulled many of their elders from slumber and pulled them to the killing fields of Gehenna. In their travels many of these anachronistic Elders have Embraced into their once-rare lines, resulting in a surge of prominent numbers, even in places that are normally uncommon. The quirks of these Bloodlines pose an interesting conundrum for the Gangrel and Kindred, as their particularities could be a great asset to those willing to accept them into their ranks, however many of them have forms and strange animal aspects are less than ideal for a Kindred Society that continues to sink deeper behind the Masquerade.

Oral Traditions

The roots of the Gangrel go deep, both into the culture of Kindred as a whole, and into the distant past that the Clan grew out of. The growing and blooming stories of the Gangrel grow outwards through the preservation and cultivation of a long oral history.

THE LOREKEEPERS OF BEASTS

Foremost amongst those that preserve these stories are the Lorekeepers, who pass traditions of oral stories from Sire to Childe, and treat them as a pivotal part of everynight life parables to live by, or at least lessons of wisdom. Lorekeepers are known to even speak in code to keep their stories secret from the prying corruption of other Clans, or sometimes to ensure that their lessons don't preserve those that need to be undone by their own foolishness. The Akunanse, Laibon of Africa and followers of the Wise Spider, are particularly adept at gleaning the wisdom found in the old oral traditions of the Gangrel, and dispensing them to their own Childer as powerful mental knowledge, or an incredible method of providing level-headed and critical advice to others.

The whole of the Gangrel's history is preserved in fragments of events and unlife, in song and story, passed from an ancient world of myths and gods to the storied history of contemporary nights. This spoken lore is the beating heart of the Clan of Beasts. While the loss of oral tales is inevitable in some cases, events

tend to repeat themselves and bring old parables and lost history to the fore once again, resonating through echoes in the blood of an ancient descendant. In these strange ways, the Gangrel have a storied heritage unlike any other clan. An instinctual history, perpetuated even when lost, that sometimes adapts and changes to suit the environment in which it is most useful to them.

Myths featuring Ennoia, the supposed founder of the Clan, and her many enemies, allies, and lovers, are especially prominent amongst the more learned of the Gangrel. Serving as allegorical lessons about a Kindred's existence and how it relates to others, especially other Clans and monsters of the night, akin to La Fontaine's Fables. When told well, and with belief in their authenticity, these orations of Ennoia are inspirational in a supernatural way that stirs the listener's blood to help them persevere against in nights for opposition, almost as if the antediluvian fosters their messages and lessons herself, and grants her boon to those that hear them.

In addition to tales of ancients, oral traditions are also used to preserve the exceptional deeds of Kindred in contemporary or more recent nights. Immortalizing their actions for either praise or infamy. The subject of these tales are usually overshadowed by embellishments that an orator takes upon telling it, and the passage from Sire to Childe usually results in a great deal of creative license, until the retelling can no longer be distinguished from what the actual events were, and the legend itself. In this way, the Gangrel create modern myths. Acts of grand heroism, or terrible villainy, which resonants and is appreciated even by other Clans, especially the Toreador.

Those cunning enough in these methods also utilize these tales of deeds as leverage. Though many Lorekeepers refrain from embellishing an event with purposeful twisting of the story and its message, some re-weave a narrative to teach a new lesson, adding threads of note that grant the Lorekeeper or the subject of their tales social prominence and standing, or take it away. This can of course be a double-edged sword, as many Kindred seeking to alter their status or damage the reputation of others, frequently seek out a Lorekeeper to weave a tale that might help them, or hinder their opponents.

SPINNING YARNS FOR TRADE

A common tradition for the Clan of Beasts is that they afford one another respite within their territory so long as their guest can recount a story of interest for each day they spend there. These stories can be anything from an age-old myth, to an urban legend, or even a personal anecdote of interest. If the territory holder is properly entertained, impressed, or interested in the told tale, the teller is granted at least a day to sleep there in a place of safety, and may also be given allowance to feed in the territory. Older or more academically-minded Gangrel may even trade vessels or allow the tale-teller to conduct business within their territory if the stories are good enough. When Gangrel find themselves wanting company, especially of the kind of a different mindset, they may even make these allowances to other Clans entirely.

A form of this persists especially amongst Gangrel who travel far and wide to accrue knowledge such as the famous Cuthbert Beckett and Allan Woodstock. It is customary that when such learned Gangrel meet or gather with like minded Kindred they take turns reciting their latest discoveries and theories until one of their numbers challenges them to provide proof or further elaboration. Though these interactions remain courteous, a subtle intention of the Gangrel is usually to bring another's Beast to the fore in order to see its quality.

Hunting and Predation

An ever-important part of Gangrel culture is hunting, especially when one lets loose the Beast and is able to aim it and hunt along with it, side-by-side, in a unified goal. These tests of instinct, cunning, athletics, and might are regarded as the most basic cultural foundation of the Clan of Beasts. Those who excel at hunting their prey are widely respected, or equally feared, by other Gangrel. Because of this, it's common that the best hunters amongst the Ferals are also the prominent leaders of their local Clan.

The exact nature of the hunting itself is as malleable and adaptable as the Gangrel themselves. Some hunts are bloody and brutal affairs, while others are manipulative and subtle. Some Gangrel even make a show of their hunts, treating them as a sport and even targeting or declaring specific types of prey as their quarry, and will bring that target back to showcase their success. This method of hunting is especially

popular amongst those who were formerly in the Sabbat.

FEEDING ON THE WILDS

More human Gangrel tend to prize animals over Kine, viewing them as a purer and more genuine form of prey that doesn't impede or involve humanity or their concepts of civilization or society. These Ferals relish difficult prey, such as especially large animals or strange cryptids, and sometimes spend weeks tracking their quarry, making efforts to bring it down without ever being seen, or to set up the perfect chase.

Gangrel who do not share these humane thoughts regard this method of survival with mixed reception. Some consider the hunting of only animals as a sign of weakness, that the hunter cannot orchestrate or manage hunting more intelligent prey well enough to do so. Others still respect those that only hunt in the wilds, regarding it as a form of asceticism that most don't have the will to practice.

THE GREAT HUNTS AND ITS PRIESTS

Amongst the more organized and ceremonial groups of Gangrel are the traditions of Great Hunts. Used as an event of arbitrage and community, not unlike a festival, these gatherings offer the Clan of Beasts, and those few others welcomed in, as a way to socialize and stay up to speed with their peers, fostering community and culture of the area. These festivals are topped off with the Great Hunt itself, a main event in which those who attend as hunters must chase down and feed on the prepared prey.

Usually presided over by a "Prey Priest" who is responsible for preparing the festivities and especially the Great Hunt. These priests are always highly regarded by all attending parties, and go through extensive efforts to find, procure, and prepare the prey for the hunt. Chosen prey is usually notable in some way, an especially hardy human is most common, however special beasts are sometimes used, such as an especially intelligent wolf, an old familiar, or even more rarely supernatural prey, such as Garou or some other thing in the dark.

Though very rare, in the event that no hunter participating in the Great Hunt is able to find the prepared prey, then it falls to the Prey Priest to locate them. Kine who manage to escape a Great Hunt are always offered the Embrace by the Prey Priest, even

against that Kine's will, as the escaped quarry have proven themselves worthy against all attending hunters, even as a mere mortal. Those embraced in this manner are usually regarded with no small amount of prestige and enjoy much elevated status among the Clan, their tale of escape also perpetuated by any attending Lorekeepers.

For exceptionally large Great Hunts, the Prey Priest usually endows another of the Clan with the title and position of Predator Priest. These Predator Priests ensure that all who participate follow the rules outlined by the Prey Priest. These rules can be anything from hospitality, to methods of the Great Hunt itself. When these rules are broken it also falls to the Predator Priest to enact punitive actions. For this reason the Predator Priest is usually especially capable in combat, and it's not uncommon that the winner of the previous Great Hunt isn't given the position.

MATTERS OF FAITH AND RELIGION

With much of the Clan's faith and philosophy lost in the expanding influence of abrahamic religion, the Gangrel struggled to keep their identity. To maintain a core part of who they were as a Clan. This was made worse with the formation of the Camarilla, as they demanded the abandonment of any outward expression of worship from the Kine, and so many of the old Gangrel who were held in high regard were suddenly silenced, cast aside, and treated as myth rather than reality. To top this off, the denial of the Antediluvians by the Ivory Tower only drove a wider divide between the Clan of Beasts and their old beliefs.

However pockets of the old ways remain, scattered across Bloodlines and small paganistic practitioners, though they are shadows of what they once were, distorted by half-truths and recollections of Elder that have long since gone into the earth, or traveled to parts unknown. Only with the awakening of ancients, Beckoned to the surface by the call of war, have some lost secrets once again been brought into the night. Lorekeepers, faithful cultists, and seekers of esoteric wisdom alike have thrown themselves into the path of these old Ferals to learn what knowledge they have, before they depart.

There have always been rumors of Gangrel worshiping strange things in the forest, most of these tales originated from other Kindred, who embark on a campaign of misinformation to turn others against Gangrel that held territory, usually to take it

themselves, but sometimes just out of spite. Despite this, even in these modern nights these tales persist and even multiply, of course their origins are always always thrice removed, obscuring the truth if there is any.

Tales talk of strange beings from the wilds playing favorites, and even pitting their chosen Gangrel against one another in hunts and ordeals. Others speak of the intolerable sensations of being followed or watched by something far off, a presence that's indiscernible by mundane senses, but felt none-the-less, and only ceasing when strange offerings are left, such as hollowed carcasses filled with wildflowers and bones.

On a night-to-night basis, especially in modern nights, Gangrel tend to hold their beliefs deep within themselves, rarely opening up about what it is they revere or hold dear, and most of them care little to learn the beliefs of others. Rarely does a Gangrel flagrantly and openly claim their religious values, even when provoked.

ANCESTOR WORSHIP

The worship of Methuselah is a peculiar thing with the Gangrel. Being less about worshiping them as divine beings and more about honoring what they represent. Such hero worship is about following rites and teachings that aid in helping the Gangrel to emulate their idol and to reaffirm their convictions. Altars and practices are usually done on a personal level, but some may organize into small cults of like minded kindred. Some modern Gangrel even "worship" newer Gangrel such as Xavier or Beckett much to the former's disinterest and the latter's chagrin.

Those that genuinely believe that the ancestor in question is divine tend to have paganistic roots, calling back to a time when Gangrel were worshiped by Germanic and Celtic tribes as deities of the natural world, of forest and beasts. The places for such worship usually revolve around a holy site deep in the wilderness, a secreted place away from prying eyes and artificial lights, where the practitioners can perform their rites and reveries undisturbed.

Some paganistic groups worship the Famulus of slumbering methuselah. These near-divine beasts are decorated and venerated, treated as living shrines to their idols, and tended to with a flock's tithes of blood. Many of these creatures are thought of to be hundreds, if not thousands, of years old, and have been maintained by secret groups for nearly as long. One such example is Mielikii in Finland, a primal bear of

dire size and strength that is believed to have drawn breath for over five centuries. Many believe that in caring for, and keeping these famulus alive, will bring the blessings of their ancient masters when they wake.

PATH OF THE BEAST

An inner belief system that originates from *Via Bestiae*, a philosophical belief system that once served as the Gangrel's dominant way to govern morality and nightly unlife during the Dark Ages. This path has been slightly warped by various movements, and even veered off into other paths, such as Paths of the Hunter, Nomad, Savage, and Grey Hunter, however its core values remain intact by those that practice it: Survival at all costs, in any situation, above all others.

With the advent of the Camarilla and the corrupting religious influences of the Sabbat, the exact practices of this old road have receded. While it was still practiced in small numbers, in these unsure nights its adherents have grown to find comfort and meaning on this once forgotten path, to learn the morality of willfully allying with one's own Beast, and to feel no need for guilt or mercy at the cost of one's own survival. Of the dichotomy of leashing and unleashing one's Beast whenever needed, and not denying it outright, allowing it to roam free and pushing it to a specific course with muttered prayers and mantras. The primary practitioners and perpetrators of this path are the Atavists, who relish in their feral urges and the destruction of the weak.

Exceptionally radical versions of this philosophy have developed in remote corners of the world, where the worship of wights as perfect beings has taken root. These extreme religions view the Wight as a pure manifestation of instinct and drive, unfettered by the concepts of humanity. These Eremites claim that God rewarded Caine for his act of violence, for his primal urge and the offering of Abel's life, granting Caine a fragment of Himself in the form of the Beast.

The Beckoning

For many Gangrel the reaction to the sudden disappearance of their Elders is a mixed one, for they do not share the same typical animosity that other Kindred have. Their Elder's grip was not as suffocating as those found within other Clans, and they represent the memories and storied history of their blood. It is for this reason that some Gangrel are willing to aid

these Beckoned Elders as they make their dangerous journey to their final destination, even accompanying them along all the way as a form of pilgrimage in some cases. Many claim it is for sentimentality, others that it is to safeguard their memories and learn hidden secrets. Lorekeepers travel with Elders for this very reason. Many Elders usually welcome the company, though are wary of overly disruptive or humane members of their Clan, other Elder Gangrel see their companions as no better than vultures or carrion feeders to be chased away –or eaten. ■

The World Outside

The wilderness remains a mysterious and frightening place for the vast majority of Kindred. Rare is it that one of the undead leaves the safety of their city and social support to venture out into the vast unknown between the lights of modernity, and rarer still is the Kindred who chooses to live outside such safety. While many of the Clan of Beasts pride themselves on their reputation as survivors, able to persist in the wilderness, the fact of the matter is that only a few are truly capable enough to do so. Many Gangrel, throughout their existence, will leave the city to hunt for a few nights, or gather together as part of a covert Clan-related event, but few of them live in the countryside.

The reasoning for this is rather simple: The dangers beyond the walls of a mortal city are numerous. Werewolves are quick to tear a Kindred to pieces on a whim, hunting the undead with a rage that cannot be rivaled by most Ferals. Then there are the whispers of creatures worse still, things in the night that call the vast expanse between cities home. These strange creatures, regarded as cryptids by mortal society, are usually unknowable or resentful of having been driven out of their lands. For these reasons, any Gangrel who have lived in the wilderness for a prolonged period of time are usually incredibly strong, or incredibly cunning, and are rightly feared and respected by their peers in equal measure.

Things in the Forest

"Fine, I'll tell you what I know! We had just settled near the Pine forest, needing a place to lay low. I won't bore you with the details, but let's say we didn't exactly back the right horse and had to leave the city. Not that it bothered my sire Juliette, she would get this smirk on her face every time I complained, and then she'd talk of how the younger generation had become weak, how she and her sire would 'roam the wilderness' for weeks at a time... I hated that smirk. Anyway, I followed her lead and we drank our fill of deer and boar. Frankly, I found the taste offensive to my pallet and would have killed to feed on an urban socialite once again, I could tell my Sire was thinking the same thing though she would never admit it.

"You can imagine how grateful we were when we saw the distant lights of some dumb fuck in the distance, we were practically galloping to the light but when we got there we

found ourselves in front of this ugly gnarled tree whose leafless branches swallowed up the moonlight. It was strange, but the worst part about it was that there was no sign of the Kine. I had to contain myself to not Frenzy on the spot. The same thing happened again the next night, and worst of all, we couldn't find a single animal. I said we should just leave but Juliette was having none of it, and she lectured me for what seemed an eternity as her claws pinned me against a tree. She finally relented after the third night, but no matter how hard we tried or what direction we picked we always found ourselves back at that ugly tree.

"Yea roll your eyes –fuck you, this happened. I was starting to get worried if we didn't find something soon, I was most likely going to be next on Juliette's plate. That's when we saw the lights again, Juliette went running as fast as she could way ahead of me, when I finally got there she had that smirk on her face, her face covered in blood exclaiming she got him. I asked where the body was, but she barely noticed I was there. I left her back at that tree to find the car we saw, but came up with nothing. When I came back the next night I found her clothes shredded, and as I looked up at the tree I swear I could see her face stretched into the very wood of the dead tree, the same self satisfied smirk looking back at me. I ran and didn't look back, that's why I'll take my chances in the city no matter what the other Gangrel here will say. They haven't seen what I have."

WEREWOLVES

Many superstitious Elders claim that any copse of trees numbering five or more are likely to have a Werewolf that claims them as some definitive preservation of nature. While it is incredibly unlikely that the local city park holds a pack of Werewolves, in the wilderness this tends to be true more often than it's not. While the Garou have had their fill of setbacks and tragedies, primarily at their own hands, but also due to the inquisition and the expansion of human industry, they have not suffered as much as Kindred have in recent nights so far as the Kindred can tell.

In old days powerful Elders would have the ability to take down Werewolves, organize the defense of a Domain, or even push into their territory and weed them out. These nights the Beckoning has called away the last of these experienced werewolf hunters, leaving certain holdings of the Kindred vulnerable to an inversion of the wilderness encroaching upon their cities, as the Garou actively expand their territories, venturing into previously defended Domains. As these werewolves push outwards from their wilderness

holdings, the Gangrel who were once at peace in nature have also been pushed into the cities. Displaced Gangrel frequently seek their cousins, warning of conspiring and mobilizing Lupines, though their warnings are rarely heeded.

Amongst the Kindred, there were always rumors that the Gangrel held some deep connection to the Garou, some link that allows them to co-exist. Such claims have existed since the Dark Ages, and usually call back to tales of Ennoia's relationship with them, who some Lorekeepers claim birthed the first Garou from her earthen womb. However, in actuality, an alliance or even co-existence between Garou and Gangrel is exceedingly rare. Despite this, the idea of this relationship persists, most likely kept alive by the Gangrel themselves.

In incredibly rare cases, there have been times when the Clan of Beasts and the Children of Gaia have aligned and worked towards a common goal. In these situations the Gangrel are rarely treated as equals, and are usually regarded as subservient to the Garou in some fashion, such as a tributary or a serf. In these instances the Gangrel are given a task, or volunteer for one, that aligns with the values of the werewolves, such as feeding exclusively on invasive species, adhering to strict edicts of hunting, or coming to the defense of territories outside the reach or ability of the werewolves. Despite these occurrences, many Gangrel scoff at such tales, declaring that no true member of the Clan of Beasts would lay low and bow before the Garou.

TALES OF MONSTERS

Tales of the macabre and the monstrous have always enthralled the clan renowned for weaving narratives and embodying the beastly. The Gangrel, masters in the art of storytelling, understand the potent sway of a well-crafted legend, recognizing that tales can often guard one's existence more effectively than any physical barrier or brute strength. In certain realms, it

has become almost a ritual for Gangrel to adopt the guises of bizarre creatures and fearsome entities. This practice serves a dual purpose: deterring other Kindred from encroaching upon their domains and warding off mortals from areas deemed sacrosanct. However, such a strategy demands a delicate touch and a keen sense of timing. One must know precisely when to breathe life into these stories, for overstepping might draw the unwanted gaze of the Second Inquisition or pique the interest of those with a penchant for the grim and the unknown.

