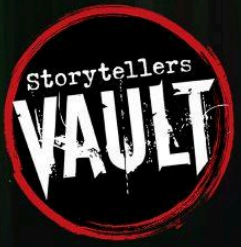


CLANBOOK

Nostradamu

5th EDITION



SKY





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TABLE OF CONTENTS

WHO ARE THE NOSFERATU?	3	BLOODLINES	41
Additional Archetypes	5	The Blood Olms	43
Hidden Dialects	10	Wrong Blood	45
DISCIPLINE POWERS	11	Skinthinners	47
Auspex	11	Tsuchigumo	49
Animalism	13	Shtriga	51
Celerity	14	Laidon of Rule & Law	53
Fortitude	15	Leper Knights	55
Obfuscate	16	THE NOSFERATU IN MODERN NIGHTS	56
Potence		Baneful Countenance	57
Protean		Filth & Secrets	59
Blood Sorcery		A Furtive's Struggle	59
Blood Rituals	21	Fellow Clans Below	61
NEW PREDATOR TYPES	38	A Political Monster	62
OPTIONAL ADVANTAGES	41	Secret Keepers	77
Bestial, Feeding, & Bonding	41	Predator, Below	78
Looks & Mythic	42	The World Subterranean	79
Mutations	25	Digital Panopticon	82
Obsession & Psychological	26	Hidden Layers in you Chronicle	85
Haven	26	Tension	86
Herd & Spawning Pool	27	Chronicle Hooks for Under Your City	87
Resources & Hardware	27	TOOLS	96
Social	27	Animals	96
Retainer	28	Swarms	101
Amercements	28	Mortals	106
LORESHEETS	29	Kindred	109
Specula Terrae	30	Things from the Below	117
Creep	31	ARMORY AND ARTIFACTS	122
The Brood	32	LAYERS OF THE DEEP	130
Argos Division	33	XX WEBSITES & 20 Rumors	136
Vermin	34		
Underwar Veteran	35		
Pursuivant of Officer Marroway	36		
Spiteful Embrace	54		
Archivist	55		
Scarmonger	56		
Counts of ORLOC	57		



Who Are the Nosferatu?

"Look. No one's writing poetry for monsters. We're not "suffering beautifully" when we look like the human expression of a car crash. Being distinguished is a fuckin scam and grandiosity doesn't mean jack when you're gonna spend eternity cramming yourself down a sewer grate every morning to hide from the big ball of nuclear death that rises every morning. High society is a joke, so we'll just sit back and talk shit because the situation's too stupid for words. The goal ain't some 'destiny', it's just not getting got. All of us are rats in a maze, we're just hanging out in places everyone else is too grossed out to. So we hoard trash and secrets, cause, in the end the cockroach outlives the swan, and he doesn't have to worry about mucking his wings. So look at it this way: The High Clans have egos big enough that we can leverage them to pay our rent. It's not a deep tragic duality, it's just being a cynical prick with enough sense to survive the shit we step in. It's gross, it's petty, but it works. And if you play your cards right, it can be a lotta fun for a really long time."

—Miami_Painkiller

Considered pariahs amongst the Kindred, the Nosferatu are frequently on the periphery, existing in their state as the Clan of the Hidden. They know all the hidden paths and dark secrets through the world they dwell in, and usually the world of others. Unchained by the pretenses of physical appearance, many are free to act and be as they wish, without the constraints of upholding their looks or station. Their secrets and resourcefulness too useful to the Kindred, even when the Sewer Rats refuse to play by their rules.

Most notable however, is that the Nosferatu share a curse that renders them repulsive and deformed, their bodies warping, twisting, or altering in ways against their mortal shape. This shared fate becomes the foundation for the Clan's strength. Solidarity in misery, usually in the forgotten and lost recesses of the world, creates a shared community. The irony is that many Nosferatu find stronger bonds and support amongst the supposed pariahs and unwanted than any other Kindred will find amongst their own kind. But this too is a double edged sword, as for many the Clan is their last lifeline, something that creates social desperation. Other Nosferatu are quick to set out on their own, their shackles to community be damned.

Entrenched in this manner, any conflict with the Nosferatu can only be pyrrhic in nature. Their unnatural power ensures they always have eyes and ears in the right places. They become an indispensable if untrusted part of any Kindred society, ignored only at great risk. Having suffered greatly, they expect cruelty from the world and are quick to inflict spiteful reprisals upon the deserving and otherwise. In their darkest moments, the Beast exploits their disconnect from the rest of the world, using it as a wedge to drive them toward greater savagery and isolation, leaving them either alone or bound among their own as hatred for the world that would make them pariahs continues to fester.

The Nosferatu in Play

The Nosferatu are often seen as the Clan most likely to engage in skulduggery: lying in wait, moving unseen through office spaces in search of sensitive information, navigating sewers with practiced ease, setting traps, or accessing servers from warren-like havens. These are all very real facets of the Clan, but they are not the only paths open to them.

The Clan of the Hidden is just as likely to intimidate and terrorise criminal subordinates in scrapyards, or to seek favour in Elysium while wearing ornate masks to conceal their visage. Some haunt attics or stalk hospital wards at night, posing as comatose patients or forgotten staff. While the Nosferatu have a natural affinity for the underground and the dark passages of the city, they are by no means bound to them. Wherever neglect, secrecy, or fear provide cover, the Nosferatu can thrive.

Seen as the most monstrous on the outside, there is a temptation to cast the Nosferatu as the most humane of the clans, a crude beauty-and-the-beast inversion. In truth, rejection, isolation, and spite form a volatile mixture that makes inhuman violence feel justified, even necessary. More than any other clan, the world already treats the Nosferatu as monsters, and the urge to abandon restraint and accept that role only grows with time.

Spite and destructive cruelty may begin with preying upon those deemed "deserving," targets whose suffering feels justified or even corrective. Yet this impulse rarely remains contained. Over time, the definition of deserving inevitably widens, until cruelty is no longer a response to injustice, but a habit in search of excuses.

Additional Nosferatu Archetypes

FAKE COMPASSIONATE

"To reach a hand down to somebody, they need to be beneath you, and I am beneath no one."

There is an opportunity in being underestimated. So you bow, you plead, you let them see a creature broken by the world. And when they are certain of their superiority, that is when you will make your move.

Condescension and pity are thrown down like coins by the self-appointed superior, offered to those they deem beneath them, kine or Kindred alike. The worst part? They expect gratitude for their charity, as if their low expectations were a kindness. You resented it long before the Embrace. Now, in this malformed flesh, it festers into something close to madness.

SUGGESTED CONVICTIONS:

- *Never forgive a slight.*
- *Always appear weaker than you are.*
- *Mercy and generosity are luxuries of the powerful.*

ROLEPLAYING HINTS:

- You are quick to make yourself seem weak or pathetic either to appease or be underestimated
- You deeply resent being treated like a lesser and perceive pity as just another insult. Such disrespect deserves to be exploited.
- You are quick to cast blame on circumstance and how your unfair treatment has put you where you are, never owning up to your character defects. It so prevalent you may even believe it yourself

SUGGESTED TOUCHSTONES:

- A young thief who survives by milking sympathy or scamming the soft-hearted by pretending to be in distress, a kindred soul who lives by exploiting their condescending sympathies.
- A charity worker who, having fallen on hard times, has had no choice but to redirect funds toward their struggling family, wracked with guilt and questioning if they have done the right thing. You remember what that was like.
- An individual who is always willing to go out of their way to help others, but whose generosity is being exploited and taken for granted at great cost to their life.

GUARDIAN OF THE PERIPHERY

"I'll never serve a throne, only my family."

You protect and look after those who have been left to fend for themselves. Like you they are pariahs and together you each take turns guarding against the society that has left them to fend for themselves. Together you continue to struggle against those that see them as nothing more than food or camouflage. In a world defined by parasitism, you have chosen symbiosis, or so you tell yourself.

SUGGESTED CONVICTIONS:

- *Never abandon those who depend on you.*
- *Trust is earned not given.*
- *Nobody leaves the community.*

ROLEPLAYING HINTS:

- You genuinely care for the outcasts who make up your circle, treating them as equals and romanticizing life on the margins as more honest than polite society's hypocritical, corrupt way of life.
- You are defensive about your "family" and believe wholeheartedly that family is chosen, not born. However, you react very poorly to those who mistreat you or whom you perceive as "turning their back" on their family.
- You avoid using your Disciplines on your family, but you will do whatever is necessary to protect them, even from themselves and from those who would endanger their way of life.

SUGGESTED TOUCHSTONES:

- The leader of a homeless community, followed not through fear but through trust and presence. When times are hard, people turn to him, a kindred spirit.
- Most within the community are wary of you and a bit afraid, but this person, who has almost nothing, still goes out of their way to check on you and make sure you are all right.
- A weary commuter who despises his corporate life, yet each night brings food and small comforts for your people before heading home. He yearns for another life, but he does not know the path.

SPITEFUL OUTCAST

“I’m going to tear that smug little smile off your pretty face.”

Never given a chance to prove their worth, mocked and reviled for an appearance they could not control. They came to realize there is a tyranny within beauty, one that seeks to bury them beneath the dirt to die in silence. They reject it. The spiteful outcast strikes back, targeting those who would denigrate him or others like him, making a mockery of aesthetics and taking pleasure in offending the sensibilities of the superficial and the hypocritical.

Many become vindictive creatures, fixated on the beautiful, punishing them or those who merely remind them of the faces they have come to despise, whether deserved or not.

SUGGESTED CONVICTIONS:

- Only cowards and hypocrites conceal their flaws.
- The world will fear the broken.
- Beauty is just an opiate for those who possess none.

ROLEPLAYING HINTS:

- You are wary and can become vindictive toward those who get by on charisma or on traits that society, be it Kindred or kine, finds pleasing. To you it is arbitrary and unjust. Though as much as you deny it, you crave their recognition.
- You find twisted satisfaction in forcing the beautiful and the comfortable to see the ugliness and shortcomings in themselves.
- You believe ugliness is honesty. Anyone who hides behind masks, cosmetics, or pleasantries is lying to themselves.

SUGGESTED TOUCHSTONES:

- An aspiring actor or performer who is constantly getting passed over by others just for their looks. An injustice you know all too well.
- A person who is treated like a loser by the rest of their entourage just because their taste don’t fit in with the “in crowd”. They are becoming resentful, but he doesn’t have to do so alone.
- A radical outcast who rallies against the shallow superficiality of society, either through online platforms or street campaigning.

SPYMASTER

“Your secrets are safe with me.”