WHEN THE BEAST IS FREED

The precarious nature of the Gangrel's pact with their inner Beast is fraught with peril, akin to a perilous dance atop a razor's edge. Many Ferals have been cut, ultimately losing themselves to the Beast within. This grim fate is disproportionately common among the Gangrel, leading to a notably higher prevalence of wights within their ranks—a somber reality that Elders among them are reluctant to discuss with their kin.

This dark metamorphosis is accelerated by the Gangrel curse, spiraling them into a frenzy of continual transformation. These creatures, unrecognizable as anything remotely human and endowed with formidable might, prompt swift retribution from the Second Inquisition and other Kindred. Yet, some of these wights seek refuge in the deep wilderness, where they are either destroyed by Lupines, succumb to the sun, or, in rare instances, evolve into beings of astounding cunning and terror. These survivors morph into the things of nightmares, fueling urban legends and cryptid lore as they devolve further from their original selves. A few Gangrel, motivated by either a sense of duty to the Masquerade or a quest for status, hunt these monstrosities. Despite these efforts, many wights continue to exist in the shadows, their descent into inhumanity casting them as true monsters even to Kindred. ■

WILDERNESS IN YOUR CHRONICLE

Travel between cities is no small feat for the damned. The comfort and safety of cities exist for a reason, and the lights of civilization are a bulwark against the vast strange dark of the wilds, and the numerous dangers that darkness hides. Elder Kindred are wise and influential enough to avoid traversing the expanse between cities and what few remain regularly send others in their place. Even with modern day transportation, movement between cities can be exceptionally perilous. The roads are patrolled and guarded with SI checkpoints and local Hunter cells, using bureaucracy and surveillance in tandem. Off the beaten path and in the trackless wastes are the territory of Lupines and even more nightmarish creatures of the dark.

All this is to say that travel outside of a Kindred's city is no small feat, and the dangers that occur during such instances can add a great deal to the fiction of your Chronicle and the World of Darkness it takes place in. What follows in this section are tools, tips, story hooks, mechanics, and optional systems to create and manage Tension. During these extra-city ventures, the skillsets of rough and tumble street Kindred and country survivalists tend to shine, giving them an ideal place amongst the coterie. If your Chronicle's Coterie doesn't have such a character, introducing a Gangrel guide or courier that's willing to trailblaze for a price can also lead to additional twist

Tension

As Kindred move through the wilderness, something is always watching, waiting, hunting. Things go wrong, stakes are raised, and the race against the sun is a deadly one. Tension serves as a rating, 0-to-5, similar to Hunger. Its increase signifies the building sense of unease, peril, and isolation that Kindred feel when outside of the safety of cities, as well as the peril of the wastes that the Coterie traverses. The higher it gets, the more treacherous and difficult their journey becomes. Tension lasts until the end of the current Story, or until the group reaches their destination. Certain Chronicles that follow a Nomad Coterie or take an entire Chronicle to reach their destination may result in Tension being maintained from Story to Story. In these instances it's recommended that Tension decreases by one or two at the start of each new Story.

Tension increases due to especially dangerous or attention-drawing actions; A Messy Critical, Frenzy, succeeding at a cost, or hunt gone wrong are all likely to increase Tension by one rather than cause typical downsides. When in doubt about if Tension should increase, the Storyteller can make a "Tension Check" by rolling a single die. A Success yields no increase, while a failure does. As a general rule, Tension does not decrease during a Story unless a Coterie makes an active effort to safeguard themselves, such as finding a safe Haven to lie low in for the day, or misdirect what might be pursuing them. The exact effects of building Tension changes depending on the nature of their traversal.

USING TENSION IN PLAY

As previously stated Tension's effects should vary depending on the themes of the current Story, however the Tension Tracker is a good gauge of how difficult travel will become. As Tension increases, so does difficulty. Opposition rises, obstacles bar the path, and help dries up as other Kindred hunker down to avoid trouble.

The Storyteller ultimately has the final say in how Tension affects the player characters and the world they're moving through, but what follows are some examples:

- Hunts may have Tension added to their Difficulty due to increased attention to an area; SI have set up a nearby checkpoint, easy prey have fled to more secure

locations, or something from the dark has noticed the Coterie and interrupts their hunt.

- Named and primary Antagonists may add Tension to their Dice Pools by spending a point of Willpower.

- Finding secure shelter for Daysleep at increasing Tension might become difficult as the Coterie's vehicle is compromised with bullet holes, the Motel they set up ahead of time is swarmed with local law enforcement, or they just need to scavenge for material to craft a makeshift haven. In these cases the players roll against the current Tension to find a suitable place to Daysleep.

- At Tension 3 the Beast begins to feel uneasy. Tests to resist Fear Frenzy have their Difficulties increased by 3.

- At Tension 4 the ability to phone a friend might become unusable, stranding the group without help that's normally available.

- At Tension 5 the group suffers a terrible event. Lupines begin to ruthlessly chase them, they take a dire turn into the den of some awful creature that time forgot, or threats previously established become aware of one of the Coterie's Backgrounds, or even a Touchstone.

PLAYERS AND TENSION DICE

Despite Tension being primarily negative, Players may attempt to use it as a driving factor to reach their goal and overcome the threats that bar their path. At any time a player may spend Willpower equal to the current Tension to add that many Dice to a Dice Pool that include one of their Disciplines. If the resulting pool fails the Test it was made for, the Storyteller immediately makes a Tension Check, mentioned above, while a Critical Success lowers Tension by 1. Though using Tension Dice has a steep cost, a successful outcome allows a Kindred to accomplish even insurmountable tasks when the flames of adversity lick at their heels. ■

Chronicle Hooks for Wilderness Excursions

With the myriad dangers of the wilderness, why would a smart Kindred ever venture over that threshold and into certain uncertainty of what lay beyond the borders of their well-lit domains? After all, unlife in the city itself is already fraught with conflict and the ability to survive there presents enough challenges that inviting more adversity in a harsher and less-known environment would be foolish. The answer to this is that any Kindred knows full well that they will be pushed, pulled, and commanded outside of their own comfort zone. They don't always get what they want, and even more rarely do ambitious Kindred get to choose how their nights are spent when pressure bears down onto them. What follows are several ideas that can help you, even if only temporarily, tempt or move your coterie outside of the night lights of civilization, and into the unknown frontier beyond.

Escape

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

After fleeing from a scene of contention, possibly a violent enemy or in an extreme case even a Bloodhunt put on their heads, the Coterie seeks sanctuary outside the city in desperation. While there's time enough until sunrise, it's likely that this chronicle hook begins with Tensions high and a few members of the party already feeling pangs of Hunger and the need to hunt. Sorting out where to go, what to do, and how to sleep safely for the day are all problems the Coterie will need to solve once they find themselves alone in the dark, away from the security of their nightly rituals and comforts.

WHAT COULD HAPPEN

■ As they head forward into the wilderness, the Coterie happens upon a starving Kindred, alone and near Frenzy in Hunger. Like them she has fled into the wilds for refuge, possibly even from the same event that pushed them out of the city. She tells the Coterie that she knows the general location of a safe place, but in her impaired state can't find it on her own. Trusting and assisting her may secure a place to lay low, but risk her entering Frenzy and attacking them. If all goes well she becomes a Mawla (●●). If the safe house is found in any case, it counts as a Haven (●) with an armory (●).

■ Deep in the wilderness, the Coterie sees a flicker of light on the horizon, shifting between blue and deep green. As they continue to travel, the Coterie quickly realize that they've gone in a circle, ending up back at where they first spotted the strange light. It takes everything the Coterie has to find a path out of this dream-like loop of wilderness, and escape the maddening flame.

■ A group of bloodthirsty S.I. Agents has caught the scent of those Bloodhunted, and now pursues them relentlessly into the countryside. The group is exceptional and efficiently capable in physical confrontations. These aren't the typical self-motivated Hunters who operate on the local level.

KATRINA STROM

GENERAL DIFFICULTIES: 4/2

A Kindred who has fled the city and has been unlucky in her hunts for at least a night. She appears in fashionable and expensive clothing that's since become frayed or disheveled. When found by the Coterie she is already at Hunger 4, but promises a safe Haven somewhere nearby. Convincing her to give up the Haven's location is unlikely (Difficulty 4), but not impossible.

The reason for why she's fled into the wilderness is up to the Storyteller, but they might include the loss of her Coterie to a rival Sect, she's being hunted as a trophy by a powerful Kindred, or perhaps she is simply playing the part of a damsel in distress for more malicious purposes.

Clan: Salubri

Sire: Ken Ludmilla

Embraced: 1998 (Born 1976)

Ambition: Fortify a position and lay low.

Convictions: Testing the weaknesses of others helps make them stronger.

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 3, Manipulation 4, Composure 2; Intelligence 3, Wits 2, Resolve 1

Secondary Attributes: Health 6, Willpower 3, Humanity 6

Secondary Attributes: Health 6, Willpower 3, Humanity 7

Skills: Athletics 2, Craft 1 (Barricades), Drive 3, Firearms 3, Stealth 2; Animal Ken 1 (Canids), Insight 2, Performance 3 (Singing), Persuasion 2, Subterfuge 2; Academics 3 (Monarchs), Finance 2, Medicine 2, Technology 3

Disciplines: Auspex 3, Dominate 2, Fortitude 2, Obfuscate 1

Notes / Other Traits: Katarina wears a floral fabric headband over her head to cover her third eye. An event that raises Tension might tear or damage this headband, revealing her Clan. She carries a small five-shot +2 revolver with her, which she will use to defend herself.

FEU FOLLET

GENERAL DIFFICULTIES: 6/2

Throughout history, and regardless of geography, there have always been strange and ethereal lights in the dark of the wilderness that haunt and tempt travelers. The Feu Follet is not unlike the Will o' the Wisp, and some scholars will claim that they are the expression or visions of fairfolk moving between our world and some dream-like state, twisting up mundane reality in their wake.

Attributes: Strength 2, Dexterity 4, Stamina 1; Charisma 2, Manipulation 6, Composure 2; Intelligence 3, Wits 3, Resolve 1

Secondary Attributes: Health 4, Willpower 3

Skills: Stealth 5, Survival 5; Animal Ken 4, Persuasion 3, Intimidation 3, Subterfuge 5; Awareness 5

Disciplines: Celerity 3, Dominate 3, Obfuscate 3, Presence 3

Notes / Other Traits: Many of this entity's abilities use the Tension system (Pg. 70) to meddle and pester the Coterie. If Tension is not used the Storyteller is encouraged to simply add three Dice to this creature's pools.

Upon being seen, make note of any landmarks that the Coterie could recognize, after some time traveling, perhaps even a scene later, the Coterie will somehow end up back at these landmarks again, having gone in a circle, and this will immediately add one Tension. Escaping this circular reality requires a force of will: Resolve + Composure; Difficulty 2 + Tension.

While it hounds the Coterie, this creature will use the equivalent of Chimerstry and various powers of Obfuscate to disorient and distract. If a Coterie member attempts to attack the Feu Follet, it defends itself with its Wits + Stealth. If successfully hit it takes a single point of Aggravated Damage from any source. When this creature's Health or Willpower tracker is fully

marked in Aggravated Damage, it vanishes and frees those snared in its trap.

FIRSTLIGHT AGENTS

GENERAL DIFFICULTIES: 5/3

Five exceptional field agents who hunt vampires. They go by the codenames **FIRST STRIKE**, **SHROUD**, **FEAR**, **HASTE**, and **REACH**. Each agent has talents that give them incredible team working abilities, covering one another's weaknesses.

They've caught the trail of the Coterie and are hell-bent on their destruction, or ensuring that they never return to the city again. These Agents are designed to be extremely difficult to combat, but not impossible to overcome. They come prepared with powerful weaponry, an armored SUV, and two high-performance motorbikes.

Standard Dice Pools: Physical 7, Social 3, Mental 5

Secondary Attributes: Health 7, Willpower 5

Exceptional Dice Pools by Agent:

First Strike: Melee 8 (Spears), Larceny 8; Leadership 7; Awareness 6, Medicine 6

Shroud: Firearms 8 (Sniper), Stealth 9; Insight 6 (Non-humans), Subterfuge 7; Academics 10, Investigation 8, Science 8

Fear: Firearms 8 (Close Proximity), Intimidation 11; Academics 8, Finance 7, Occult 10, Technology 8

Haste: Drive 9 (Motorbike), Brawl 10 (Pugilism); Persuasion 6, Streetwise 8; Awareness 7 (Combat), Politics 7

Reach: Athletics 11 (Bows), Drive 9 (Motorbikes), Survival 8; Animal Ken 7;

Equipment: Each Agent comes with body armor, specialized ammunition for Vampires and Werewolves, and explosive breaching tools.

Additionally each agent has a personal +4 Damage weapon associated with their individual specialty;

FIRST STRIKE has a carbon fiber spear, **SHROUD** has an anti-material sniper rifle, **FEAR** has a sawn-off shotgun, **HASTE** has blessed silver knuckles, and **REACH** has a compound bow.

Notes / Other Traits: They count as prepared mortals with occult defenses and add +4 bonus dice to resist Mental Disciplines.

Parcel

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

An important package has been given to the Coterie, and they're charged with escorting it to a specific person in a small town roughly three hour's drive outside the city. They're specifically told not to open the contents of the package, and get it there by dawn. The package itself is small and unassuming, but locked tightly. If opened, the Coterie finds a large glass container, full of preserved blood sealed with yellow wax. If the blood is consumed, it offers a Dyscrasia.

WHAT COULD HAPPEN

■ While on the road it becomes very quickly apparent that a cell of traveling Hunters is in the area, and is looking for the parcel and a group of supernatural creatures that might have it. Highway law enforcement seems happy to look the other way and even provide a degree of assistance. If used, rising Tension quickly results in these Hunters descending upon the coterie –loaded for bear.

■ During the drive, the Coterie gets a message from the Hushed Chorus (Pg. 74), either via a secure line, a large animal delivering a written letter, or a mortal who happens upon them at a stop. The sender of this message claims that they are who is meant to receive the parcel, and that the drop off point has changed to somewhere outside of town, in a farther and much more isolated area of the countryside.

■ During the drive, one of the coterie members looks out their window and sees something long-limbed running on the side of the road, leaping over and ducking under obstacles, always managing to keep pace with the car. This running creature is unlike any animal they've seen, and it moves uncannily. The longer it keeps pace with the vehicle, the closer it begins to get to it.

THE QUARTERMAINES

GENERAL DIFFICULTIES: 4/3

A Cell of three hunters; **NATTY**, **VASQUEZ**, and **KAMINO**, who patrol the roads outside the city. They specialize in vehicular combat, and drive 80's-era Crown Victorias painted matte black. All three are all mortals, but are seasoned enough to know that while in their vehicles, they're an even match for the things they hunt.

Standard Dice Pools: Physical 6, Social 3, Mental 3

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools:

Natty: Drive 9, Awareness 5

Vasquez: Melee 8, Drive 7 (Ramming)

Natty: Academics 8, Occult 6

Notes / Other Traits: Each of the three Quartermaines prefers to stay in their cars to combat the supernatural along the roads. If using Tension they begin using caltrops, smoke bombs, and firearms to try and stop the Coterie.

MOVING KNEES

GENERAL DIFFICULTIES: 4/2

A creature that twists and bends its long limbs to traverse terrain and keep pace with the Coterie's moving vehicles. It makes loud calls, similar to the meowing of a cat, which nearly sound like speech, though with a discordant cadence that parrots others and has no real meaning.

Standard Dice Pools: Physical 6, Social 2, Mental 4

Secondary Attributes: Health 5, Willpower 3

Exceptional Dice Pools: Athletics 12, Brawl 8

Notes / Other Traits: This creature will use its Athletics to keep pace with the vehicle and can spend a point of Willpower to automatically pass any Skill Tests to knock it off balance or to impede its path. As Tension rises Moving Knees will move closer to the car, and at Tension 5 it will begin slamming into it and using its Brawl in an attempt to break windows and grab those inside.

Pursuit

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

The local Baron or Prince has issued a Bloodhunt for the Diablerist Lansa. Once a trusted member and enforcer of the local Kindred authority, this individual has been revealed to have been consuming other Kindred, gorging himself on their flesh and blood and showing no signs of slowing down.

However Lansa has fled the city and is quickly moving across the countryside to seek refuge beyond the reach of the local Kindred government, and there's only a few nights until he's gone for good. While most would be fine to let him flee and be someone else's problem, Status, Resources, or even Major boons are promised rewards for capturing Lansa, or bringing back evidence of his destruction.

WHAT COULD HAPPEN

■ The Coterie sets out into the wilderness, either piling into a single vehicle, or taking a small fleet. They follow signs of Lansa's passage, who has now tossed aside the Masquerade entirely in his haste to run. They happen upon a tiny roadside town where he has killed one and brutally hurt another. Giving aid to the town takes precious time, but provides the Coterie with Contacts (●●) in the area, and a better idea of what they're up against.

■ After a chase across the countryside, the coterie finds Lansa, who offers his services as a Headhunter Mawla (●●). They find that he's from a rare bloodline that must feast on Kindred, preferably Gangrel, to survive. If they bring him their enemies, he gets a meal and makes sure they're killed, leaving no trace.

■ They stake and bring Lansa back for judgment. They're rewarded with Status (●) and a Haven (●●) at the edge of town that grants them a great deal of privacy and is a prime place to hold meetings away from prying eyes. However at night they sometimes see something staring back at them from the darkness beyond the edge of their property.

LANSA CORNAMENT

GENERAL DIFFICULTIES: 4/2

A Gangrel has been killing and eating Kindred in the city. Fleeing out of town and into the vast expanse beyond, where he thrives amongst the animals and wilds. He has little pity for the Kindred he's killed, and views most of his peers as little more than food. However the terrible Hunger that makes him so dangerous is also his primary weakness as not even he fully understands it, and will go to great lengths for a meal.

Clan: Gangrel (Kin Eater)

Sire: ???

Embraced: 1990 (Born 1978)

Ambition: Find a meal that satiates his Hunger

Convictions: None.

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 2, Manipulation 2, Composure 1; Intelligence 3, Wits 1, Resolve 2

Secondary Attributes: Health 6, Willpower 6, Humanity 5

Skills: Athletics 4, Brawl 3 (Bites), Melee 2, Stealth 3 (Forests), Survival 4; Insight 2, Intimidation 3, Persuasion 1, Subterfuge 3; Occult 3 (Kindred)

Disciplines: Auspex 2, Celerity 1, Fortitude 3, Potence 2, Protean 4

Retrieval

ATTRIBUTE FOCUS: SOCIAL / MENTAL

An important shipment has been stranded at a dock three hours south of the city. Several Coterie have been tasked with personally going to pick it up and bring it back to the city. They're given a large truck to haul the shipment, which comes in the form of three large crates, and each member is given a basic Mask (●) that allows them to pass scrutiny among the dock's workers and security, but won't stand up to scrutiny elsewhere. The shipment needs to be in the borders of the city by dawn, or it'll be lost.

WHAT COULD HAPPEN

■ The road south has a well-known checkpoint run by local law enforcement, and rumored to have ties to the SI. Going through it is the quickest way to travel, but it carries its own steep risks if the party can't talk themselves passed it.

■ Travel via boat may be possible, but picking up the crates and getting them back to the city draws unwarranted attention from an ex-Sabbat whose claimed the river as her own, and will stop at nothing to antagonize and destroy their watercraft.

■ Upon reaching the crates, the Coterie realizes that the weapons are military grade. Mounted machine guns, assembly parts for an armored vehicle, and even rockets. These weapons would fortify the ruling Kindred's position with threat of considerable violence, but might also secure the Domain from Hunters and other threats. It'd be a shame if one of the three crates was lost in transit...

MITHENTRONIKA

GENERAL DIFFICULTIES: 4/3

A Tzimisce that was the former ductus of her pack. She spends her nights hunting and prowling along the banks of the river to feed and collect biomass. She has used extensive fleshcrafting to hollow out her torso to house two Electric Eels, which lash out and bite through openings in her collar and abdomen.

Without her pack, Mithentronika's mental state hinges entirely on keeping what little she has left: Her river, and she will irrationally attack any other Kindred that travels through it, or along its banks.

Clan: Tzimisce

Ambition: Fortify my domain.

Convictions: Humans are such easy prey.

Attributes: Strength 1, Dexterity 4, Stamina 4; Charisma 3, Manipulation 2, Composure 3; Intelligence 3, Wits 1, Resolve 3

Secondary Attributes: Health 7, Willpower 5, Humanity 5

Skills: Athletics 3 (Swimming), Brawl 3, Stealth 3 (Water), Survival 3; Insight 2, Intimidation 4, Persuasion 2, Subterfuge 3; Occult 3 (Koldunism), Medicine 3 (Anatomy)

Disciplines: Animalism 3, Auspex 2, Blood Sorcery 2, Protean 4

Notes / Other Traits: When attacking with Brawl, the electric eels in Mithentronika's body can spend a point of Willpower to add +2 Superficial Damage to her attack and stun mortals.

ELECTRIC EEL

GENERAL DIFFICULTIES: 3/2

Electric eels can reach up to 8 feet in length and can generate a nasty electric shock of up to 600 volts. These animals use their electric shocks to hunt and defend themselves from predators.

Standard Dice Pools: Physical 3, Social 1, Mental 1

Secondary Attributes: Health 5, Willpower 3

Exceptional Dice Pools: Athletics 6 (Swim), Brawl 4 (Bite), Stealth 5; Intimidation 2

Special: These eclectic eels may spend a point of Willpower when coming into contact with an individual to shock them, adding +2 Superficial Damage to their attacks. Mortals are stunned by this effect.

Stranded

ATTRIBUTE FOCUS: PHYSICAL / SOCIAL

A member of the Coterie gets a text from their Touchstone, who has broken down on a long and lonely stretch of road and has decided to huddle up in their vehicle until help can arrive. However inclement weather has been severe the last few nights, and it's unlikely anyone roadside assistance service will arrive. Worse off, it's an area said to be haunted by the Lady in White, and numerous motorists have gone missing in the area.

WHAT COULD HAPPEN

■ The academically minded of the group could research into the Lady in White and the local legends that surround her, granting insight into why she haunts that stretch of highway, possibly turning her into an asset. One that's necromantically inclined may even find information on her possible fetter or how to ward her off.

■ Heading out onto the road, the coterie must navigate the terrible weather conditions, but happen upon assistance in the form of a Hecata Necromancer, who may or may not be responsible for the Wraith or the abductions –or both.

■ Rescuing the Touchstone was only part of a larger ploy by a rival Kindred, who has lured them out into the open, and away from the eyes of their peers to be destroyed. The Hecata, Victor Lansek below may be in on the ploy.

THE LADY IN WHITE

GENERAL DIFFICULTIES: 4/2

A ghostly being that haunts a specific stretch of road somewhere outside the city. She is perpetually alternating between sorrow and wrath, and will stop at nothing to feel the warmth of a living person.

Clan: None. The Lady in White is a Wraith.

Standard Dice Pools: Physical 3, Social 4, Mental 3

Secondary Attributes: Health 6, Willpower 3

Exceptional Dice Pools: Drive 5, Larceny 7, Stealth 5; Intimidation 6, Subterfuge 8 (Lure Victim); Awareness 6, Occult 8

Special: The Lady in White can manifest a

siphoning pale miasma using her Occult pool. Vampires and other undead can resist this strange power with Stamina + Resolve; Difficulty 3, however Mortals simply take three non-halved Superficial Health Damage.

VICTOR LANSEK

GENERAL DIFFICULTIES: 4/3

A Hecata that happens to be in the area. He is secretive and will not give up much information on why he's there if found, but will lend a hand so long as it ensures he gains the Lady in White's fetter, which once belonged to his Sire decades ago. He is incredibly distrustful of other Hecata Bloodlines.

Clan: Hecata (Giovanni)

Sire: Panos Dent

Embraced: 1960 (Born 1922)

Ambition: Reign in his Sire's Wraith

Convictions: Unfinished business is messy business.

Attributes: Strength 3, Dexterity 2, Stamina 4; Charisma 3, Manipulation 2, Composure 3; Intelligence 3, Wits 1, Resolve 3

Secondary Attributes: Health 7, Willpower 6, Humanity 5

Skills: Athletics 2, Brawl 2, Firearms 4 (Rifle), Melee 1, Survival 3; Insight 2, Intimidation 3, Persuasion 2, Subterfuge 2; Academics 3 (Local History), Occult 3 (Wraiths)

Disciplines: Dominate 2, Oblivion 3, Fortitude 3

Notes / Other Traits: Lansek has access to Ceremonies of Oblivion that assist in helping him deal with Wraiths. If no such Ceremonies are available to the Storyteller, use his Resolve + Oblivion against a Wraith's Resolve + Composure to command or attack them through arcane means.

Treasure

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

The Coterie, or someone they're acquainted with, has recently come into possession of information that points to a supposed cache of buried loot, old valuables from a bygone era, and possibly even Kindred-related artifacts. Additionally even if the Coterie doesn't want these things for themselves, there's a high profile Kindred willing to pay in Boons, Fame, or Status. The primary complication of this loot is that it's resting out in the middle of nowhere, far from any safe haven or well-paved road, and that there's something old and diabolical about it.

WHAT COULD HAPPEN

■ Upon reaching the location, the Coterie begins digging, only to find a passage into a small underground town that's been lost to time. However this lost city hasn't been abandoned, instead it's been the territory of something ancient and insidious. A creature from the bowels of the earth, conjured by the vile will of some long-lost infernal master.

■ The treasure is a chest that can only be opened by Kindred blood, but along the lines of the surface there is an old verse only legible to those with high Occult or Academics that warn of a curse upon those that take it or open it. Moving the chest back to the Coterie's Domain is an extensive and tedious process, as terrible misfortune seems to follow them. Their phones lose signal, they lock their keys in their car, compulsions have their severity increased, etc.

■ The journey towards the location requires the Coterie to hike through a distance of wilderness trails. Tension builds as things in the dark dart just out of sight, revealing and attacking only when the Coterie nears their destination. This part of the countryside is populated by malicious animals, twisted by unnatural sorcery. It is recommended that Storytellers use a selection of animal stat blocks (Pg. 79), but add the weakness to religious iconography that the Melted Mélange has and give them a dot in Celerity or Potence for added challenge.

MELTED MELANGE

GENERAL DIFFICULTIES: 6/2

A large amalgamation of human and animal bodies that appear to have been melted together to form a mass of agonized flesh. This awful creature is unmarred by the passage of time, and could be centuries old. Between the splits in its wiggling limbs and in the hollows of its many eyes glows a burning green flame that it can release outwards, searing itself, but attempting to burn away all nearby intruders in the process.

Attributes: Strength 3, Dexterity 3, Stamina 10; Charisma 1, Manipulation 1, Composure 1; Intelligence 2, Wits 3, Resolve 1

Secondary Attributes: Health 13, Willpower 6

Skills: Athletics 2, Brawl 2 (Grapple), Larceny 7, Stealth 5; Intimidation 6, Subterfuge 5 (Lure Victim); Awareness 4, Occult 4

Disciplines: Blood Sorcery 3, Potence 2, Fortitude 2

Special: This creature takes three non-halved Superficial Willpower Damage from Religious objects or substances that touch it. At the end of its turn the Melted Melange may spend two Health to release an expanding ring of lime-green cinders. All Kindred within ten yards/meters of it must evade by making a Dexterity + Athletics; Difficulty 3 Test, or suffer a point of Aggravated Health Damage. If Aggravated Damage dealt from this ability exceeds a Kindred's Resolve or Composure, whichever is higher, that Kindred must Test for Terror Frenzy; Difficulty 3. This strange flame does not otherwise provoke typical Frenzy.



21

Tools

What follows are stat blocks that are designed to help a Storyteller or Player create characters and their companions, adversaries, and minions. Listed here are an extensive aggregation of information and stats for animals that can be used as Player Character companions and as forms that can be assumed through various powers of transformation, such as Shapechange or Shifting Traversal. Some entries here can be found in the Vampire the Masquerade Core Rulebook on Page 373, but here they have been expanded upon to have much more defined purposes, and to better display each individual animal's unique properties.

Beyond the extensive number of animals are also Mortals, Kindred, and other terrifying supernatural Things in the Dark that one might populate the cities and wastes of the World of Darkness. These tools are meant to be in-depth, but also provide a Storyteller or Player a quick and easy resource to drop characters into their Chronicle without having to compose them on the fly. Storytellers are encouraged to modify and change these stat blocks if they have better ideas of how they might function, especially in their own world, and more especially in the case of the Things in the Dark.

Animals

The Clan of Beasts have been the undead masters of the Animal Kingdom since pre-history, and some Gangrel scholars even believe that they share a heritage with many of the creatures of the wilds, rather than a direct lineage to Caine. Regardless of beliefs, none can argue the breadth of the Feral's ability to survive amongst, train, and even befriend, the animals of the world, from the heights of the sky to the depths of the sea, and all the land in between.

Aerial Animals

Bat (Small)

General Difficulties: 3 / 1

An animal that has been associated with vampires throughout history, but more especially in pop culture of the last century, this is in no small part because of Kindred willingly associating with them for hundreds of years. Nocturnal hunters, just as Kindred are. These small bats are frequently found throughout the world in large groups referred to as "cauldrons", and are highly social animals.

Standard Dice Pools: Physical 3, Social 2, Mental 1

Secondary Attributes: Health 1, Willpower 1

Exceptional Dice Pools: Athletics 4, Stealth 5 (Total Darkness); Awareness 7

Special: Bats suffer no perception penalties from mundane darkness. Small bats otherwise have poor vision and are effectively colorblind. Due to their inherent social nature, Bats always know of any nearby colonies of other bats.

Bat (Large)

General Difficulties: 3 / 2

Larger bats are renowned for their maneuverability in flight and incredibly high resistance to infection. Many Gangrel and Nosferatu prefer taking large bats as a Famulus over birds of prey for this very reason.

Standard Dice Pools: Physical 3, Social 2, Mental 1

Secondary Attributes: Health 2, Willpower 1

Exceptional Dice Pools: Athletics 6 (Aerial Maneuvers), Stealth 5 (Total Darkness); Awareness 7

Special: Bats suffer no perception penalties from mundane darkness due to their ability to employ echolocation. Unlike their smaller cousins, larger bats have vision comparable to humans. Due to their inherent social nature, Bats always know of any nearby colonies of other bats.

Crow

General Difficulties: 4 / 1

Unrivalled among raptors in their intelligence, Crows are a social bird that is capable of self-motivated problem solving and have some of the best critical thinking skills of any animal, with some research showing them to surpass animals that are typically thought of as intelligent, such as dolphins or monkeys.

Standard Dice Pools: Physical 2, Social 1, Mental 3

Secondary Attributes: Health 3, Willpower 3

Exceptional Dice Pools: Athletics 4, Brawl 3; Insight 6; Awareness 5

Special: Crows add their Willpower to any pools that involve critical thinking and problem solving. Attempts to communicate with a crow via Animal Ken have their difficulties reduced by 1, as crows are naturally social and capable of understanding basic body language and even intention from both Kindred and Kine.

Falcon

General Difficulties: 3 / 2

Incredibly efficient birds of prey that rank among the fastest flying animals in the world. Falcons can dive at speeds of over 250km/150mph, and have virtually unrivalled sight, that allow them to surgically strike a prey without warning. The most well-known falcons are the kestrel, peregrine, and gyrfalcon.

Standard Dice Pools: Physical 3, Social 1, Mental 1

Secondary Attributes: Health 3, Willpower 2

Exceptional Dice Pools: Athletics 6, Brawl 5 (Distant Target); Awareness 6

Special: Falcons can dive at speeds that exceed the ability for typical individuals to track their movement. While swooping and diving at full speed, a Falcon automatically evades any attacks that don't exceed its Physical rating. Due to their impressive speed, Falcons suffer no minor action penalty for moving into range of their target.

Owl

General Difficulties: 3 / 1

Nocturnal and crepuscular hunters with forward-facing eyes. While slower moving than falcons, the Owl is nearly silent when in flight and have excellent senses, even seeing better in low-light than in bright light. Preferring to prey on smaller animals, Owls have nonetheless been employed as competent look outs and spies.

Standard Dice Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 3, Willpower 1

Exceptional Dice Pools: Athletics 4, Brawl 5, Survival 6; Awareness 8 (Low Light)

Special: Owls are completely silent while in flight, and are able to ambush any target uncontested, so long as the target doesn't have Rapid Reflexes, or an equivalent ability. Though they prefer hunting small animals, the Owl is capable of harring larger targets and herding them away from vulnerable areas by rolling their Survival vs the target's Composure + Resolve.

Peafowl

General Difficulties: 3 / 2

A well-known bird, with the males featuring extravagant and metallic plumage and females having rather dull or tawny coloration. Despite the ostentatious and typically admired appearance of peacocks, within the species itself the peahen holds the ultimate choice of taking a male as a mate.

Standard Dice Pools: Physical 3, Social 1, Mental 2

Secondary Attributes: Health 6, Willpower 2

Exceptional Dice Pools: Athletics 3, Brawl 2, Survival 3; Intimidation 2; Awareness 3 (Food)

Special: Peacocks can spread their tail feathers to display their extravagant plumage. When doing this Toreador onlookers gain a compulsion that keeps from looking away. Peahens get +1 Die to physical pools, as their lack of excessive feathers makes for quicker movement.

Pigeon

General Difficulties: 2 / 1

Gentle and plump birds that tend to bob their head as they walk. Though treated as pests, they are complex animals and capable fliers that adapt to nearly any habitat. Pigeons have been frequently domesticated and were useful for sending messages due to their incredible sense of direction. White-feathered pigeons are frequently a religious sign of peace.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 3, Willpower 1

Exceptional Dice Pools: Athletics 3, Brawl 2, Survival 6; Awareness 8 (Low Light)

Special: Pigeons add their remaining Willpower to any tests to navigate.

Raven

General Difficulties: 4 / 1

Like their smaller kin, crows, Ravens tend to be exceedingly intelligent. Long have they been associated with the gothic calling of the night, especially the dire wastes between cities, which they call home. Ravens are especially good at mimicking sounds, even human voices.

Standard Dice Pools: Physical 2, Social 1, Mental 3

Secondary Attributes: Health 3, Willpower 3

Exceptional Dice Pools: Athletics 4 (Flight), Brawl 3; Insight 6, Intimidation 3 (Omen), Performance 5 (Mimicry); Awareness 5

Special: Attempts to communicate with a raven via Animal Ken have their difficulties reduced by 1, as ravens are naturally social and capable of understanding basic body language and even intention from both Kindred and Kine. Ravens can use their Performance skill to attempt to mimic sounds, even speech, however they rarely understand anything more than a single word of what they're saying.

Small Bird

General Difficulties: 2 / 1

Warblers, starlings, and finches. These little birds are quick and light, but are rarely capable of hunting anything more than small bugs or berries.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 1, Willpower 1

Exceptional Dice Pools: Athletics 3 (Flight), Brawl 2, Survival 6; Performance 4 (Singing); Awareness 5

Special: Small Birds do not suffer penalties to their pools to evade ranged attacks.

Vulture

General Difficulties: 3 / 2

Scavenging raptors notable for their bald heads, long necks, and powerful wings. The vultures are endurance fliers that are capable of staying aloft for hours without landing, scouring the land for carrion. While they lack the acrobatics of other raptors, vultures use brute strength and imposing size to scare off their rivals, and number among some of the largest and hardiest birds on the planet, sometimes even routing large cats from their quarry.

Standard Dice Pools: Physical 4, Social 1, Mental 2

Secondary Attributes: Health 6, Willpower 2

Exceptional Dice Pools: Athletics 5 (Endurance), Brawl 5, Survival 5; Intimidation 5; Awareness 4 (Carrion)

Special: Vultures have hooked powerful beaks that tear flesh and crack bones. When a vulture gets a Critical Win on an attack roll, it also causes an additional Crippling Injury.

Terrestrial Animals

The Ferals have long used animals to assist them in the night, with each Gangrel tending to take on companions and animal thralls that suit their temperament and needs. Listed here are an extensive aggregation of information and stats for use as character companions and for forms that can be assumed through various powers of transformation. Some entries here can be found in the Vampire the Masquerade Core Rulebook on Page 373, but have been expanded upon to have more defined purposes, or to better display each individual animal's unique traits.

Bear

General Difficulties: 5 / 2

A powerful animal that prowls forests across the northern hemisphere of the world. Typical bears are fierce creatures that tend to be crepuscular in their activity, but can regularly hunt in nocturnal conditions without issue.

Standard Dice Pools: Physical 7, Social 1, Mental 1

Secondary Attributes: Health 7, Willpower 7

Exceptional Dice Pools: Intimidation 7; Awareness 3 (Smell)

Special: Bears unarmed attacks are brutal +3 heavy piercing natural weapons that rake bare flesh. When fighting something smaller than themselves, regardless of how strong their opponent is, Bears add one die to their pools to attack.