Secrets are the lifeblood of Kindred society, and those who possess none are already dead. You collect and trade them: the sins, the conspiracies, the inconvenient truths. You safeguard the secrets of your good friends, whether it be from the Inquisition or their rivals, and in turn you prosper in their shadow. And of course you find the dirt and the vulnerabilities of your enemies.

Your services have become far too invaluable to deny and you provide peace of mind for those wise enough to patronize you. Any Sect would be a fool to deny your usefulness. Threats come from within just as easily as from without, and you will uncover them all by whatever means are necessary. The true nursemaid of power.

SUGGESTED CONVICTIONS:

- Reveal secrets only when they’re most valuable.
- Never pass up the chance to gain another set of eyes.
- Never give up a secret for less than you are getting.

ROLEPLAYING HINTS:

- You are calm and calculating, preferring observation to confrontation. Violence is crude; information kills without a trace.
- You are highly observant of your surroundings and always looking for opportunities to gather information, no matter how trivial.
- You see every conversation as a game, one in which you must always come away with more information than you give.

SUGGESTED TOUCHSTONES:

- A security specialist who works for a company ensuring that OPsec is up to date. The unknown is the greatest deterrent.
- A journalist who specialises in whistle blowers and goes to great pain to protect their sources. You both appreciate the importance of keeping your informers safe.
- A lifelong confidant for their friends, family, and even acquaintances. They just have one of those faces people trust. They can no longer bear the weight of all those secrets and come to you to unburden themselves.

TECH PRAGMATIST

“Your code’s as bad as my jokes. Both need explaining.”

While the modern Luddites in the Camarilla try to track you down and put a stop to it, you and your peers are still out there, quietly working in the dark. The fact of the matter is the world is becoming increasingly digital. You live mostly online now, lurking in forgotten corners of the web. You either experiment with decentralized networks and encrypted archives or go fully analog, hoarding obsolete machines that can’t be traced. In a world of surveillance.

SUGGESTED CONVICTIONS:

- *Complacency, not data, will get you killed*
- *You either adapt or you die.*
- *Trust only systems you had a hand in building.*

ROLEPLAYING HINTS:

- Every problem looks like a nail that deserves a smarter tool whether it be software, hardware, or both.
- You know better than most how modern systems, operating platforms, and devices are compromised. You rarely miss a chance to lecture others about it, insisting that technology isn’t the problem. People are just too lazy to practice basic OpSec.
- You are always experimenting, rebuilding, and testing. Nothing stays “good enough” for long; if it works, you’re already thinking of how to make it better or more secure.

SUGGESTED TOUCHSTONES:

- An obsessed, privacy-centric hobbyist who scavenges old computers and repurposes them to build a self-hosted network, VPN, and cluster of secure machines. His mission statement mirrors your own.
- A long-dead MMO, barely kept alive by a handful of players. It reminds you of a time before the Embrace, and you still roam its empty servers. One remaining player has become your nightly companion, an unlikely digital confidant.
- An original cryptocurrency developer from the old days when Pizza could be bought with BTC, when it was still cyberpunk, before the speculation hollowed it out. He still works on his project with a scattered, idealistic team, and you sometimes help or brainstorm with him online or in person.

RANTING PROVACTEUR

“Everything’s a scam. I’m just the one yelling loud enough to build a reputation on it.”

Every Kindred is trying to play the game, climbing the ranks of power and calling themselves a Duke or whatever of some place, like it matters. As if some monster who predates bread won’t eventually glance in their vague direction and make them combust. Assuming we don’t get drone-struck like those poor bastards wearing wizard hats in Vienna.

I mean, it’s entertaining for sure, and hey, you’re no better. You don’t pretend to be above it. You have to play along too, just to keep your little dark corner of the city and that bloodvessel that kind of likes you. Some get pissed off at the cavalier attitude, but hey, you’re just providing insight and advice for free.

SUGGESTED CONVICTIONS:

- *Every tragedy has a silver lining.*
- *Never be afraid to say what they won’t.*
- *If you can’t fix it, exploit it.*

ROLEPLAYING HINTS:

- Deeply cynical, you don’t think any of this really matters in the grand scheme of things. You are just here to enjoy the ride and hopefully survive.
- You mock the pretensions of ambitions of all kindred alike, though you secretly (or not) enjoy watching the spectacle. It’s the best form of entertainment
- You like to play off any pain as a joke and enjoy saying the uncomfortable truths and pretend its for everyone benefit.

SUGGESTED TOUCHSTONES:

- A failing individual whose ambitions far outstrip his competence. He keeps throwing himself into one doomed project after another, refusing to give up when he should. It’s almost endearing. You wish him well.
- A paramedic who has seen too much death and stupidity to believe in meaning. Sardonic, with a gallows sense of humor, he spends most of his paycheck at a club or bar trying to forget what he’s seen.
- A jaded late-night radio host who comments on the city’s happenings. He was let go for “offensive content” but continues broadcasting his show to a loyal audience of maybe five listeners, if you count yourself among them.

RATKING

“We are all in it together, whether you like us or not”

A moniker dating back to the Dark Ages when rats would find their tails entangled in knots that could never be undone. Nosferatu who make sure those bonds never break have the moniker. They ensure it remains in everyone’s best interest to work within the brood and contribute to it. Many maintain or create services for their kind, reinforcing their warren havens as well as the clan’s standing within the city. At times, they punish or shepherd those Nosferatu whose ambition threatens the collective. They are the ties behind every Sewer Rat.