Beaver

General Difficulties: 3 / 1

Found commonly throughout the rivers and forests of Europe and North America, the beaver is the second largest animal in the rodent family. Their flat paddle-shaped tail and webbed hind feet make them excellent swimmers, and their robust and muscular build allows them to haul large logs and construct river dams and dwellings out of sticks, mud, and other natural materials.

Standard Dice Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 3, Willpower 5

Exceptional Dice Pools: Athletics 5 (Swimming), craft 5 (Rudimentary Structures); Awareness 3

Special: Beavers have powerful jaws that allow them to chew through most soft materials with ease.

Additionally they are one of the few animals that can perform labor intensive activities for up to seven hours

without a rest break, and have been known to stay awake for twenty-nine hours at a time to accomplish tasks.

Cat (Domestic)

General Difficulties: 3 / 1

One of the oldest pets on earth. These beloved little felines have managed to keep their predatory instincts and relative independence despite being kept in the houses of humanity since ancient antiquity.

Standard Dice Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 2

Exceptional Dice Pools: Athletics 5, stealth 4 (Hunting), survival 4; Performance 3 (Yowling); Awareness 3

Special: Domestic cats are extremely quick and agile. They automatically pass any tests that involve balance or landing on their feet, and can't take damage falling from most heights.

Chameleon

General Difficulties: 3 / 2

Small four-legged reptiles with scaly hides that are found throughout the world, only absent from areas of extreme cold and the deep oceans. Most lizards have adapted to their environments to such a degree that many species have gone almost unchanged for millions of years. They commonly have long detachable tails to fool and distract predators, a long thin tongue, and lidless eyes.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 2

Exceptional Dice Pools: Athletics 2 (Climbing), stealth 5 (Camouflage), survival 4; Awareness 2 (Low light)

Special: Chameleons can change the color of their hides to blend in with their surroundings. Blending into foliage gives an automatic success, while blending into anything else gives a +2 Dice bonus.

Coyote

General Difficulties: 3 / 2

Canids native to North America, where they feature in many indigenous folklore. These versatile creatures are quick and smart enough to survive even in human cities, turning from predator to scavenger, and back again without issue. Like foxes, Coyotes tend to hunt primarily with exceptional sight, rather than their still-exception smell.

Standard Dice Pools: Physical 4, Social 1, Mental 1

Secondary Attributes: Health 4, Willpower 4

Exceptional Dice Pools: Brawl 4 (Bites), stealth 5; Insight 3, intimidation 2; Awareness 5 (Sight)

Special: +1 damage to bite attacks. Coyotes can form mutual teamwork tactics with other animals, such as Crows and Badgers.

Crocodile

General Difficulties: 5 / 3

Large reptiles that reach up to five yards or meters in length. They differ from the commonly confused alligators by being much larger and having a wedge-shaped snout. Crocodiles also tend to frequent salt-water or brackish habitats. They also happen to be far more aggressive and hold the record for the strongest bite of any living animal.

Standard Dice Pools: Physical 7, Social 1, Mental 1

Secondary Attributes: Health 8, Willpower 4

Exceptional Dice Pools: Brawl 7, Stealth 6; Intimidation 5; Awareness 2

Special: +2 Aggravated damage to bite attacks. If biting a limb, the crocodile can choose to immediately sever it through sheer bite force.

Deer

General Difficulties: 4 / 2

Found in a variety of habitats, ranging from dense forests to open meadows. Deer are herbivores that are active during evening and night, skittish and graceful. Many Kindred view them as a sign of valor, vigor, and nature.

Standard Dice Pools: Physical 6, Social 1, Mental 1

Secondary Attributes: Health 7, Willpower 2

Exceptional Dice Pools: Athletics 7 (Escape); Awareness 5

Special: Deer suffer no minor action penalty when closing distance and deal +3 damage on goring with their antlers.

Ferret

General Difficulties: 3 / 1

Inquisitive and mischievous, ferrets are intelligent little animals that are able to get into places they really shouldn't thanks to their long dextrous and slender bodies. Domesticated from the European polecat, their cute appearance belies their effectiveness as a quick and deadly hunter.

Standard Dice Pools: Physical 1, Social 3, Mental 2

Secondary Attributes: Health 2, Willpower 3

Exceptional Dice Pools: Athletics 2 (Contortion, scurry), larceny 7 (Small objects), stealth 6;

Performance 4 (War Dance); Awareness 4 (Smell)

Special: The Ferret's long and flexible tube-like body allows them to jump and dodge exceptionally well and crawl through tight spaces. Add one Automatic Success to a ferret's Dice Pools made to evade and escape.

Fox

General Difficulties: 3 / 2

Preset across every populated continent, the Fox is a small canid with red, white, and black coat coloration. Red Foxes are present across numerous histories. They are omnivorous, and tend to be opportunistic hunters that can thrive even in urban environments.

Standard Dice Pools: Physical 4, Social 1, Mental 1

Secondary Attributes: Health 4, Willpower 4

Exceptional Dice Pools: Brawl 4 (Bites), stealth 5; Insight 3, intimidation 2; Awareness 5 (Sight)

Special: +1 damage to bite attacks. Foxes have excellent eyesight and get +2 Dice to detect movement.

Horse

General Difficulties: 5 / 2

Horses can be unpredictable and dangerous animals. They are large and powerful, and if not properly handled or trained, they can become easily frightened or agitated, being able to run down and trample down their foes if forced to defend themselves.

Standard Dice Pools: Physical 6, Social 1, Mental 1

Secondary Attributes: Health 7, Willpower 2

Exceptional Dice Pools: Athletics 8 (Gallop); Awareness 4

Special: Horses do +2 damage when trampling prone opponents. They can travel up to 30 mph or 48 km/h, allowing them to cross long distances.

Hound

General Difficulties: 4 / 2

A man's best friend is said to be his dog. The same tends to be true even after death. Fiercely loyal, domesticated dogs and hounds lack the physical size of wolves, but make up for it in fearlessness and selflessness, making them much better guards and protectors.

Standard Dice Pools: Physical 5, Social 1, Mental 2

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Athletics (Chasing), brawl 6 (Bites), stealth 4; Intimidation 4; Awareness 4 (Smell)

Special: +1 damage to Hound bite attacks. On a successful bite attack a Hound can lock its jaws and grapple an opponent.

Komodo Dragon

General Difficulties: 4 / 3

Enormous and exotic animals are favored as ghouls by eccentric Kindred, or those who live in and around Indonesia. These beasts are the largest of all extant lizards, growing passed three yards/meters in length and can weigh up to 300lbs. Solitary and territorial, these creatures also have a mortal bite, that's not only venomous, but tears flesh and causes rampant infection. Ferals frequently find kinship with these creatures, and they make brawny and powerful ghouls.

Standard Dice Pools: Physical 5, Social 2, Mental 1

Secondary Attributes: Health 7, Willpower 4

Exceptional Dice Pools: Brawl 7, Stealth 6; Intimidation 5; Awareness 4 (Carrion)

Special: If a komodo dragon successfully bites a mortal opponent, it deals +1 Aggravated Health damage and its venom kills or debilitates the victim by the end of the scene if not treated. Against vampires, this bite deals non-halved Superficial Damage, as the komodo dragon specializes in feeding on tough dead flesh.

Lion

General Difficulties: 4 / 3

Held in high regard amongst the Baronies of Avalon during the Dark Ages, where this animal was considered a majestic symbol of pride. In modern nights Lions are rare as ghouled pets outside of the Laibon, who themselves avoid ghouling them without a specific purpose, such as turning them into man-eaters.

Standard Dice Pools: Physical 7, Social 2, Mental 2

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Athletics 7 (Chasing), Brawl 9; Intimidation 6 (Roars); Awareness 4

Special: Lions deal +2 Damage with bite and claw attacks. They may make a special pouncing attack by rolling their Athletics. This attack suffers no minor action penalty for closing short distances. If this is used as a grapple, add four dice to the Athletics pool.

Lizard

General Difficulties: 3 / 2

Small four-legged reptiles with scaly hides that are found throughout the world, only absent from areas of extreme cold and the deep oceans. Most lizards have adapted to their environments to such a degree that many species have gone almost unchanged for millions of years. They commonly have long detachable tails to fool and distract predators, a long thin tongue, and lidless eyes.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 2

Exceptional Dice Pools: Athletics (Climbing), stealth 5, survival 4 (Chosen habitat); Awareness (Low light)

Special: When attacked or grappled, the lizard may instead choose to take 1 Aggravated Damage and detach their tail, preventing other damage and allowing for escape. A ghouled lizard regrows this tail within three nights.

If Chameleon special: May change the color of its skin to blend gain +4 to stealth while immobile

Moose

General Difficulties: 4 / 3

Weighing up to 1,800 pounds and the largest member of the deer family with , overhanging, bell-shaped head. They can cause serious damage if they feel threatened or provoked. They can become aggressive and charge at people, cars, and other animals. They are also very fast and can easily outrun humans.

Standard Dice Pools: Physical 7, Social 1, Mental 1

Secondary Attributes: Health 8, Willpower 2

Exceptional Dice Pools: Athletics 8; Awareness 5

Special: Moose suffer no minor action penalty when closing distance and deal +3 damage on goring with their antlers in a charge attack.

Mouse

General Difficulties: 3 / 1

Small furry rodents with a pointed snout, whiskers, and a long hairless tail. These little rodents usually stay hidden in small nooks and crannies, and have adapted exceptionally well to life in urban sprawls. Strangely, they have a very similar brain structure to humans and have long been used in research and study.

Standard Dice Pools: Physical 1, Social 1, Mental 2

Secondary Attributes: Health 1, Willpower 2

Exceptional Dice Pools: Athletics 2 (Climbing), stealth 6, survival 4; Awareness 4 (Smell)

Special: Any Dice Pools made by a significantly larger creature to find a mouse automatically fail if they do not beat the mouse's Stealth rating.

Monkey

General Difficulties: 3 / 2

With a playful and intelligent behavior, Monkeys are social and adaptable creatures that can learn complex communication and have cognitive skills.

Standard Dice Pools: Physical 3, Social 1, Mental 4

Secondary Attributes: Health 3, Willpower 3

Exceptional Dice Pools: Athletics 5 (Climbing), stealth 6, survival 4; Awareness 4

Special: Monkeys can add +1 Bonus Die to any test they've done before in the same Session.

Opossum

General Difficulties: 3 / 1

The only marsupials north of Mexico, even having a special pouch in which they can carry their young. Their prehensile tail allows them to hang from branches, or carry heavy objects. Strangely enough they have an incredible immune system that makes them immune to many diseases and poisons, such as rabies and most forms of venom. Nocturnal by nature, they only forage during the day when seeking a mate, or caring for their young.

Standard Dice Pools: Physical 2, Social 2, Mental 2

Secondary Attributes: Health: 3 Willpower: 2

Exceptional Dice Pools: Athletics 2 (Climbing), survival 4 (Foraging, hiding); Performance 4 (Play Dead); Awareness 3 (Danger)

Special: As an involuntary response, opossums can enter a state of shock that slows their heart rate and releases a noxious smell that mimics rotting decay and disease. This state can last up to four hours in certain cases, but serves as good defense in the wild against being eaten. Additionally, Opossums are immune to most poisons and diseases, and when ghoulled, this includes most supernatural poisons and diseases.

Raccoon

General Difficulties: 3 / 1

Successful in numerous ecosystems, raccoons have five-fingered and dexterous paws that can handle objects with human-like efficacy, being able to open doors, manipulate lids off jars, and even pluck fish out of the water. Despite their reputation for trash-diving pests, raccoons remain one of the few animals that actively wash their food before eating it.

Standard Dice Pools: Physical 2, Social 2, Mental 2

Secondary Attributes: Health 3 Willpower 2

Exceptional Dice Pools: Athletics 3 (Climbing), Larceny 5, survival 3; Streetwise 3; Finance 2 (Bells), technology 3 (Door Knobs)

Special: Raccoons are opportunistic scavengers and predators, they tend to know their environment extremely well and how to navigate it in ways that other animals can't. The raccoon's difficulty to move through urban environments is reduced by 2.



Rat

General Difficulties: 3 / 1

With large, protruding front teeth and keen senses of hearing, smell, and taste. Rats are active both day and night and are often found near human populations, scavenging for food and shelter.

Standard Dice Pools: Physical 1, Social 2, Mental 3

Secondary Attributes: Health 2, Willpower 2

Exceptional Dice Pools: Athletics 4 (Balance), stealth 4, survival 4; Awareness 4 (Smell)

Special: Rats have the ability to squeeze into any space larger than their head. Add +2 Dice to any pools towards moving through, maneuvering, or navigating these spaces.

Snake (Small)

General Difficulties: 2 / 1

Many Kindred keep ghouled snakes for its ability to hide and hunt better than other small animals, such as Rodents though they usually lack the potent venom and raw strength of the much larger members of their family. With smooth scales and a forked tongue to sense their environment and prey even in total darkness, the snake usually lies in wait and strikes with incredible reaction and accuracy.

Standard Dice Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 1, Willpower 1

Exceptional Dice Pools: Brawl 3 (Lunging); Awareness 4

Special: Small snake bites deal +1 Aggravated Health Damage to mortals due to their venom. Mortals that don't seek medical attention or have a ready dose of anti-venom suffer a -1 die penalty to all pools, which increases by another -1 die penalty every hour, until they seek medical attention.

Snake (Cobra)

General Difficulties: 3 / 1

Widely renown for its notoriously venomous bite and it's lightning-fast strike. Though they range in size, the most dangerous and largest can grow up to four yards/meters long. Larger serpents also tend to be affiliated with the Ministry more than the Gangrel, however it's a poorly kept secret that the Ministry's lack of Animalism means other clans regularly utilize these creatures better.

Standard Dice Pools: Physical 4, Social 1, Mental 1

Secondary Attributes: Health 4, Willpower 2

Exceptional Dice Pools: Brawl 6, Stealth 7; Intimidation 5; Awareness 4

Special: If a cobra successfully bites a mortal opponent, it deals +2 Aggravated Health damage and its venom kills or debilitates the victim by the end of the scene if not treated. Against vampires, the venom from a cobra bite has no effect.

Snake (Boa Constrictor)

General Difficulties: 3 / 2

Native to the Americas, Kindred who live in the new world quickly realized their potency in disabling and crushing prey through their constrictions. Ministers that belong to the Tlacique — a vampire Bloodline and cult focused on Aztec mythology — commonly take constrictor form using the Discipline of Protean. Gangrel that call swamps and other humid regions home also favor these creatures, as do Nosferatu who enjoy an animal that doesn't mind the wet environments of the sewers.

Standard Dice Pools: Physical 4, Social 1, Mental 1

Secondary Attributes: Health 3, Willpower 2

Exceptional Dice Pools: Brawl 6 (Grapple) Stealth 6; Intimidation 4; Awareness 4

Special: If a boa constrictor successfully grapples an opponent, it may constrict its victim for +2 Superficial Health damage each turn.

Tiger

General Difficulties: 4 / 3

Another exotic animal enjoyed by eccentric collectors and the largest of the big cats with powerful muscles and sharp teeth and claws that make them formidable predators. They are both solitary and territorial, and prefer to live in forests and grasslands. Many Kindred ghoul these creatures as a social statement.

Standard Dice Pools: Physical 7, Social 2, Mental 1

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Athletics 8 (Jumping, Swimming), Brawl 9; Intimidation 5; Awareness 4

Special: Tigers deal +2 Damage with bite and claw attacks. They may make a special pouncing attack by rolling their Athletics. This attack suffers no minor action penalty for closing short distances. While hiding in tall grass, tigers are invisible to color blind animals.

Wolf

General Difficulties: 4 / 2

An efficient hunter with sharp senses that has captivated kine and kindred for millennia. Forming strong familial bonds with their packmates, wolves are social animals that hunt larger prey through complex pack tactics.

Standard Dice Pools: Physical 6, Social 2, Mental 2

Secondary Attributes: Health 6, Willpower 3

Exceptional Dice Pools: Athletics (Long Marches), brawl 6 (Bites), stealth 5; Intimidation 5; Awareness 4 (Smell)

Special: +1 damage to Wolf bite attacks. Employing pack tactics, Wolves provide a bonus of 2 Dice instead of 1 when assisting with Teamwork rolls, up to a maximum of 4.



Aquatic Animals

The waters of the world are home to some of the most diverse and strange life on earth. While few have such animals as their Famulus, the Mariners tend towards an amphibious or aquatic Famulus and use them quite effectively. As a general rule many of these animals cannot function on land, or if they do, function at a reduced capacity.

Crab

General Difficulties: 2 / 1

A crustacean with a hard exoskeleton that uses its strong claws to tear and grip objects.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 1, Willpower 1

Exceptional Dice Pools: Brawl 4, stealth 2

Special: Targets grappled by crabs lose 1 die to all pools due to the pain and annoyance of being pinched.

Dolphin

General Difficulties: 4 / 3

This fish-like mammal is equal parts brilliant, playful, and cruel. As one of the most intelligent creatures in the world, the Dolphin is capable of incredible problem solving. They swim exceptionally quick, and have been known to organize their pods to hunt extremely dangerous predators, such as sharks and whales.

Standard Dice Pools: Physical 7, Social 2, Mental 4

Secondary Attributes: Health 7, Willpower 4

Exceptional Dice Pools: Awareness 8 (echolocation), larceny 3

Special: With a greater concentration of hemoglobin in their cells, a Dolpin's blood is nearly as satiating as a mortal's. When drinking from a Dolphin, the user suffers no half penalty to slaking Hunger.

Electric Eels

General Difficulties: 4 / 3

Electric eels can reach up to 8 feet and can generate a nasty electric shock of up to 600 volts. Electric eel use their electric shocks to hunt and defend themselves from predators.

Standard Dice Pools: Physical 3, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 2

Exceptional Dice Pools: Athletics 6 (swim), Brawl 4(sting), Stealth 5; Intimidation 2

Special: These eclectic eels may spend a point of Willpower when coming into contact with an

individual, adding +2 Superficial Damage to their attacks. Mortals are stunned one stun by this effect.

Fish

General Difficulties: 2 / 1

Catfish, salmon, char, steelhead, and trout. Fish come in a wide variety of colors and vary in size depending on many circumstances.

Standard Dice Pools: Physical 3, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 3

Exceptional Dice Pools: Athletics 4 (Swimming)

Special: When in a school of a dozen or more fish, add +2 bonus dice to evasive pools.

Giant Isopod

General Difficulties: 4 / 1

The giant isopod is a large, segmented marine crustacean It has a broad, flattened body, up to 40cm in length, and is typically a mottled gray or brown color. It is quick to scuttle away but has a nasty bite and durable exoskeleton if backed into a corner.