SUGGESTED CONVICTIONS:

- *The Brood is greater than the Broodling.*
- *Everyone pulls their weight, or they get buried.*
- *Stability for the unwanted is worth any cost.*

ROLEPLAYING HINTS:

- Everyone has a role to play in the undercity, you do yours and you expect others to do so in kind
- You trust those of your clan more than any other, how could you possibly trust someone who doesn’t know what it is like you
- You value function over ego. Leaders come and go; foundations endure.

SUGGESTED TOUCHSTONES:

- An orphan who spent childhood drifting from foster home to foster home before running away. He is without a home, you remember what that was like before you found purpose.
- A tradesman or city worker who maintains the forgotten infrastructure beneath the streets. He is one of the rare few who still remembers the old plans and tunnels under the city.
- A local fixer who knows every name, every face, and every business within their district. They understand that keeping a pulse on the community is the only way to keep it alive.

SYNDICATE BRUTE

“Fall seven times, rise eight. Those in power remain so only as long as you let them.”

Your loyalty is to your criminal brood, and no one else. Not to Sect, Clan, or even Coterie. You’re equal parts predator and enforcer, wielding any tools the night provides –Fists, blades, pipes, claws, or fangs– to get the job done and ensuring you and yours survive and thrive. No violence is too violent if it’s done to increase the prominence of your brood and weaken the power of the institutions and systems that oppose them.

SUGGESTED CONVICTIONS:

- *Imperial decree must be answered with a decree of death.*
- *Family is everything; All else is noise.*
- *Loyalty is demonstrated in blood, not promises.*

ROLEPLAYING HINTS:

- Be practical and intimidating, words are tools to mold others into what you need them to be, not prose to romanticize your job.
- Loyalty to your brood is paramount, else it crumbles. Politics are a waste of time if there’s no benefit to them and the family you’re a part of is the end-all.
- Life is cheap. Violence has more worth than a simple peon in your grander scheme. Bodies are but an inconvenience to be disappeared.

SUGGESTED TOUCHSTONES:

- A dirty cop who understands that justice isn’t the laws put in place by corrupt institutions, it’s what protects the people who are crushed beneath them.
- The desperate parents, resorting to criminal ends to make ends to provide a good life for a family that will suffer otherwise.
- A mortal enforcer whose loyalty binds you together. Despite frail mortal flesh, they will always bleed to ensure the two of you survive.

Disciplines

ANIMALISM: The smallest creatures can cause the most calamitous events. The Nosferatu have long used Animalism to breed guardians, cultivate spawning pools, and ensure that nothing of importance happens unseen. As the world turns against them, they place their trust in animals, whose needs are uncomplicated and whose loyalty is not burdened by appearances or lies. Through them, the Nosferatu maintain a constant presence in places others would never think to watch.

OBFUSCATE: Obfuscate is the signature Discipline of the Nosferatu, mastered not through indulgence but necessity. To be seen is often to be destroyed. Through Obfuscate, the Nosferatu move unseen while others stare past them, or pass openly through crowds as just another forgettable presence. It is not merely concealment, but a way of existing without acknowledgement in a world that would rather they not exist at all.

POTENCE: Many believe the Nosferatu lurk in the dark because they cannot fight. Those who hold this belief

are swiftly disabused of it. When roused to violence, the Nosferatu unleash a brutal, vindictive strength, born of long-held resentment and contempt. Their fury has earned them a reputation as vandals of beauty, equally capable of shattering sculpture, flesh, and bone when provoked.

NEW COMPULSION: SELF DEPRECATING The character becomes fixated on their own perceived worthlessness, corruption or inadequacy. Until the Compulsion is resolved, they suffer a -2 dice penalty to Social pools when not downplaying themselves and attempting to exfiltrate themselves from the situation.

NEW COMPULSION: ANTI AESTHETIC Incurred by those they see as having beauty they hardly deserve. This Compulsion drives the Nosferatu to destroy, deface, or degrade to make the outside match the ruined thing within. The Nosferatu suffers a -2 Dice penalty to all rolls for actions that do not involve vandalising, exposing hypocrisy, or defacing the beautiful.

Hidden Dialects

ABSIMILLIARD The mythical progenitor of Clan Nosferatu, supposedly cursed with supernatural hideousness. He is a figure of hate and betrayal for the Clan at large.

BABA YAGA Legendary methuselah that serves as more a myth than truth. Also called the 'Iron Hag', according to the Nosferatu and many Slavic and Russian Kindred, she was a powerful sorceress feared for her monstrous power, twisting the very earth to match her visage.

BROOD A clutch of Nosferatu. More rarely referred to as a 'Hive'. They are often a communal group, sharing secrets and favors. In many cases a Brood will function not unlike a family, favoring one another over everyone else, even Nosferatu outside of the Brood, regardless of Sect or personal belief.

DREGS Outsiders even amongst the pariahs of the Nosferatu. These individuals are usually so cynical, mentally broken, or worn down that they are barely recognizable as socially functioning even by their fellow Clan. Examples of Dregs include Creeps, who exist in a state of seeking moment-to-moment emotional shock in attempts to feel anything at all, and Leatherfaces, who function only as an extension of their impulsive bestial desires to maim and feed.