Standard Dice Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 3

Exceptional Dice Pools: Athletics 8 (scurry), Brawl 3 (bite), Stealth 8

Special: An isopod may curl into a ball defended by its exoskeleton, gain +4 armor while curled up

Octopus

General Difficulties: 3 / 2

Highly intelligent and known for their ability to escape even the most secured tanks, these creatures use their long tentacles to manipulate their environment with incredible dexterity.

Standard Dice Pools: Physical 3, Social 1, Mental 3

Secondary Attributes: Health 3, Willpower 3

Exceptional Dice Pools: Athletics 5 (Climbing, swimming), brawl 8 (Grapples), larceny 6; Insight 5 (problem solving)

Special: The octopus can release a jet of ink. While underwater this ink creates a cloud that provides total cover and a -2 dice penalty to those trying to see into or through it. Additionally the octopus uses its Brawl to manipulate objects in place of Dexterity-related pools. While outside of water, the octopus suffers a -2 minor action penalty for anything that requires moving more than 1 yard/meter.

Orca

General Difficulties: 5 / 3

Known as wolves of the sea, these large sleek black and white whales have great maws with sharp teeth; they coordinate with others of their kind to form pods that make them apex predators.

Standard Dice Pools: Physical 11, Social 3, Mental 2

Secondary Attributes: Health 12, Willpower 5

Exceptional Dice Pools: Athletics 8, Brawl 10, Stealth 5; Intimidation 6

Special: Employing pack tactics, Orca provides a bonus of 2 Dice instead of 1 when assisting with Teamwork rolls.

Oyster

General Difficulties: 2 / 0

A slimy and usually salty mollusk that can filter toxins and algae out of its environment, with some species being able to clean up to fifty gallons per day. They produce pearls when foreign objects, such as a grain of sand, gets inside their shells and irritates their soft tissues. These animals are very rarely ghouled by Kindred.

Standard Dice Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 1, Willpower 1

Exceptional Dice Pools: --

Special: When prying open an oyster, a character rolls two dice. With two or more successes they find a pearl, on a Critical Win that pearl is worth a dot of resources.

Piranha

General Difficulties: 2 / 1

A species of South American fish, roughly eighteen inches long and with sharp teeth that can tear into prey quickly and efficiently. Though relatively harmless in small numbers, a school of these creatures can enter a feeding frenzy to quickly consume large prey.

Standard Dice Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 1, Willpower 1

Exceptional Dice Pools: Brawl 4 (Bite), survival 5 (Bloodscent),

Special: When in schools of ten or more, Piranhas' attacks automatically hit and their Health Tracker and Physical Dice Pools are tripled.

Shark

General Difficulties: 5 / 3

Sharks are powerful predators that are responsible for many Thalassophobia (phobias of the ocean). Sharks have sharp, powerful teeth and a strong sense of smell, which allows them to detect and track prey. Their bite is fatal to most living creatures.

Standard Dice Pools: Physical 9, Social 1, Mental 1

Secondary Attributes: Health 9, Willpower 4

Exceptional Dice Pools: Athletics 5, Brawl 10, Stealth 5; Intimidation 6

Special: Sharks deal +3 Aggravated Damage on bite attacks. When hunting a bleeding target, the shark automatically passes any tests to find and pursue it, assuming the target is still in water.

Whale

General Difficulties: 4 / 3

This immense whale moves through the water with grace, and despite its size isn't particularly aggressive; it can leverage its strength and bulk to cause considerable damage to ship hulls if needed.

Standard Dice Pools: Physical 12, Social 3, Mental 4

Secondary Attributes: Health 15, Willpower 6

Exceptional Dice Pools: Athletics 10 (swim), intimidation 8

Special: The whale's bulk allows it to capsize any boat smaller than it without issue. It uses its athletics to attack and crash into other targets.

Strange Creatures

Not every animal is completely mundane. Kindred have kept a number of creatures with supernatural abilities as companions. These include the revenant-like Animals like the Akunanse's colorful jumping spiders, or the Blood Raven's Blood Ravens. There's also strange creatures that are conjured up from forgotten pagan rituals as physical contrivances of old spirits, and even things of unknowable origins that were once thought extinct. As a rule, Kindred cannot assume the forms of these strange creatures without a special circumstance, usually granted by specific powers of the blood, or an occurrence within their Bloodline.

Akyede Ananse

General Difficulties: 2 / 1

Their name meaning "Gifted Spider" in the Twi language of the Akan people of Africa, these colorful jumping spiders are roughly the size of a pea, and are believed to have been gifts from the wise trickster Spider-God. Exceptionally cunning and intelligent arachnids, these spiders appear almost comically difficult to capture or destroy, and have supernatural qualities and knowledge that make them helpful in a pinch.

Standard Dice Pools: Strength 1, Dexterity 2, Stamina 1; Charisma 2, Manipulation 1, Composure 1; Intelligence 3, Wits 4, Resolve 2

Skills: Athletics 4 (Jumps), Survival 4; Performance 3 (Dancing); Awareness 4 (Sight), occult 3

Secondary Attributes: Health 1, Willpower 1

Special: These tiny spiders cannot take damage or be destroyed so long as the Akunanse they're linked to has not met Final Death. Additionally they have the equivalent of Sense the Unseen, and can phase out of existence and reappear nearby when out of line of sight.

Blood Raven

General Difficulties: 4 / 1

Large Ravens with red-tipped wings employed by the Feathered Court. Bred and ghouled for hundreds of years, their revenant-like physiology produces its own thin vitae that makes them canny, strong, swift, and incredibly long-lived. Some of these corvids have even outlived their Elder owners from the night of Avalon.

Attributes: Strength 1, Dexterity 4, Stamina 1; Charisma 2, Manipulation 3, Composure 2; Intelligence 2, Wits 4, Resolve 3

Skills: Athletics 3, Brawl 2, Larceny 2, Stealth 3 (Darkness), Survival 3; Intimidation 2, Subterfuge 3; Awareness 3

Secondary Attributes: Health 4, Willpower 5

Disciplines: Obfuscate 1 (Cloak of Shadows)

Special: Blood Ravens are exceptionally fast fliers and can cover roughly 100 mi/160 km in a single night, so long as weather conditions are favorable and they fly non-stop in a straight line. They hold a bit of Obfuscate in their blood due to generations of ghouling, allowing them to utilize Cloak of Shadows.

Dark Hart

General Difficulties: 3 / 1

Certain Gangrel have been taught the Blood Rituals that allow for the conjuring of these aspects of nature's power. Dark Harts are most frequently seen in the old forest of Europe, but some have been sighted in the jungles of South America, or the bush of Australia, even in places where Deer are not native fauna.

Attributes: Strength 3, Dexterity 5, Stamina 4; Charisma 2, Manipulation 1, Composure 2; Intelligence 2, Wits 4, Resolve 2

Skills: Awareness 5, Occult 4

Secondary Attributes: Health 7, Willpower 4

Special: Suffers no minor action penalty when closing distance and it deals +2 piercing damage when goring with antlers in a charge attack. It can perceive individuals and objects as if it has Sense the Unseen.

Devourer

General Difficulties: 5 / 2

A huge monitor lizard that was once a venerated familiar within a death-adjacent cult. Usually found in old Lazarene or Setite temples, these creatures are part of the processions of the dead and are regularly fed limbs as sacrificial offerings.

Attributes: Strength 3, Dexterity 2, Stamina 4; Charisma 1, Manipulation 1, Composure 1; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 7, Willpower 3

Skills: Brawl 3 (Bites), Stealth 2; Intimidation 3; Awareness 2 (Viscera)

Special: If the Devourer scores a Critical Win on a bite attack, it causes a point of Aggravated Damage and removes a limb.

Dire Wolf

General Difficulties: 6 / 3

A huge and terrible predator that roamed North America during the ice age. These creatures evolved exceptionally large fangs that would shear flesh away from the bones of their prey, which included huge creatures such as ground sloths, bison, and mastodons. Though labeled a mundane beast by the Kine's paleontologists, the truth is that these creatures were noble predators that harbored the very spirit of the land they lived on.

Attributes: Strength 4, Dexterity 4, Stamina 5; Charisma 2, Manipulation 1, Composure 2; Intelligence 2, Wits 4, Resolve 2

Skills: Athletics 4 (Pursuit), brawl 4 (Bites), survival 5; Intimidation 4; Awareness 4 (Smell)

Secondary Attributes: Health 8, Willpower 4

Special: +3 Superficial Damage to Dire Wolf bite attacks, this is added on top of any other damage that might be done, such as Aggravated Damage from a vampire using this form and executing a Bite Attack. Employing pack tactics, Dire Wolves provide a bonus of 2 Dice instead of 1 when assisting with Teamwork rolls, up to a maximum of 4. The Dire Wolf gains +5 Bonus Dice to resist the effects of Blood Sorcery and other magical or fae-sourced effects.

Ghost King

General Difficulties: 5 / 3

Huge and mythical lions that are revered by the tribes local to its home. It has the ability to instill fear in all those that look upon it, including humans.

Attributes: Strength 4, Dexterity 2, Stamina 4; Charisma 2, Manipulation 3, Composure 3; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 7, Willpower 5

Skills: Athletics 5 (Chasing), Brawl 4; Intimidation 7 (Roar); Awareness 4

Special: The Ghost King has the equivalent of Feral Weapons (Core Book Pg. 270) and Altered Assault (Pg. 12).

Old Hound

General Difficulties: 4 / 2

An aged bloodhound with an incredible sense of smell bolstered by latent powers of the Blood. These are sometimes kept by Gangrel or Ventrue Elders.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 1, Manipulation 1, Composure 2; Intelligence 1, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Brawl 2 (Bites), stealth 3, survival 3 (Tracking); Intimidation 2; Awareness 5 (Smell), Investigation 3

Disciplines: Auspex 1 (Heightened Senses)

Special: +1 damage to Old Hound bite attacks. The Old Hound automatically passes any Tests made to follow trails of blood.

Rat King

General Difficulties: 4/2

Supposedly an urban myth, this creature is the entanglement of numerous huge rats, whose tails have writhed so tightly into one another that they've fused, creating what amounts to a single scurrying organism.

Attributes: Strength 2, Dexterity 3, Stamina 4; Charisma 1, Manipulation 1, Composure 1; Intelligence 2, Wits 3, Resolve 3

Secondary Attributes: Health 2, Willpower 2

Skills: Athletics 3, stealth 4, survival 4; Intimidation 3; Awareness 4 (Smell)

Special: The Rat King is especially commanding, and calls swarms to assist it, if agitated.

Sacred Bear

General Difficulties: 6 / 3

A huge bear that was once the Famulus of a Gangrel Methuselah, such creatures frequent the wilds of ancient forests, where they long for vitae and to be fed from. Creatures such as these are wise beyond their years in matters of nature and beast.

Attributes: Strength 5, Dexterity 2, Stamina 4; Charisma 2, Manipulation 3, Composure 4; Intelligence 2, Wits 3, Resolve 3

Skills: Athletics 2, Brawl 3, Larceny 3, Survival 2; Intimidation 3, Subterfuge 5; Awareness 3

Secondary Attributes: Health 4, Willpower 5

Disciplines: Auspex 2, Potence 2, Protean 2

Special: These creatures tend to have thick vitae flowing through their veins, even if they haven't been directly fed by a Kindred in some time, those that feed from them slake Hunger as if they were feeding from a Blood Potency 2 Vampire. Their powers of Protean and Potence make them brutal and dangerous.

Silvered Trickster

General Difficulties: 4 / 1

A pale Raven with reflective feathers that look almost silver in direct light. Their bright plumage makes them poor at stealth, however they have heightened intelligence comparable to children.

Attributes: Strength 1, Dexterity 4, Stamina 1; Charisma 2, Manipulation 3, Composure 2; Intelligence 3, Wits 4, Resolve 3

Skills: Athletics 2, Brawl 2, Larceny 3, Survival 2; Intimidation 2, Subterfuge 5; Awareness 3, occult 3

Secondary Attributes: Health 4, Willpower 5

Disciplines: Obfuscate 1 (Cloak of Shadows)

Special: Silvered tricksters can speak at least one mortal language and don't require Feral Whispers to communicate with.

Shielded Luster

General Difficulties: 4 / 2

A pangolin that has pearly scales that shimmer in the moonlight. It is uncannily durable, with scales that are more like thick plates of bone, rather than keratin typical to normal pangolins.

Attributes: Strength 1, Dexterity 4, Stamina 5; Charisma 2, Manipulation 3, Composure 2; Intelligence 3, Wits 4, Resolve 3

Skills: Athletics 2, Brawl 2, Larceny 3, Survival 3; Insight 2; Occult 2

Secondary Attributes: Health 8, Willpower 5

Disciplines: Fortitude 2 (Toughness, Resilience)

Special: When making an All-Out-Defense, reduce Superficial Damage by 1 more. This can reduce damage to zero.

Spiral Iridescence

General Difficulties: 3 / 2

An enchantingly beautiful peafowl that's said to have been bred by a Toreador. Both sexes display incredibly beautiful plumage.

Standard Dice Pools: Physical 3, Social 1, Mental 2

Secondary Attributes: Health 6, Willpower 2

Exceptional Dice Pools: Athletics 3, Brawl 2, Survival 3; Intimidation 2; Awareness 4 (Carrion)

Special: When spreading their tail feathers, those who look directly at the display must make a Composure + Resolve; Difficulty 3 Test. A failure Stuns the onlooker for one turn.



Mortals

Populating both the cities and wilderness, and outnumbering their Kindred predators, mortals are prey, threat, and tool. This section details the still-living and relatively mundane populace of the World of Darkness, and how they function in relation to the Kindred that hunt them.

Animal Control Specialist

General Difficulties: 3 / 2

It seems like everyone decided to get a dog over the last few months and now their incompetent owners have let their mutts run wild, not to mention the untold environmental damage their cats cause. Still, this job gives him the opportunity to take his revenge on pet for causing so much racket while he's trying to sleep.

Standard Dice Pools: Physical 4, Social 2, Mental 2

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Brawl 5 (Animals), firearms 6 (Non-Lethal Weaponry), Survival 6 (Animals); Animal Ken 8; Awareness (Animals)

Special: Comes equipped with a tranquilizer gun, a net gun, an animal catch pole, muzzles, and most other equipment needed to deal with animals of any size.

Avenging Supernatural Hunter

General Difficulties: 6 / 3

Avenging supernatural hunters are usually out for blood and have little to lose outside of their cell. They come with experience that usually belies their age, either because they had a good mentor, an intelligence network, or have a natural talent at surviving and dealing with inhuman monsters.

Standard Dice Pools: Physical 7, Social 7, Mental 5

Secondary Attributes: Health 9, Willpower 8

Exceptional Dice Pools: Drive 10 (67 Impala), melee 8 (Stakes); Academics 11, awareness 7, investigation 6, occult 8

Special: These mortals come prepared with weaponry designed specifically for the creatures they're up against. In combat against Kindred and their Coterie, they have access to stakes, burning ammunitions and torches, transportation, as well tools to exploit any of their Folkloric Banes.

Digital Nomad

General Difficulties: 2 / 1

With their old way of life long gone, these individuals have left it behind entirely, never looking back and instead moving from city to city. Working remotely for corporations or high-paying freelance jobs, they carry with them only a trusty traveling pack full of what they need, searching for a new city with something, or anything, worth staying for.

Standard Dice Pools: Physical 3, Social 4, Mental 3

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Streetwise 6; Academics 5 (Linguistics), finance 6, technology 6 (Computers)

Special: Though not entirely self-sufficient, these nomads are capable of moving across borders and living in multiple countries with little effort. They have access to portable technology, such as the latest smart phone, high-end laptops, and are savvy enough to keep their personal information relatively safe.

Highway Patrol

General Difficulties: 3 / 2

Law enforcement that specializes in enforcing traffic laws and safety on the roadways. They also respond to emergencies and special operations to set up checkpoints, regularly working in tandem with the SI, though unknowingly. These individuals roam the streets in cars or on motorcycles. When Tension (Pg. 70) is high, they may even pursue using helicopters.

Standard Dice Pools: Physical 4, Social 3, Mental 3

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Firearms 5, Drive 5 (Pursuit); Streetwise 6; Investigation 6

Special: Highway Patrol appear in cars, motorcycles, and even on horses. They come equipped with firearms and usually have high speed vehicles, and are always in contact with local dispatch, who can quickly field more officers to the area.

Lost Hunter

General Diculties: 3 / 2

Someone who went on a hunting trip and got lost, either because they were unprepared, or due to a sudden change in weather, has found themselves stranded in the wilderness or an unfamiliar location. Disoriented and in need of help they are tired and wary.

Standard Dice Pools: Physical 4, Social 3, Mental 4

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Athletics 6, firearms 6, survival 5; Awareness 4

Special: These mortals carry survival supplies, such as a hiker's pack or things like bear mace, however they are usually running low on ready-made food and they will eventually stop to cook or attempt to make camp. Most importantly they come equipped with a +3 damage rifle or crossbow.

Naturalist Researcher

General Diculties: 2 / 1

A field researcher who works tirelessly with a passion for being in and understanding nature. This individual is knowledgeable of the ecosystem and can rely on their wits and academics to learn and survive at a quick pace, but lacks the physical capabilities to thrive in the wilds effortlessly.

Standard Dice Pools: Physical 2, Social 4, Mental 6

Secondary Attributes: Health 7, Willpower 7

Exceptional Dice Pools: Science 6, medicine 5, academic 5, athletics 3 (hiking), survival 2

Special: These researchers have whatever equipment is needed to help them understand the area they're in. Anything from seismic gear to infrared cameras.

Pest Control Worker

General Diculties: 3 / 2

It's not exactly what you dream of doing when you are a kid. But the job pays well enough, at least enough to ignore the coughing fits from the chemicals. They're a veteran of their field, and have picked up experience needed to deal with almost any threat.

Standard Dice Pools: Physical 2, Social 3, Mental 3

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Melee 4; Academics 3 (Vermin), investigation 3 (Vermin), Technology 2 (pesticide), academic 2 (insect and rodents), Science 2 (chemical), investigation 2, melee 4 (spray wand)

Special: Can use their spray wand to deal aggravated damage to pests and swarms.

Radical Environmentalist

General Diculties: 4 / 2

From a young age they identified the core problem of this world and its apathy towards it, and they've been fighting against that apathy and for the protection of the environment from the short-sighted and corrupt. These radicals are willing to take any measures, any risks, to ensure nature remains safe from the expanding industry of humanity, and have accrued many technical and organizational skills along the way, becoming competent and dangerous leaders.