GRENDEL A wight that has burrowed into the earth and spends its time either sleeping or hunting. They are cryptid-like horror stories with powers that equal Elders. Per their name, they have a habit of seeking out loud noise and eating or killing everything in their path. Many Nosferatu claim these creatures are the origins of the Nictuku myths, though others know better.

MESH NETWORK A peer-to-peer digital web used to communicate data between signal nodes. Nosferatu use these extensively in modern nights to circumnavigate the internet and all of its security risks. The prevalently used is the ORLOC Network, which has gained traction in Anarch Domains.

NOSFERATU The Clan itself. Also called Sewer Rats, Rats, the Clan of the Hidden, and more rarely Orlocs, Hives, or Pariahs.

OPSEC Operation Security; The Nosferatu's bloodborne need for secrecy, concealment, and compartmentalization made them quick adapters of OpSec at the dawn of the digital age. Despite this, nothing is fool-proof, and no matter how safe the Clan of the Hidden is, their secrets have a way of getting out.

ORLOC NETWORK The Offline Relay Local Operation Cryptography network, or 'ORLOC' for short. A decentralized mesh-network made from cheap wireless parts that features advanced encryption. Its nature as a series of independent nodes that can only communicate with the one nearest to it makes data-rates slow, but almost impossible to map.

RAT-KING The leader of a Brood, or a local group of Nosferatu. They are frequently the, or one of, the leaders amongst the Nosferatu who hold the most status. In many cases they're elected by majority agreement. In regards to the Camarilla, it's not uncommon that they're also Primogen, while amongst the Anarchs they tend to be Barons.

SHRECKNET The old digital infrastructure that was built during the height of web 1.0 in the 90's. Much of it was destroyed by the Second Inquisition, and by today's standards what remains are idle unconnected servers, old hosted sites delisted from modern search engines, and autonomous processes.

SPAWNING POOL A fetid pool of liquid spiked with Vitae that's used to mutate and breed monstrous Ghouled animals. Though the possibility for creating a Spawning Pool exists within the blood of most Clans with Animalism or Protean, the Nosferatu have not only perfected their creation, but have an inherent talent for it that surpasses the efforts of others.

WARREN A Nosferatu communal Domain, usually below the surface of the earth, though sometimes in the hollows of buildings and other structures. They are frequently labyrinthian and house numerous Nosferatu, as well as Spawning Pools and data centers. In some cases they have been fortified against threats, whether from above or farther below...

THE UNDERWAR A conflict as old as time that has gone unseen. The hollows of the earth are filled with an ecosystem of horrors that the Nosferatu must combat as they bore into the stone and dirt. The underwar is one that the Nosferatu keep to themselves, and other Clans that reside with them in the earth, unwilling to admit their vulnerability to others, unwilling to give up what little it theirs.

DISCIPLINE POWERS



Auspex

Oddly enough this Discipline rarely finds intrinsic use within the cryptographically-inclined information hoarders of the Clan of the Hidden, and yet it is highly prized for its obvious uses. Nosferatu tend towards practical use, rather than vague premonitions.

Level 1

NONSENSESORY

Amalgam: Obfuscate 1

While active, the Kindred's senses become heavily distorted, making it difficult to read or understand any stimulus at all, however they gain the ability to read and understand what is normally nonsensical to the mundane senses.

This is an incredibly ancient technique was originally developed by Malkavians during the pre-Dark Ages, but was frequently lambasted as a worthless skill by most everyone outside (and even inside) that Clan until the late-90's, when the Nosferatu accidentally stumbled upon its actual use.

Cost: Free

Dice Pools: --

System: While active, the user must make an Intelligence + Auspex; Difficulty 3 Test to understand any external stimulus (even normally understandable stimulus, such as sight and sound). Frenzy provocations and pain are exempt.

This Test may be made to interpret information that is otherwise inscrutable, provided that information carries meaning or intent. Each success beyond the margin may reveal one additional piece of information related to the stimulus. Information gained this way is not guaranteed to be useful.

Examples include reading unknown languages, parsing jumbled text, extracting the contents of a cryptograph without its cipher, or discerning meaning from white noise transmitted as patternless code.

Duration: One Scene. Spending a point of Willpower ends the effect instantly.

Animalism

There's little the Nosferatu can command, having no natural talent for Dominate nor Presence, and yet their command over beasts and *Beasts* tends to rival that of the Gangrel, even surpassing them in the uses of insects and other vermin.

Level 1

OLM ASPECT

Amalgam: Protean 1

An almost inherent talent of the *Blood Olms*, who for centuries hunted in darkness without the aid of sensory powers like Auspex, and found the darkness-piercing powers of bestial sight to be felled by murky water.

Cost: Free

Dice Pools: --

System: Whenever the user suffers a penalty to sight-based dice pools, they increase all other perception-based dice pools by an equal amount.

While underwater, the user senses the bioelectric fields generated by living creatures that share that body of water with them and automatically knows their locations, even in total darkness. Kindred generate no detectable fields.

If the user feeds an animal Vitae equal to a Rouse Check, that animal gains this power in addition to any others it would normally gain. A Famulus gains this power permanently.

Duration: This power is active while sight is impeded or while submerged.



TEEMING TRACE

Amalgam: Obfuscate 1

A fairly simple talent that uses vitae to smear illusory glamors onto a victim, making them appear as an enticing (or appetizing) entity to animals that manipulates their instincts into following a simply command.