Standard Dice Pools: Physical 4, Social 5, Mental 4

Secondary Attributes: Health 7, Willpower 7

Exceptional Dice Pools: Craft 6 (Demolition), larceny 6, stealth 5; Leadership 7, persuasion 6; Academics 5 (Environmental Preservation)

Special: These individuals carry with them tools to take out power grids, shred tires, and disrupt construction. Pipe bombs, home-made EMP devices, and litigation are all weapons in their arsenal, and they are used in a zealous manner without regard for their own safety.

Road Hunters

General Diculties: 4 / 3

Hunters who patrol the roads outside the city. They specialize in vehicular combat, and tend to drive high performance sports and muscle cars. They're seasoned and use their vehicles as an extension of their wills and tactics.

Standard Dice Pools: Physical 6, Social 3, Mental 3

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Drive 8

Special: These hunters tend to travel in small fleets. In these cases giving variations on Exceptional Dice Pools might be good to characterize each driver individually, as seen with the modified stat block provided for the Quartermaines on Pg. 73.

Traveler on the Road

General Diculties: 3 / 1

These individuals have spent many nights on the road. Learning where and when to lay their head down has been ingrained into their mind, and they have a natural knack for survival that few others have. While they may seem like easy prey, seasoned Gangrel know better than to assume such things. Those who spend time on the road know what's out there beyond the reach of their headlights, and regularly come prepared, or are canny enough to avoid them entirely.

Standard Dice Pools: Physical 3, Social 3, Mental 4

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Drive 7, survival 5; Performance 6 (Street Performer); Awareness 5

Special: These individuals usually come with weapons to defend themselves, such as a rifle or shotgun, and tend to travel in pairs or whole groups. When helping others with a Teamwork pool that has one of their Exceptional Dice Pools, they add two dice instead of one.

Urban Explorer

General Diculties: 4 / 2

They can still remember the first time they decided to explore an abandoned subway. The rush of the unknown that led to the frenetic escape from the officer who pursued them, and then getting lost all over again in the old tunnels below the city. Ever since then the call of the abandoned, the ruined, and the forgotten, is all they think about. Sometimes they record and stream every moment of it, so that others can feel as they do.

Standard Dice Pools: Physical 7, Social 4, Mental 4

Secondary Attributes: Health 7, Willpower 7

Exceptional Dice Pools: Athletics 9 (Parkour), larceny 6, stealth 8; Performance 6, Streetwise 7; Academics 4 (City Maps), awareness 7, investigation 5

Special: The urban explorer is young and highly athletic, carrying everything from bolt cutters to colored smoke bombs. They wear obscuring dark clothing that allows for free movement, such as hoodies and long pants, and are sometimes equipped to climb or scale surfaces and pass over impeding structures like barbed wire.



Things in the Dark

This section holds those that inspire tales of cryptids or local legends. Creatures that are beyond the understanding of all but the most ancient of Gangrel Elders or those who delve deeply into the occult of the land. Beyond the lights of the city are not only Werewolves, but other things in the dark that they share their territories with.

The Lady in White

General Difficulties: 4 / 2

A ghostly being that haunts a specific stretch of road somewhere outside the city. She is perpetually alternating between sorrow and wrath, and will stop at nothing to feel the warmth of a living person.

Standard Dice Pools: Physical 3, Social 4, Mental 3

Secondary Attributes: Health 6, Willpower 3

Exceptional Dice Pools: Drive 5, Larceny 7, Stealth 5; Intimidation 6, Subterfuge 8 (Lure Victim); Awareness 6, Occult 8

Special: The Lady in White can manifest a siphoning pale miasma using her Occult pool that deals 3 non-halved Superficial Health Damage to all that stay within it for a full turn. Moving out of the Miasma is a -2 minor action without Rapid Reflexes or another movement ability. Vampires and other undead can resist this strange power with Stamina + Resolve; Difficulty 3. Weak and Average Mortals cannot resist.

Moving Knees

General Difficulties: 5 / 2

A creature that twists and bends its long limbs to traverse terrain to run and chase. It fixates on anything that moves too fast, and makes loud calls, similar to the meowing of a cat, which nearly sound like speech, though with a discordant cadence that parrots others and has no real meaning.

Standard Dice Pools: Physical 6, Social 2, Mental 4

Secondary Attributes: Health 5, Willpower 3

Exceptional Dice Pools: Athletics 12, Brawl 8

Special: Moving Knees will use its Athletics to chase and keep pace, even with a fast moving vehicle. It can spend a point of Willpower to automatically pass any Skill Tests to knock it off balance or to impede its path. As Tension rises Moving Knees will close in on its prey, and at Tension 5 it will use its Brawl to attack and grapple targets.

Piasa

General Difficulties: 4 / 2

Having the large body of a mountain lion, the wings of a great eagle, the horns of a deer, and the tail of a fish. This creature feeds on blood, and may have once been Kindred, or something similar to one. What intelligence it does show is used to sew as much pain and suffering it can. Indigenous people of the Illini Tribe told tales of this monster, and how it terrorized their villages, until a brave chief vanquished it with poisoned arrows.

Attributes: Strength 4, Dexterity 4, Stamina 5; Charisma 1, Manipulation 1, Composure 1; Intelligence 3, Wits 3, Resolve 4

Skills: Athletics 3 (Flight), Brawl 4, Stealth 3, Survival 3; Animal Ken 5, Intimidation 2; Awareness 5, Investigation 4

Secondary Attributes: Health 8, Willpower 5

Disciplines: Fortitude 3, Potence 3, Protean 4

Special: This entity does not suffer Aggravated Damage from anything other than sunlight, fire, and weapons poisoned with wolfsbane.

The Thing That's Seen You

General Difficulties: 7 / 3

A creature of unknown origin and biology, a true cryptid. It stalks the wilderness and watches from afar, enjoying the hunt more as a kind of ruthless and violent game rather than a necessity. This creature is meant to be wholly defined by the Storyteller, and so the statistics here are meant more as a point of reference than to be definitive. Its powers and abilities should be strange and only nominally similar to what Vampires are capable of. Being able to vanish and re-appear on a whim, or having extreme levels of strength despite a thin and long-limbed appearance are good basic abilities. Players should never feel comfortable when in the presence of this being.

Attributes: Strength 6, Dexterity 4, Stamina 5; Charisma 2, Manipulation 4, Composure 6; Intelligence 3, Wits 9, Resolve 4

Skills: Athletics 6, Brawl 5, Melee 3, Larceny 2, Stealth 7, Survival 5; Animal Ken 4, Intimidation 6, Subterfuge 2; Awareness 5, Investigation 4

Secondary Attributes: Health 8, Willpower 5

Disciplines: Twelve dots spent amongst any Disciplines.

Special: This entity does not suffer Aggravated Damage from anything other than a weakness, such as a Folkloric Bane.

Werewolf Vandal

General Difficulties: 4 / 2

Werewolves that throw their weight behind any action that results in destruction, especially that of mankind's make. These individuals are usually well-connected, researching their targets thoroughly and accumulating like-minded allies before they strike. They've been known to provide even other supernaturals of the night, such as Kindred, with information and aid if their goals align.

Attributes: Strength 4, Dexterity 3, Stamina 5; Charisma 1, Manipulation 3, Composure 1; Intelligence 4, Wits 5, Resolve 3

Skills: Stealth 4, Survival 5; Animal Ken 4, Persuasion 2, Intimidation 4, Subterfuge 4; Awareness 5, Academics 3 (Research);

Secondary Attributes: Health 4, Willpower 3

Disciplines: Animalism 5, Auspex 3, Celerity 3, Fortitude 5, Potence 5

Special: Vandals suffer Aggravated damage from silver weapons and fire only. They recover 1 Superficial Health per turn. Vandals can transform into a War Form to gain claws that deal +3 piercing and slashing non-halved Superficial damage, as well as a powerful bite that deals an additional point of Aggravated damage, even to Vampires. When in their half-wolf war form they get +3 to all physical attributes.

Werewolf Wastewalker

General Difficulties: 4 / 2

Werewolves that wander the vast expanse between cities, larger and more dangerous than their kin and having aspects of bats. Wastewalkers are much more dangerous than Lupines that are typically seen in or near cities, as these are dire creatures of terror that hunt Elders who stray too far from the comfort of their havens, and rip open whole coterie purely for their enjoyment.

Attributes: Strength 5, Dexterity 3, Stamina 4; Charisma 2, Manipulation 3, Composure 1; Intelligence 3, Wits 5, Resolve 3

Skills: Stealth 4, Survival 5; Animal Ken 4, Persuasion 3, Intimidation 3, Subterfuge 5; Awareness 5;

Secondary Attributes: Health 4, Willpower 3

Disciplines: Animalism 5, Auspex 3, Celerity 3, Fortitude 5, Potence 5

Special: Wastewalkers suffer Aggravated damage from silver weapons and fire only. They recover 1 Superficial Health per turn. Wastewalkers gain claws that deal +3

piercing and slashing non-halved Superficial damage, as well as a powerful bite that deals an additional point of Aggravated damage, even to Vampires. When in their half-wolf war form they get +3 to all physical attributes.

Will o' the Wisp

General Difficulties: 6 / 2

Recorded throughout most folklore are the sightings of strange lights amidst the wilderness. A flash of unearthly flame, a crawling ball of lightning, or a hypnotizing mirage of car lights on the horizon. These instances of paranormal light entice onlookers while terrorizing others, and rarely have a proper explanation. Certain academics amongst the Tremere or Kiasyd claim they are the result of Fair Folk bridging the gap between mundane reality and some fever-dream beyond, while those that have seen them up close expound that they are a darker side of nature, luring the foolish and unnatural to a fate worse than death.

Attributes: Strength 2, Dexterity 5, Stamina 1; Charisma 2, Manipulation 6, Composure 2; Intelligence 3, Wits 3, Resolve 1

Skills: Stealth 5, Survival 5; Animal Ken 4, Persuasion 3, Intimidation 3, Subterfuge 5; Awareness 5;

Secondary Attributes: Health 4, Willpower 3

Disciplines: Obfuscate 4, Presence 4

Special: Once seen, this entity traps those that see it in a pocket of wilderness that loops in on itself. Each time characters loop around, Tension increases. Whenever a character looks at the Will o' the Wisp for more than a fleeting instant, they must make a Test of Composure + Resolve; Difficulty 2 + Current Tension, else they gain the Lured Compulsion, which confers a -2 Dice Penalty to any pools made in an effort to move away from the light they've seen. Onlookers with Premonition, especially Malkavians, will feel a general sense of unease in the direction of the light, and can add their Auspex to defensive rolls to resist its pull.

The Will o' the Wisp can project a flicker of fire as a ranged attack using Dexterity + Wits that deal 1 point of Aggravated Damage and may call for the Fear Frenzy Check. When attacked it uses its Wits + Stealth to evade. Successful attacks always deal 1 point of Aggravated Damage. When either the Health or Willpower Trackers are fully marked, this creature vanishes and those caught in its trap are freed. **Further Notes:** A variation of this entity is used in **ESCAPE** (Pg. 71). Their abilities can be modified or combined to provide further challenge.

Vampires

Typical Blood Suckers

"My Sire used to say to me 'Dearest Elena, we're all in this together, some simply don't realize it.' He'd say it while looking heroic, full of poise and peering out the window and into the moonlight. An old knight from a fairytale age that never really existed. 'All are meant to live in harmony, with grace and poise. Circumstance is something you rise out of, overcome, not something you drown in.'"

"He was a fool, of course. I won't lie and say that I don't miss him now and again, his idealism was oppressive, but also genuine, which meant it was endearing. So few things are real when we say them. He thought the world could be a harmonious place, and he fought for it every night. I wield his sword now. I speak the words he spoke to me. But unlike him, I gladly raise this blade to cut down my enemies. They are notches on my belt. Just a number ever-growing. Nothing more. The fact of the matter is that we are our own worst enemies. Monsters, wraiths, faefolk, magicians, even Second Inquisition Hunters –They don't hurt us like we hurt each other. We're experts on what makes us suffer. I feel no pangs of remorse for the other Kindred I must kill."

–Lady Sophia of Leeds, Knight of Avalon

Agitator

General Difficulties: 3 / 2

This Cainite riles up local groups, inciting chaos. Anarchs identify heavily with the Agitator, as they are ready to take the fight against authority to the streets if need be. These individuals usually have selfish motives, or are too short-sighted to see the cause they stir up will benefit anyone in the long term.

Attributes: Strength 4, Dexterity 3, Stamina 4; Charisma 4, Manipulation 3, Composure 1; Intelligence 2, Wits 3, Resolve 3

Secondary Attributes: Health 7, Willpower 4

Skills: Athletics 3, Brawl 3, Drive 2, Firearms 4, Melee 3, Stealth 1; Animal Ken 2, Insight 3, Intimidate 2, Persuasion 3, Streetwise 3; Awareness 2, Politics 4

Disciplines: Animalism 3, Celerity 3, Fortitude 4

Humanity: 6

Blood Potency: 2

Notes / Other Traits: The Agitator has ambitions for change and regains Willpower whenever a Cainite they're with scores an impairing blow against a target of their unified ire.

Bestial Pack Leader

General Difficulties: 4 / 2

Taking the shape of an animal, this Kindred finds similar animals, and then leads them. Whether that be a flock of birds, pack of strays, or a business of ferrets.

Attributes: Strength 3, Dexterity 2, Stamina 3; Charisma 3, Manipulation 2, Composure 2; Intelligence 3, Wits 1, Resolve 2

Secondary Attributes: Health 6, Willpower 6, Humanity 5

Skills: Athletics 4, Brawl 3 (Bites), Melee 2, Stealth 3, Survival 4; Animal Ken 4 (Chosen Pack), Insight 2, Intimidation 3, Persuasion 1, Subterfuge 3; Occult 3 (Cryptids),

Disciplines: Animalism 4, Protean 4

Notes / Other Traits: This individual usually prefers to stay in animal form by using Skin Taker, Shapechange, or Metamorphosis, and can lead at least two other animals of the same type as a group.

Board Wolf

General Difficulties: 4 / 2

A commercial predator that preys on businesses and their owners. This Kindred is as likely to feed on your constituents as they are to feed on your profit margin.

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 3, Manipulation 4, Composure 3; Intelligence 3, Wits 3, Resolve 2

Secondary attributes: Health 6, Willpower 6

Skills: Finance 5, Intimidation 4, persuasion 3, politic 3 (global regulation), academic 2 (economic), subterfuge 3, Etiquette 5, Insight 4, Intimidation 3, Leadership 1

Disciplines: Animalism 3, dominate 2, presence 1, protean 2

Humanity: 6

Blood Potency: 2

Notes / Other Traits: The Board Wolf comes with Resources (●●●) and will readily, and recklessly, stack them to launch projects that damage other Kindred's finances for short-term personal gain.

Casimiri Warbandit

General Difficulties: 4 / 2

Usually appearing in numbers of two or more, these ruthless Gangrel tear into town, rip apart a target or establishment, and then leave the mess for someone else to clean up.

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 2, Manipulation 2, Composure 2; Intelligence 2, Wits 3, Resolve 1

Secondary Attributes: Health 6, Willpower 6

Skills: Athletics 3, Brawl 3 (Feral Weapons), Stealth 2, Survival 1; Animal Ken 1, Streetwise 4; Academics 2, Awareness 3, Technology 1

Disciplines: Protean 4, Fortitude 4

Humanity: 4

Blood Potency: 2

Elusive Loner

General Difficulties: 3 / 2

A kindred who keeps to the edges of town, adapting and honing skills for hunting human and animal prey. These individuals are usually wary of other Kindred.

Their ability to survive and be self-sufficient is unmatched, and even when they've been cornered they always have a back-up plan for their back-up plan.

Attributes: Strength 2, Dexterity 2, Stamina 4; Charisma 3, Manipulation 2, Composure 3; Intelligence 4, Wits 3, Resolve 2

Secondary Attributes: Health 7, Willpower 6

Skills: Athletics 3, Melee 4, Stealth 3, Survival 4; Animal Ken 4, Insight 2, Intimidation 3, Persuasion 1, Subterfuge 3

Disciplines: Celerity 2, Obfuscate 3, Protean 3

Humanity: 6

Blood Potency: 1

Notes / Other Traits: Loners are usually self sufficient, having the equivalent of Herd (●●), Contacts (●), Resources (●), and a Haven (●●).

Starving Headhunter

General Difficulties: 5 / 2

A Gangrel that's driven almost entirely by the desire to consume the flesh and blood of other vampires. It's likely that this famished vampire has Diablerize at least a few other Kindred on their quest to slake their endless Hunger, granting them a selection of seemingly random discipline powers.

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 2, Manipulation 2, Composure 1; Intelligence 3, Wits 1, Resolve 2

Secondary Attributes: Health 6, Willpower 6

Skills: Athletics 4, Brawl 3 (Bites), Melee 2, Stealth 3 (Forests), Survival 4; Insight 2, Intimidation 3, Persuasion 1, Subterfuge 3; Occult 3 (Kindred),

Disciplines: Auspex 2, Celerity 1, Fortitude 3, Potence 2, Protean 4

Humanity: 3

Blood Potency: 4

Notes / Other Traits: This Kindred likely belongs to the Kin Eater Bloodline, or is some manner of former Sabbat. When they attempt to Diablerize, add a Bonus Die to all pools they make to do so.

Taskmaster

General Difficulties: 4 / 2

A brutally efficient vampire that drives others with violence. The Taskmaster was likely a member of the Sabbat, or was Embraced by one of their number.

Alternatively in life they were a miserably controlling person that inflicted anxiety and pain to get results.

Attributes: Strength 4, Dexterity 3, Stamina 4; Charisma 4, Manipulation 3, Composure 1; Intelligence 2, Wits 3, Resolve 3

Secondary Attributes: Health 7, Willpower 4

Skills: Athletics 3, Brawl 2, Drive 1, Melee 3, Stealth 1; Animal Ken 2, Insight 3, Intimidate 4, Persuasion 3, Streetwise 3; Awareness 2, Politics 4

Disciplines: Celerity 2, Fortitude 2, Potence 3, Presence 2

Humanity: 4

Blood Potency: 3

Notes / Other Traits: Taskmasters can attack an individual to inflict a point of Aggravated Health Damage and increase their next attack pool by +3 Bonus Dice.

Wight Imperfect

General Difficulties: 3 / 5

Wights created by the Eremites of the Perfect Beast and their strange and twisted rituals of enforced Frenzy.

These creatures obey their maker like a loyal hound, but still have instincts of self-preservation.

Attributes: Strength 4, Dexterity 3, Stamina 4, Charisma 1, Manipulation 1, Composure 1, Intelligence 3, Wits 5, Resolve 3

Secondary attributes: Health 7, Willpower 4

Skills: Athletics 4, Brawl 5, Firearms 1, Melee 3, Larceny 2, Stealth 4, Survival 5; Animal Ken 4, Intimidation 4, Subterfuge 2; Awareness 5, Investigation 4;

Disciplines: Animalism 2, Fortitude 3, Protean 4, Potence 3

Humanity: 0

Blood Potency: 5

Special: Gangrel wights may accrue strange deformities and abilities as they Frenzy and spiral down the path of lost humanity. Add at least three Specialties across their Skills to symbolize any Bestial manifestations.



Strange Kindred

These are Kindred that are fairly unique and quite uncommon. For the purposes of this book, they are used primarily by Loreshoots or Bloodline backgrounds, similar to the Strange Creatures. Storytellers can also use these stat blocks and concepts to add unconventional Kindred to their Chronicle.

The Perfect

General Difficulties: 6 / 2

A Wight that has survived for countless nights. Treated as a wise and insightful being by the Eremites of the Perfect Beast, this creature is wild and feral, but holds some strange wisdom deep within.

Attributes: Strength 4, Dexterity 4, Stamina 4; Charisma 2, Manipulation 3, Composure 1; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 7, Willpower 3, Humanity 0

Skills: Athletics 3, Brawl 2, Drive 1, Melee 3, Stealth 1; Animal Ken 2, Insight 3, Intimidate 4, Persuasion 3, Streetwise 3; Awareness 2, Politics 4

Disciplines: Celerity 2, Fortitude 2, Potence 3

Blood Potency: 3

Notes / Other Traits: The Perfect does not Frenzy, and should instead be treated as in a state of constant near-Frenzy. All of its Criticals are Messy, and it cannot gain Compulsions.

Ritualist of the Old Ways

General Difficulties: 4 / 2

Kindred of a forgotten and ancient Bloodline that has nearly withered. They exist deep in the wilderness of the world and practice a form of ancient Blood Sorcery that has parallels in what might be western European paganism. These nights they seek out others, usually Gangrel, to try and pass on their traditions and rituals, as they seem unable to Embrace and continue their Bloodline themselves.

Attributes: Strength 1, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 3; Intelligence 4, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 3, Humanity 5

Skills: Craft 2, Melee 4, Survival 3; Animal Ken 3, Insight 3, Intimidation 2, Persuasion 3, Subterfuge 2; Academics 4 (Paganism), Awareness 2, Medicine 4, Occult 3

Disciplines: Animalism 3, Blood Sorcery 4, Presence 3

Blood Potency: 3

Notes / Other Traits: These Kindred are quite old and very rare. They know numerous Blood Sorcery Rituals that can be applied to solve any number of problems. They are reserved and wary of others, and are just as likely to curse someone that approaches them, as they are to help.

Valkyrie

General Difficulties: 5 / 3

Female warriors of an ancient and pagan lineage that is evidently the Waelkyrige of old. They move through domains, embracing Einherjar as chosen slain to fight in the All-High's name. Though independent, they have an affinity for Anarchs, and rail against the Camarilla, Sabbat, and more rarely, the Hecata.

Attributes: Strength 5, Dexterity 3, Stamina 3; Charisma 4, Manipulation 2, Composure 3; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 6, Humanity 5

Skills: Athletics 3, Brawl 3, Melee 4, Stealth 2, Survival 2; Animal Ken 3, Intimidate 3, Leadership 4, Persuasion 2, Streetwise 2; Awareness 3, Politics 3

Disciplines: Animalism 2, Celerity 2, Fortitude 4, Potence 3, Protean 3

Blood Potency: 3

Notes / Other Traits: When appearing, Valkyries have been known to be accompanied by a Dire Wolf famulus, which they sometimes even ride into battle.

Wintry Cannibal

General Difficulties: 5 / 3

A creature that harks to old North American tales of horror, this is the form a member of the Kin Eaters takes at the height of their Hunger, when they choose to cast away all pretense of imitating their prey.

Standing at over seven feet tall, these creatures have long emaciated limbs and have usually chewed through their lips and cheeks. Some members of this Bloodline have developed antlers or ram's horns, though whether this is due to some emergent evolution or simply a reflection of misappropriated pop culture, is unknown.

Attributes: Strength 4, Dexterity 4, Stamina 4; Charisma 2, Manipulation 3, Composure 1; Intelligence 2, Wits 3, Resolve 2

Secondary Attributes: Health 7, Willpower 3, Humanity 2

Skills: Athletics 3, Brawl 2, Melee 3, Stealth 3, Survival 4; Intimidate 4, Persuasion 3, Streetwise 3; Awareness 2

Disciplines: Auspex 4, Fortitude 3, Protean 4

Blood Potency: 3

Notes / Other Traits: These creatures are immune to the effects of cold and have +3 natural light brawling weapons. When they bite a vampire, that Vampire must Test for Hunger Frenzy; Difficulty 4.

10 DYSCRASIA ANIMALS

What follows are examples of an assortment of rare supernatural animals and the dyscrasias that can be gained from them. In order to tap a Dyscrasia from one of these creatures, the drinker must slake at least one point of Hunger. In addition to any gained Dyscrasia, these animals also provide an Intense Animal Resonance, granting +1 die to Animalism and Protean pools, on top of any other bonuses and effects they might confer. These Dyscrasias, and the animals who harbor them, are meant to be rare and used as a valued resource that many Kindred would covet or fight over. It's recommended that Storytellers treat each of these animals as key plot points or centerpieces within their Chronicle.

Many of these beasts are presented as being mistreated by their current master or jailer, and can be offered as a unique interaction or story beat for Kindred with Animalism or high Animal Ken. The individual stat blocks of each animal can be found on Pg. 90, in the Strange Creatures section.

01 GHOST KING

Name: Asudu

Animal: White Lion

Circumstance: Revered and feared by local tribes for its ghostly appearance and its unnerving presence that instills fear in humans and animals alike. Asudu has been poached and is being kept as a pet by a wealthy mobster or Kindred.

Dyscrasia: Its blood imbues a vampire with a majestic aura, making those around them feel an instinctive sense of fear or awe until the next feeding.

Personality: Possessing a predatory and majestic demeanor, Asudu is fiercely territorial and embodies the raw power and grace of an apex predator. His calculating and commanding, inspiring both fear and respect.

02 SILVERED TRICKSTER

Name: Argentum

Animal: A rare white Raven

Circumstance: This raven has a large vocabulary and can mimic human speech with ease.

Dyscrasia: Feeding on this raven allows a kindred to understand and communicate

with animals without the need to rouse the blood.

Personality: Highly intelligent and curious, Argentum displays a mischievous streak, often mimicking voices to confuse or playfully interact with others. Despite this playfulness, there's a wisdom in its eyes that speaks of ancient knowledge.

03 DIRE WOLF

Name: Fenrick

Animal: An ancient wolf with a strange scar over its eye.

Circumstance: A Dire Wolf that's being hunted for feeding on nearby livestock, but has never been caught.

Dyscrasia: Its blood grants a formidable Lupine-like form, increasing all Physical Attribute Pools by +3, but increasing difficulty to resist Frenzy by 2.

Personality: Fenrick is a survivor, resilient and cunning. He is wary of others, showing a deep-seated mistrust due to years of being hunted. He has a deep rage about him, one he says he inherits from his father.

04 SHIELDED LUSTER

Name: Jikininki

Animal: A pangolin with a particularly thick hide that gleams in the moonlight.

Circumstance: This pangolin survived numerous predator attacks and was worshiped back in its homeland as a bringer of luck, until it was poached and brought into the city

Dyscrasia: Feeding on this pangolin allows a vampire's skin to grow a layer of protective bone armor, much like the pangolin's scales. Superficial Physical Damage is reduced by 1.

Personality: Jikininki is cautious and observant, always aware of its surroundings. It is gentle and unassuming, an unmistakable sense of melancholy about him due to its displacement from his homeland.

05 OLD HOUND

Name: Murdoch

Animal: An elderly bloodhound, famed for its unparalleled tracking abilities. Said to have been a loyal hound to a Ventrue elder.

Circumstance: This bloodhound was instrumental in solving numerous criminal cases due to its extraordinary sense of smell and hearing.

Dyscrasia: Its blood enhances a vampire's senses, particularly hearing and smell, to superhuman levels. +2 Bonus dice to sight and hearing pools.

Personality: Murdoch is loyal, dependable, and incredibly focused. He possesses a quiet, patient, demeanor, traits honed through years of service and yearns to serve a new master and have purpose.

06 SPIRAL IRIDESCENCE

Name: Kalino

Animal: A beautiful peacock with an unusual, hypnotic spiral pattern on its green and blue feathers.

Circumstance: The peacock has a strange effect on other animals and even humans, who seem captivated and soothed by its presence and the display of its feathers.

Dyscrasia: Feeding on this peacock grants a hypnotic gaze and enhanced persuasive abilities. +1 Bonus Die to Persuasion and gain Eyes of the Serpent (Player's Guide Pg. 80).

Personality: Kalino is proud and a little vain. He is aware of the effect it has on others and seems to enjoy the attention and the ability to influence.

07 RAT KING

Name: Gordium

Animal: Rat king, a group of rats that have become physically intertwined at their tails.

Unique Circumstance: A group of particularly large rats, each about the size of a cat, and who have deeply entangled their tails together and have begun to merge with one another.

Dyscrasia: Gain a swarm of rats with a telepathic link to you. They will obey your commands, but will scatter when taking too much damage, reforming at the end of the scene.

Personality: Gordium presents a disturbingly erratic and conflicted personality, mirroring the chaotic entanglement. Its thoughts and actions seem at odds, often switching abruptly between cunning calculation, intense hunger and frenzied impulsiveness.

08 DEVOURER

Name: Ammit

Animal: A large monitor lizard with strange red markings on her back.

Circumstance: Kept by an esoteric order of possible death-worshippers, they would feed her dismembered limbs as offerings to their god.

Dyscrasia: Your limbs immediately regrow if removed, and the associated Aggravated Damage is converted into Superficial.

Personality: Ammit is sinister and unsettling, with a demeanor as cold and unfeeling as the reptilian form she is associated with. Her past with the cult has left her with a twisted sense of entitlement and a macabre fascination with dismemberment.

09 ANXIOUS DOG

Name: Whisper

Animal: A small, timid mongrel with a constantly nervous demeanor

Circumstance: Found in an abandoned, decrepit building, appearing malnourished and in pain, with bruises over her body.

Dyscrasia: Add +3 Bonus Dice to Animal Ken and Animalism pools that are used on animals.

Personality: Exceptionally skittish and fearful, displaying a deep-seated anxiety towards others. Her eyes often convey a sense of enduring pain and sorrow, making her evoke similar feelings in those around her.

10 SACRED BEAR

Name: Nyyrikki

Animal: A massive grizzly bear whose gaze betrays an unimaginably long life.

Circumstance: Nyyrikki has become entwined in esoteric pagan rituals, in worship of an ancient Gangrel Methuselah.

Dyscrasia: Nyyrikki becomes bloodbound to the last individual that's fed on her, becoming an additional Famulus.

Personality: Nyyrikki has a mystical presence, with a deep contemplative gaze that suggests understanding beyond the mundane. However she exhibits an addition to being fed upon, finding comfort in granting power, and being of service. She maintains a melancholic disposition, as though perpetually seeking something lost.

20 ANIMALS FOR FERAL WHISPERS

Just as with the section above, this section has a number of example animals that a Storyteller can draw from at a moment's notice to populate their nights with small story hooks or interesting characters for characters with high Animalism or Animal Ken, who might not normally get moments to shine or use those abilities to be helpful. Unlike the section above, these animals are meant to be generally common to the area they might appear in to help keep scene momentum or to create a scene where one might not have been before. As a general rule of thumb, many of the animals that follow are meant to be beats that lead to, or directly help with, a greater event that's occurring in the area.

These animals are not designed with any apparent supernatural properties in mind, and outside of their somewhat unique situation and personality, are just typical night-to-night beasts. If a Storyteller needs stats for these animals, it's recommended that they simply use the equivalent under the Animals section (Pg. 79).

01 LOST CAT

Name: Wilfred / Pompadour

Who They Are: A lost persian cat who is terrified of being lost in the street and is hiding under a cardboard box

Personality: Skittish and paranoid, distrustful of strangers but can be won over with kindness.

What They Want: To be taken home, to be cleaned and to have a warm meal.

What They Can Provide: They can provide information on how to enter a very wealthy family's home by letting you know the gardener forgets to lock the garden's backdoor.

Expanded Utility: Besides providing information on entering the wealthy family's home, this cat might also know about secret conversations overheard.

Location: Nestled in an alleyway behind a closed hairdresser shop.

02 STREET MUTT

Name: Rufus / Bojo

Who they are: A stray dog

who likely has worms, constantly looking for a meal.

Personality: Desperate and persistent, with a rough exterior but a loyal heart.

What They Want: A fresh and juicy meal.

What They Can Provide: Is willing to follow you around for "backup".

Expanded Utility: Knows of tucked away places where homeless and others frequent. Ghouling this dog will cure them of their affliction.

Location: Roaming the backstreets and dumpsters near a busy market area.

03 POMPOUS RAPTOR

Name: Ace the Swift

Who He Is: A prideful hawk who is currently choking on a bone.

Personality: Arrogant and sharp-tongued, disdainful of those he sees as lesser creatures.

What He Wants: To be able to breathe properly, sooner rather than later.

What He Can Provide: He has a piece of paper tied to the foot of the last pigeon they

killed, it is in fact a critical message from a Nosferatu.

Expanded Utility: After helping him, Ace can offer aerial surveillance or deliver small items or messages to hard-to-reach places.

Location: Perched atop a tall, historic building with a panoramic view of the city.

04 ANXIOUS COYOTE

Name: Wisp

Who She Is: A coyote who is looking for her mate and has dared to venture into the city though she has begun to lose hope.

Personality: Determined and brave, yet visibly distressed and anxious about her mate.

What She Wants: To have her mate found and returned after seeing him taken away in an Animal Control van.

What She Can Provide: She will agree to aid you in any way she can for his safe return.

Expanded Utility: Wisp can use her keen senses to track scents or lead players through perilous urban landscapes.

Location: Lurking in the shadows of a large urban park, especially near wooded areas.

05 AVARICIOUS TANUKI

Name: Tom Nook

Who They Are: A greedy overweight raccoon who can be found in an abandoned dilapidated house.

Personality: Sly and cunning, with a penchant for hoarding and a keen eye for opportunity.

What He Wants: He wants to get a stable income of food that allows him to exert less effort.

What He Can Provide: He is willing to loan out his "home" and even offer protection in return for food ...the good stuff.

Expanded Utility: Tom acts as if he's the centerpiece of the neighborhood, and can provide "valuables" on loan. He also has some information on all the other residents in the area, human or animal. Especially if they owe him.

Location: Inhabiting an abandoned house in a forgotten part of town, surrounded by overgrown vegetation.

06 TIRED OPOSSUM

Name: Feeona

Who They Are: An overworked opossum who is "playing opossum" –Though very poorly.

Personality: Exhausted and jittery, but surprisingly observant and clever.

What They Want: Somewhere warm to sleep.

What They Can Provide: Information on a group of strange pale men who have moved into their old home (an abandoned house).

Expanded Utility: Feeona could provide insider knowledge about supernatural activities in the area, having witnessed strange occurrences while playing opossum.

Location: Found in a cluttered and deserted alley, near a pile of old furniture and debris.

07 TORTURED BAT

Name: Batty

Who He Is: A bat that is somewhat deranged and erratic, he has escaped from an animal testing lab and is suffering from an unknown disease.

Personality: Erratic and paranoid, struggling with the aftereffects of his experiences.

What He Wants: To be cured of his affliction.

What He Can Provide: Can describe the interior of the animal testing lab, the equipment and where they keep the blood for their experiment.

Expanded Utility: Batty could become a valuable source for information on unethical experiments or Kindred that frequent the lab.

Location: Hiding in the dark corners of an old, unused subway tunnel or under a bridge.

08 PLAYFUL FELINE

Name: Simpkin

Who They Are: An energetic gray street cat.

Personality: Playful and easily distracted, with a mischievous streak.

What They Want: They want to catch this mouse that won't stop running away

What They Can Provide: They know of a tailor shop that

is upmarket and is heavily indebted to the local gangs.

Expanded Utility: Simpkin could offer insights into secret entrances or hidden areas within the tailor shop, potentially useful for burglary or spying on local gangs.

Location: Roaming around a local tailor shop in a residential neighborhood.

09 INSIDIOUS SERPENT

Name: Apep / Chorak

Who They Are: A snake, cold and pragmatic.

Personality: Calculating, with a slow and deliberate way of speaking. Strangely intelligent.

What They Want: A safe place to hibernate and food.

What They Can Provide:

Willing to spy for you and provide information on a strange venue where they were made to slither over human skin. Can vaguely describe the logo of an establishment.

Expanded Utility: Could be used to plant listening devices or to gather intelligence in small, confined spaces.

Location: In a quiet spot within a community garden or a botanical greenhouse, under a UV lamp.

10 TERRITORIAL WOLF

Name: Hati, Asena, Romulus, Remus

Who They Are: A large wolf who seems to stare at you intently.

Personality: Guarded and suspicious, fiercely protective of their territory.

What They Want: For the local two legs to leave their territory near the periphery of

the city.

What They Can Provide:

Willing to become backup or a tracker in return for getting rid of the Kine in their territory.

Expanded Utility: Could provide knowledge about safe passages through the wilderness and alerts about dangers or traps set by hunters or other entities.

Location: In the outskirts of the city, near a forested area where urban development meets the wilderness.

I I CHARMING FOX

Name: Mr. Todd

Who He Is: A sly fox

Personality: Charming and inquisitive, with a knack for getting into and out of trouble.

What He Wants: Food and many other creature comforts

What He Can Provide: Willing to provide information on what he has seen and even gather more if you promise to improve his well being.

Expanded Utility: Mr. Tod could become a scout or a spy, using his cunning to gather information or lead adversaries astray.

Location: Frequently seen near a busy city square, especially during the evening.

I 2 MAN-EATING CROC

Name: Gustave / Cora / Laguna

Who they are: Crocodile that rests comfortably in their spot.

Personality: Predatory and patient, with a deep understanding of their aquatic environment.

What They Want: They want to know what a "two leg" tastes like.

What They Can Provide:

They could provide safe passage through waterways.

Expanded Utility: The perfect way of disposing of unwanted... 'Problems'.

Location: In a secluded part of the city's river, particularly in a less-traveled area with dense foliage.

I 3 SMALL FISH

Name: Swimzell

Who They Are: fish

Personality: Skittish and alert, constantly aware of their surroundings.