Cost: One Rouse Check

Dice Pools: --

System: The user smears a Rouse Check's worth of Vitae on an object or character and issues a one-word command such as "guard," "follow," "harry," "avoid," or "congregate."

Animals and Insects with a Mental or Intelligence rating lower than the user's Animalism follow the command to the best of their ability, provided it does not endanger them. Commands to attack only function on animals already prone to violence such as those with the **Feral Ability**. Animals Ghouled by others than the user are immune to this power.

Duration: Up to one night or until the blood is washed off.

Level 2

PREY INSTINCT

A Bestial ability that occurs naturally within certain Nosferatu, and much more rarely a Bloodline of the Gangrel. Tapping directly into their Beast's paranoia and flight response, a Kindred gains heightened awareness of threats that operate independently of their conscious thought. Though this can dramatically improve their vigilance, such indulgences of primal fear risk a loss of control.

Cost: One Rouse Check

Dice Pools: --

System: This power activates automatically and for free while in Frenzy. The user adds their current Hunger to their Wits pools as bonus Dice. Bonus Dice added this way are considered Hunger Dice. Any attempt to ambush, or otherwise surprise the user, must beat a Difficulty equal to the user's current Hunger, else it fails outright. While under the effects of this power, a Bestial Failure or Messy Critical requires a Terror Frenzy; Difficulty 3 Test. Additionally the user does not add their Humanity to pools to resist Frenzy of any kind while under the effects of this power.

Duration: One Scene.

Level 3

BANELING

Amalgam: Obfuscate 2

A truly cruel and uncaring manifestation of their dominion over beasts. Using a unique mixture of talents in their vitae, the Nosferatu irreparably mutates a hapless beast into a pulsating biological bomb, which they can trigger at will. Many Nosferatu claim this power was created by those in the Sabbat, as it is also used by Coyote Gangrel, but they use it just as readily all the same. For what is the life of an animal to a monster?

Cost: One or more Rouse Checks

Dice Pools: --

System: The user feeds a number of Rouse Checks to an Animal equal to half that Animal's base Health Tracker (Rounded up, and ignoring bonuses from powers and abilities). The animal catastrophically mutates, loses all self-preservation instincts, and becomes **Feral**, bloating with pustules and foaming at the mouth.

The affected animal can then explode, causing Superficial Health Damage equal to its total Health Tracker (including bonuses) to everything within Brawl range of it. Animals can attempt to rush targets and detonate themselves using their Brawl, while the user can detonate them mentally with a Rouse Check at any time. Famulus deal this damage as non-halved.

If the user also has **SEWER BOMB**, the user adds their Potence rating to the damage caused by the detonation.

Killing an animal prevents it from detonating.

Duration: Animals die within an hour. Famulus can remain in this torturous state indefinitely until they are detonated.



Celerity

Finesse and precision are rare in the Nosferatu's arsenal of bloodborne masteries, instead harboring talent in mental exactness and keen awareness. However there are those things older and more terrible that act with a vicious grace in their eternal, hunting, hatred.

Level 2

FELL COUNTEenance

Amalgam: Potence 2

A primordial power of the blood, fusing the precisions of speed and the ruin of strength, with all the hate one can muster. When employed, the user's strikes bore into the flesh with traumatic force, bursting organs, tearing blood vessels, and bending bone. More concerning still is its efficacy when employed against one's own Clan.

So the story goes, that familicide are ancient sins of Mortal and Immortal alike. That one slays their sibling, their parent, their spouse, their children in foolish wrath. Within many Kindred brews this ancient hate, to bring ruin upon their own kin for reasons as vast as time.

Cost: --

Dice Pools: --

System: The user may convert every three Superficial Damage dealt by their unarmed attacks into a point of Aggravated Health Damage. If the victim is of the same Clan as the user, the victim gains the *Stunned* Crippling Injury (*Vampire the Masquerade: Pg. 303*) whenever the user deals one or more points of Aggravated Health Damage to them.

If the user gets a Critical Success on an unarmed attack, the victim is additionally inflicted with the *Massive Wound* Crippling Injury, on top of any other injuries and effects.

Duration: Passive.



Fortitude

Durability isn't inherent in most Sewer Rats. By nature they prefer not being struck at all, rather than reducing the effect of it. However the rotting Bloodlines of the Knights of St. Ladre and Skinthinners have a natural talent in durability beyond their kin, their bodies already victim to wracking illness.

Level 2

WOUND-THAT-EATS-WOUNDS

Amalgam: Obfuscate 2

A power of the Skinthinners, who believe that the flesh and spirit remembers only its truest injury. To those who practice this technique, minor wounds and slights are but lies, distractions, and fragments of the greater hurt one must endure, both spiritually and physically. The Eldest of the Bloodline claim this technique is medicine passed down from the earliest nights of their existence, wherein it was taught to them by a spirit empathetic to their rotten curse.

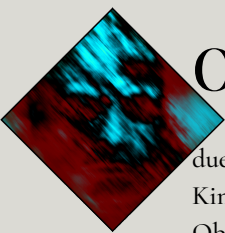
Dice Pools: --

Cost: One Rouse Check

System: The user *passively* reduces all Superficial Health Damage by an amount equal to twice their marked Aggravated Health Damage. The same applies to Superficial Willpower Damage, reduced by their marked Aggravated Willpower Damage. This reduction occurs before halving and cannot reduce Superficial Damage below one. Damage reduction from this power fails against Critical Attacks.

When *activated*, the user removes any Crippling Injuries and converts an amount of Superficial Damage up to twice their Fortitude rating into a single, unpreventable, point of Aggravated Damage of the same type.

Duration: Passive; One use.



Obfuscate

The Clan of the Hidden didn't get its name purely due to their preferences of being on periphery of Kindred society, the perception-altering power of Obfuscate is a common mastery within the Clan that is already pre-disposed towards stealth and guile.

Level 1

SCOUTING FAMULUS

Amalgam: Animalism 1

Prerequisite: Bond Famulus

A unique power that allows one to send forth their Famulus as a way to spot others, silently alerting their master. Nosferatu Prowlers famously developed this talent, and used it prodigiously during Prague's Bloodhunt after the Second Convention.

Cost: Free

Dice Pools: --

System: The Famulus's Wits and Awareness are each increased to 3 (mark these as Exceptional Pools if necessary). The user may issue a verbal or gestured command directing the Famulus to move to any chosen point within the user's line of sight. Upon arrival, the Famulus becomes stationary and enters a hyper-vigilant state.

While in this state, the Famulus pins one Awareness die to an automatic 10 in all such tests and can detect supernatural Beasts and those who possess them, including vampires, werewolves, and similar feral entities.

The Famulus may also be instructed to watch for characters or animals with a specific trait using pre-trained cues. The Storyteller may call for an Intelligence + Animal Ken test to set or refine such cues; lower difficulties apply to smarter or well-trained Famuli. Recognition is limited to broad physical traits such as build or clothing.

When the Famulus detects a character with a supernatural Beast or a designated trait, it telepathically alerts the user to that character's location in real time, provided the target remains within the Famulus's line of sight. The Famulus still rolls Awareness normally to notice hidden or concealed individuals.

Instructing the Famulus to alert the user about any other category of individual requires a Manipulation + Animal Ken test (Difficulty 6), reduced by the Famulus's Mental or Intelligence rating. Use of Feral Whispers reduces the Difficulty by 1.

Duration: Until the Famulus moves from its position, its concentration is broken, or it attacks.

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.

MOZART'S GHOST

Numerous dangers await Kindred while online, and so in the modern age during the fall of Shreknet an odd circumstance of concealment was created. Those with this ability can mask their actions when interacting remotely, however the linger effects of those actions can be noticed after their passing.

Cost: One Rouse Check.

Dice Pools: Wits + Obfuscate vs Wit or Resolve + Auspex

System: When the user Blood Surges a pool used to access or interact with something remotely, any immediate effects that are the result of using that pool go unnoticed unless the action fails. These actions follow the basic rules of Obfuscate.

This power affects even digital effects. Any lingering effects of the action remain visible to observers as normal. This power does not prevent alarms or other consequences triggered by carelessness or attention-drawing behavior; it only conceals the remote action itself from mortal watchers.

If the user also possesses **GHOST IN THE MACHINE**, that power's effects apply to actions Blood Surged with this power.

Duration: One action.

Level 2

COUNTERFEIT

Amalgam: Presence 1

An illusory power that convenes Obfuscate and Presence together to make an object appear as if it is something else of similar shape and make. Illusion is frequently associated with the Ravnos, but the truth of this falsehood is that deception is hardly unique to one Clan, which Malkavians and Nosferatu refuse to admit. Much to their personal enjoyment.

Dice Pools: Wits + Obfuscate vs Wit or Resolve + Auspex

Cost: One Rouse Check

System: When activated, any small object the user is touching or holding may appear as another object of similar size and shape, provided the observer has not already seen the original object.

Examples include slips of paper appearing as currency, a phone screen displaying altered information, or a toy weapon resembling a real one.

The user can Counterfeit a number of objects equal to their Obfuscate at a time.

Duration: One scene. The effect remains on affected objects even after they leave the user's hand.

Level 3

YOU DO NOT SEE THE DOOR

Amalgam: Animalism 2

A power that holds its origins amongst Nosferatu of the Sabbat, who would mark entryways with an instinctual reaction of ignorance, causing others to ignore them even when in plain sight. This allowed nomad packs to sleep in public spaces undisturbed.

Cost: One Rouse Check

Dice Pools: Wits + Obfuscate vs Wit or Resolve + Auspex

System: The user coats their palm with Vitae and leaves a handprint on the front of a door or similar closeable entrance. As long as the door remains closed and the handprint is visible, it follows the basic rules of Obfuscate. Observers notice the entrance only if no alternate route exists to reach their destination, or if the door becomes noticeable due to noise, smell, or being opened.

The user may affect a number of entryways equal to their Manipulation rating.

If the user possesses **VANISH**, they may use this power to make even observed doors disappear from an observer's perception, following the system for that power.

Duration: Until sunset the next day, or if the Vitae is wiped away.

Level 4

ABDUCTION

A power favored by many ambushing Kindred, this illusory art allows one to grab their prey and remain unnoticed. Especially strong and skilled masters have even fed in the middle of a crowd with it. So long as the Kindred holds their victim tightly and prevents them from drawing attention, they practically fade away.