What They Want: To be able to swim peacefully without seagulls or other predators coming at them

What They Can Provide: Information of the going on near the sea, strange two legs with gills cited not far near the shoreline

Expanded Utility: Swimzell could offer insights into underwater happenings, including the movements of boats or the presence of underwater creatures.

Location: In the waters near a popular pier or close to a busy shipping lane.

I 4 BIG BEAR

Name: Yogi / Bella

Who They Are: A large black bear.

Personality: Gruff and intimidating but with a surprising level of curiosity and warmth.

What They Want: Food, lots of food.

What They Can Provide:

Not mauling you.

Expanded Utility: Yogi/Bella could be used to intimidate targets or guard a location with their imposing presence.

Location: Near a city's outskirts, in a forested area with nearby campgrounds or hiking trails.

I 5 NOBLE LION

Name: Leo

Who they are: An old lion.

Personality: Noble and proud, with a deep-seated desire for freedom.

What They Want: To be free and no longer in this cage

What They Can Provide: Could be convince to lend you his might in return for freedom

Expanded Utility: While Leo makes a capable combatant, having a lion accompany you around can provide some potent symbolism and surprise even the most jaded kindred.

Location: Confined in a large, somewhat neglected enclosure at the city zoo.

I 6 ISOLATED DEER

Name: Roe / Buck

Who They Are: A rather large deer.

Personality: Timid and gentle, with an innate understanding of the forest.

What They Want: To make it back to their herd safely after being separated.

What They Can Provide: Can show you the location of an empty tent torn to shreds that smells of ash and blood.

Expanded Utility: They could provide valuable reconnaissance in forested areas and alert to the

presence of supernatural entities.

Location: In a serene clearing within a large national park on the city's edge.

17 LABORING BEAVER

Name: Beavus

Who They Are: A Beaver.

Personality: Industrious and focused, with a single-minded dedication to his tasks.

What They Want: More lumber for construction materials.

What They Can Provide: Beavus could assist in constructing or sabotaging structures, leveraging natural engineering skills.

Expanded Utility: Blocking off waterways, chewing down big trees to block roads, or clearing paths.

Location: Along a river or stream within a city park, busy constructing a dam.

18 FERRET THIEF

Name: Sky

Who They Are: A gray ferret

Personality: Mischievous and curious, with a penchant for getting into tight spaces.

What They Want: Anything shiny, really.

What They Can Provide: Willing to steal something for you.

Expanded Utility: Useful in stealth missions, retrieving small items from secure locations.

Location: Found in a bustling urban pet store or seen darting through a crowded shopping district with something in their mouth.

19 HOARDING CROW

Name: Cawlin

Who They Are: A Crow

Personality: Intelligent and observant, with a love for shiny objects.

What They Want: They want more shiny treasures for their hoard

What They Can Provide: Being especially smart birds

they are able to operate door knob, memorize codes for doors or atm for cards

Expanded Utility: Cawlin could be trained to perform complex tasks, such as scouting or even simple sabotage.

Location: Often spotted around a historical monument or a city square, especially where tourists gather.

20 MURDEROUS TOAD

Name: Kroak, RBT

Who They Are: A big bloodthirsty cane toad.

Personality: Aggressive and voracious. Wishes to devour anything it can get in its mouth.

What They Want: TO KILL!

What They Can Provide: Will bite your foes! But will largely provide no benefit.

Expanded Utility: Cane toads are especially poisonous to still-breathing things, causing tremors and hallucinations.

Location: In the damp, overgrown backyard of an abandoned, rundown property.

20 WHISPERS & RUMORS

These are meant to be quick and easy gossip that are related to Gangrel, their Bloodlines, or some other adjacent group, topic, or individual. They're best used as a little way to spice up a scene, entice a player with a little mystery, or provide a hook for a much larger picture. They are meant to lack elaborate context, and if used a few of them may require broader knowledge on the topic that might not be thoroughly provided within this book. Despite this, Storytellers are encouraged to spin their own narratives and plots in regards to these tidbits. Creating something out of very little is usually better than burdening oneself with too much research into old tomes.

01 RISE OF THE INVICTI

An order of Gangrel calling themselves the INVICTI have begun to gain prestige in local Kindred society. Regardless of Sect, they have taken up the mantle to hunt down local Vampire Hunters, and are looking for capable applicants. Some claim they may even have the support of a justicar.

02 FLANNERY'S FLIGHT

In the mid-century the Irish Gangrel, Michael Flannery, supposedly flew from Donegal Ireland to Boston, Massachusetts as a bat amidst a terrible winter. Some claim he was a powerful Methuselah, and that a similar occurrence has happened in the city.

03 MAGDA'S EXPULSION

An ancient Elder has awoken in Ireland and wields old sorceries that control and empower plantlife. Those fleeing from the island claim that she may not be a Kindred at all, and her primary goal is expelling all vampires from her domain.

04 NIGHT ROAD

A nearby Prince has been looking to create a network of trafficking information and cargo between cities to strengthen other Prince's domains and foster a broader alliance.

05 JAWBONE

In hushed tones, various people are saying that a jawbone has been used in several brutal murders that have carved their way through courts. Some even claim its the same biblical weapon used to slay Able, and that its being used to decimate the Kindred across whole cities.

06 OLD ENEMIES

Some local Gangrel Elders haven't forgotten the atrocities that Clan Tremere had committed against their Clan, and are looking to form an alliance with local Gargoyles in order to create a greater federation that will finish the Omen War once and for all.

07 OLAF'S RETURN

The supposed founder of the modern Bloodline of City Gangrel has been spotted moving through a local Anarch territory. Rumors abound that he's in talks with a local Baron.

08 LIVING ZOO

Enkidu, one of the oldest Gangrel known to exist, is said to have ghoulled and curated animals on the edge of extinction. Supposedly destroyed by the Ivory Tower, some claim they've seen a strange creature taking up a similar mantle, creating a nearby preserve.

09 LUPINE EXODUS

A massive influx of Lupines has been moving through the city. Some Gangrel claim that something in the nearby pine barrens has spooked them to such an extent that they'd rather flee than fight.

10 VILE BROOD

An aberrant group of insectoid Gangrel has taken purchase in the nearby city of Houma, where they are in open war with the Nosferatu for control of the swamps and sewers. Their aims seem overly insidious, even for Kindred kind, and the creatures they call upon are twisted and strangely resistant to powers of Animalism.

11 GRAND HUNT

The most influential local Gangrel have chosen a Predator and Prey Priest, and are looking to hold a grand feast and hunt to bring in the new seasons, and enlighten other Ferals about their heritage. The winner of this hunt is said to be rewarded but an elder of the bloodline.

12 MOON ELK

Gangrel in the city have claimed to dream of a grant white elk. Some claim they are being beckoned for its council, while others claim it wishes to be hunted.

13 GLORIOUS DEATH

A Valkyrie has appeared at a local Anarch gathering, and offered those capable and willing an honorable death at the final conflict when Ragnarok begins. Those who fight beside the Valkyries and the All-Father will achieve enlightenment and glory in death.

14 BLOOD BEAST

A massive bear has been seen moving into the city. It specifically hunts Kindred, and supposedly has developed a taste for Vitae. Mixed accounts claim that it is an ancient ghoul, while others tell that it's been seen shift its form like a Kindred with Protean.

15 CARNA'S CANON

A local member of House Carna claims that the house's namesake calls on the blessings of Veles in some of her Rituals. Lorekeepers know that Veles was an old god that was traditionally worshiped in the Dark Ages as a patron, possibly allowing for an alliance with the new House.

16 CLENCHED FIST

Word abound that a member of "The Fist" has survived their destruction during World War II, and has been seen on the move in the city. Great prestige is granted for those that fell this survivor, or bring them before the local Baron.

17 GRIM TREMORS

Those who merge with the earth when in slumber claim that they have dreamt of numerous bloodied teeth, and have been momentarily roused from slumber by tremors from deep below. Some have taken to claiming that it is Ennoia, moving eastward to parts unknown.

18 IVORY ANIMAL

The grand childer of Milov Petrenkov, Julius, has been seen moving through local Gangrel circles, converting some Ferals to the banner of the Camarilla as part of a grand new vision.

19 AMBITIOUS WOLVES

A group of exceptionally wealthy Gangrel have taken out, or taken over, several Gangrel institutions in the city. Supposedly they want to create a city that is entirely under their Clan's thumb, where they hold all the cards.

20 DRUNKEN FOOL

A perpetually drunk Gangrel called Nodgnal, who continually feeds only upon kine who are quite drunk, claims to be the very last Anda. An old Bloodline that road with the Mongols during the Dark Ages, but has since fallen into total obscurity.

20 GANGREL MYTHS & TALES

The Lorekeepers of the Clan of Beasts have long labored to keep the oral history of the Gangrel, and Kindred at large, persistent into the modern age. Though this practice has wavered a bit in recent nights with the departure of many Elders, it lives on through the Childer who are willing to take up the mantle. Below are a number of Myths and Tales that Players and Storytellers can use or draw from to help represent the history or ancient folktales of Kindred.

I BEFORE THE LOST CITY

In the days before the First City, Ennoia, daughter of Lilith, was forsaken by kin and kingdom. She wandered the wilds, her heart heavy with solitude, and was raised by wolves. Among them she grew strong and fierce, her spirit intertwined with the untamed land. In a union most forbidden, she coupled with a mighty wolf under the silver eye of the moon, and from this union, the Beast of the Moon was born, harbinger of terror in the night and enemy of man. It and its progeny wander the earth, a fearsome specter, its howls a reminder of the eternal bond between the wilds and the children of Ennoia.

II THE TURN OF THE SIBLINGS

Born alongside Ennoia was a twin, a rival as fierce as she, their spirits forged in the same infernal flame. Together they wandered, together they battled, their strength and fury matched only by each other. But upon their dark father's mysterious departure, their unity fractured, turning to bitter enmity. Armies of their progeny rose, and the land was soaked in blood, a crimson testament to their fraternal wrath, as each sought the other's destruction.

III THE CARNAL CONFLICT

The war, cruel and relentless, consumed child and child of child, a battlefield of endless carnage. But Ennoia's twin, cunning and craven, vanished into the earth's farthest corners, scattering his blood like chaff in the wind. It is whispered in hushed tones that only when the last of his line is devoured, will Ennoia return, her wrath quenched. Until that day, her eyes search the horizon, her heart a cauldron of vengeance, awaiting the hour of reckoning when blood shall call to blood.

IV OLD WITCH IN THE WOOD

The Crone, dark creature of old, beheld Ennoia with envious eyes-turned-green. Spurned and scorned, she wrought a figure

of Ennoia from the darkest wood. Into this effigy, she summoned the spirit of the first forest, ancient and arcane, breathing false life into this twisted simulacrum. Thus was born Lhiannan taking the appearance of Ennoia, but earning her eternal ire.

V BEAUTY MARKED WRATH

Since time immemorial, distrust has festered between Gangrel and Toreador, ever since Ishtar, the radiant but treacherous Toreador Antediluvian, sought to usurp Ennoia's sacred charge. She sent her fairest Childer to beguile and steal from the daughter of Lilith, her honeyed words dripping with deceit. But Ennoia, wise to the empty words, cast them out, marring the beauty of Ishtar's Childer. Henceforth, the Gangrel watched the Toreador with eyes of suspicion, their enmity as enduring as the stars.

VI COILS OF TEMPTATION

With relentless determination, Ennoia and her legion pursued her cowardly twin, traversing lands desolate and strange. In their journey, they chanced upon an oasis, a haven of seductive tranquility, where dwelt a serpent, vast and vile, offspring of Apep, whisperer of lies. It beckoned them to stay, to partake in its forbidden fruits, its words slithering into the hearts of the weary. But Ennoia, unyielding and resolute, rebuked the serpent, leading her faithful away from its ensnaring coils, while those who succumbed were constricted and devoured by the son of Apep.

VII THE BEAUTIFUL BEAST

As traces of her twin were carried away by the winds of time, Ennoia, wearied by the endless chase, cursed his name to the night sky. Gazing upon the ravages of war, the desolation wrought by her vengeance, her heart grew heavy with sorrow. She saw the unspoken cost of those who followed her path and cause. Wracked with guilt, she proclaimed that children of Ennoia should make their own path, never to be shackled to another's cause.

VIII VICTORIOUS DEAD

In the annals of the Blood Saga, there is the tale of Canarl, the first of the night's children. Cast out as an outlaw, wounded in the throes of battle, it was under the cold gaze of the All-Father Odin that Canarl's blood seeped upon the earth and transformed, birthing the Einherjar. The first chosen slain was led by Ennoia to join All-Father Odin in his halls of victorious dead. Forsaken by kin, embraced by night, to roam the earth, a draugr of war and blood, forever bound to the darkness that birthed him.

IX OLD ONE-EYE

In the frozen north, where the wind sings laments of the lost, sat Odin, the One-Eyed Lord of the Slain, in his majestic hall of Valhalla. It is said that with his enchanted drinking horn, he and his brood could turn the sweetest wine into the darkest blood. Shadows of warriors of great renown danced in his halls. There, in the heart of winter's grasp, the lord and his children feasted, his eye aglow with the ancient knowledge, a boon of those from those before the flood.

X SPIDER'S REMINDER

As the daughter of Lilith roamed the world, traversing the Ebony kingdom, where the night holds secrets and paths are left untreated by any of God's creation. Ennoia found herself lost deep within a tangled forest of web and bone, there she encountered Anansi who taunted her until she became a primal force of nature. Chase did she, through the winding heart of darkness, until she found herself clear of the trees and rain. For reminding her of the Beast's mastery of instinct, Ennoia bestowed her immortal gift unto his daughter and the Akunanse did beguile this world ever-after.

XI THE LOSS OF THE NOIAD

The first Kindred on the continent of Europe were the Noaid, ancestors of our blood and first born of Ennoia. It's said they communed with the Guovssahas, whose screams they could hear in the night sky. The Noiad shepherd their tribes, but as the followers in Christ's crucifixion spread across the land, the screaming lights grew possessive of their tribes and urged the Noiad to tighten their grip lest they escape, but in doing so they suffocated the herd in their fists. Thus the screaming gods of light fell silent and the Noaid were lost.

XII RAHAB'S MERCY

An Erimite by the name of Rahab was a great scholar of the Beast's blood. He walked the land hungering for knowledge and power so that he may never be shackled as he was in youth. He continued to grow in power until he came across a strange and alien thing washed up on the beach. It spoke in a voice like a rainfall and proclaimed if its life was saved then it would give him what he craves, and so Rahab granted the mercy of his blood upon the thing, and joined it beneath the deep black waves.

XIII THE WARRIOR'S HOUND

There was a renowned warrior named Amos who was strong and brave, his deed and life continued to accrue until he was encountered by Scylla, who was so impressed by him that she Embraced him into the Clan of Beasts. He awoke, reborn as a child of Ennoia, and by his side a large black hound. With his newfound power he continued to prosper, aided by his hound until he became a legend. But in his prestige he began to neglect and ignore the hound that had been with him from the beginning and one day on a hunt it turned on him and devoured him. The hound of Amos is said to be only a few steps behind all children of Ennoia, ready to devour those who stray too far from themselves.

XIV ENNOIA AND THE ELDEST

In Ennoia's long travels before her rest deep within the earth, did she come across the Dragon, an enigma of flesh and bone, a living nightmare that twisted and reshaped its form. Under the eye of a blood red moon, the Dragon and Ennoia found themselves in a stalemate. Recognising the futility of their conflict, they struck an ancient pact: Once per century, or in the direst of times, their progeny would come to each other's aid, a bond forged in the recognition of their shared, ineffable persistence.

XV AETHON'S LOYALTY

There was a Gangrel named Aethon Whisperwind, bound to the wild, trusted his winged kin above all. But when darkness stormed, it was not the beast but man who stood steadfast in the maelstrom's eye. The falcon, a creature of the skies, vanished into the tempest's shroud. Thus was it revealed: True loyalty, a rare gem, may emerge from the most unforeseen of realms.

XVI SYLVANA'S HALIGTREE

Sylvana, priestess of Ennoia, erected a majestic monument in honor of Ennoia and her descendants. In a profound act of devotion, she severed her own heart, letting her blood nourish the soil. From this sacrifice, a mighty oak emerged, a towering emblem of Gangrel fortitude and might. Yet, others, envious of its grandeur, conspired in the dark. Through sorcery and plotting they spawned a monstrous ivy that coiled insidiously around the oak, sapping its strength and twisting it to their own purpose. But it is said the Gangrel will be above all, when the heart of Sylvana may beat freely once more.

XVII LYSANDER'S KIN

Lysander, son of Ennoia and brother to wolves, was a warrior of great renown and wisdom, his mind and heart open to all. However he did not see the envious look of man. They trapped him with fire and bounded his heart with wood. But in his anguished howl, a lament for trust broken, did awaken the vengeful spirits of the forest. With eyes aflame and hearts cold, the wolves, his true kin, emerged. Their wrathful retribution, a tragic ode to the shattered bond between man and beast.

XVIII DOBRUL'S MIGHT

Whispered in the night of the steppe is the tale of Dobrul the Brave, the first of the Anda, who slumbered deep beneath the earth, his spirit entwined with the ancient victories of the once great Mongolian horde. It is said that in his dependence on their might, he lost his own, becoming but a ghostly echo of their conquest as their accomplishment became echoes of the past. And so he sleeps, and the land trembles with his dreams, for it is foretold that he will rise once more at the end of days, his awakening heralding an era of turmoil and blood. So, the children of the night wait, their hearts a stilled drumbeat, for the moment when Dobrul shall emerge, a titan reborn from the ashes of history.

XIX JUKASH THE BREAKER

Jukash, breaker of the gate of heaven, crusher of stone and enemy of civilisation, tore down the cities of corruption in his quest to restore purity. His might was uncontestable, until the denizen of a cursed decadent city did invite him into their labyrinth of stone and sin, wherein the Gangrel, children of wilderness had their strength sapped. In their quest to cleanse corruption, they find themselves ensnared, for the city's darkness is as intrinsic as roots to the earth. As they delve deeper, their nature, once wild and free, becomes shackled to the very corruption they sought to destroy, a tragic irony woven into the fabric of the city's heart. His descendant to this day entwined in an eternal dance with the city, a dance of predator and prey, forever bound to its shadowed streets.

XX THE MOTHER OF BEASTS

The sun will grow black and the earth shall shudder, as the children of blood and moon unite under their mother. As she makes her war, the walls of man shall no longer stand tall and their master's will be cast down before her judgment.

THANK YOU FOR READING THIS BOOK! IF YOU ENJOYED IT, PLEASE LEAVE A REVIEW, WE APPRECIATE IT GREATLY!

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