Cost: One Rouse Check

Dice Pools: Wits + Obfuscate vs Wit or Resolve + Auspex

System: When the user makes a successful grapple from a concealing power, such as with **CLOAK OF SHADOWS**, **UNSEEN PASSAGE**, or **VANISH**, they may activate this power to extend the effects of that power to their victim, while also maintaining it in regards to everyone else.

This power does not work on others whose attention was on the victim unless the user also has

VANISH.

Duration: So long as the grapple is maintained, and the victim is held tight against the user.



Potence

Despite having a reputation for mental aims, the Nosferatu have always been of inhuman strength and ruinous force, carving havens from solid stone, crushing foes, and tearing limb from limb.

Level 1

UNDERDOG

Amalgam: Animalism 1

When the odds are stacked against a Kindred, there are times when their Beast, usually at odds with their actions, will align their instincts, turning utter failure into a faint chance at success.

Cost: --

Dice Pools: --

System: The user adds +2 Bonus Dice to their Survival pools. Whenever the user *wins* a Contest with a Dice Pool that's smaller than their opponent's pool or against a Difficulty higher than half their pool, the user rolls an additional number of Dice equal to their current Hunger and adds the Successes to the result. These additional Dice are treated as Hunger Dice.

Duration: Passive

Level 2

LEPER KNIGHT'S RETALIATION

Amalgam: Fortitude 2

The leprous flesh of the Knights of St. Ladre held within it no sensations of pain, and so they would wade into combat, taking strikes in stride, their conviction bursting forth as their wounds bled. After the Embrace, many Knights gained this talent without tutelage or creation, a simple result of their body wielding its wounds as weapons.

Cost: One Rouse Check

Dice Pools: Dexterity + Athletics (Defenders)

System: When physically attacked, the user may choose not to Contest with their own attack or attempt to evade, instead making a Rouse Check as they take the hit. If they do, this power activates. Upon activation, the user's wounds burst with a ruinous spray of vitae, dealing non-halved Superficial Health Damage equal to the user's marked Health to any number of characters of their choice within melee range of them. Those damaged by this Vitae are afflicted with any blood-based communicable diseases, or other effects, the user might have.

Victims other than the attacker may roll their Dexterity + Athletics; Difficulty equal to the user's Fortitude rating, evading damage on a win.

Duration: One Scene

SEWER BOMB

Amalgam: Obfuscate 2

A power sometimes mistaken for Blood Sorcery, though it holds no origins in such works. This ability foregoes direct strength, instead concentrating tissue and vitae into a sac of volatile filth that sheds from the body and can be adhered to surfaces, later bursting in proximity to others, causing damage and a foul lingering cloud.

Cost: One Rouse Check

Dice Pools: Strength + Athletics

System: Upon activation, Vitae pools beneath the skin of the user's palm, forming a sticky, pulsating sac that detaches and adheres to surfaces other than the user's own flesh.

The mass detonates if it takes any damage or if any individual other than the user moves within three yards/meters of it. Upon detonation, it deals Superficial Health Damage equal to the user's Potence rating to all targets within two yards/meters and releases a noxious cloud.

Any character who breathes in the cloud (including vampires who inhale to speak) takes 1 unpreventable Superficial Damage each turn thereafter. The cloud provides partial cover against ranged attacks.

Sewer Bombs may only be thrown using Strength + Athletics due to their gelatinous instability. They always require at least one full turn to burst after creation. If thrown and then damaged, they detonate immediately. Damage from multiple clouds is not cumulative.

The user may have a number of primed Sewer Bombs equal to their Obfuscate rating.

Duration: Sewer Bombs remain primed for twenty-four hours. The resulting cloud and damage each turn lasts three turns or until dispersed by environmental factors.





Protean

A number of Bloodlings within the Nosferatu favor the gift of a shifting form, yet the altered shape does nothing to rid them of their Bane. Animal forms appear similarly deformed and mastery over fleshcraft confers no panacea of appearance.

Level 1

KAIBUTSU FAMULUS

Amalgam: Animalism 1

Prerequisite: Bond Famulus

A power created by the Filth Spiders, who use their brutishly mutating vitae upon their bound animal companions. As Nosferatu in Eastern Asia adapted to, and Embraced from, cultures far from their western counterparts, they created new talents that would culturally remit back to the rest of their Clan over time. This is one such power.

Cost: Free

Dice Pools: --

System: The user's Famulus grows to at least the size of a medium dog regardless of its original species. Its Strength and Brawl are each set to 3. Mark these as Exceptional Pools if necessary. Famulus swarms instead double their normal size. (This power can otherwise only be used on single insects at the Storyteller's Discretion).

The Famulus mutates, gaining the Looks Flaw: Deformed and a number of **Mutation** dots equal to the user's Protean rating.

Duration: As long as the user has a Famulus.



Level 2

FILTHY FANGS

Amalgam: Potence 2

Regionally referred to as *Doku-ga Hijutsu*, this power is signature to the Filth Spiders. Extending large hooked spider fangs from the back of their hands and the heels of their feet that inject venom. This technique was developed to mimic some rebel's practice of dragging their weapons through horse and cow manure before combat, inflicting a rotting sickness upon their feudal enemies.

Cost: One Rouse Check

Dice Pools: Brawl

System: This power may be activated normally or immediately upon a successful Brawl attack. The user grows large black fangs from one or more of the following: the backs of the hands, the balls of the feet, or the upper mouth.

The fangs inject supernatural venom that instantly deals 2 non-halved Superficial Damage and then an additional 2 non-halved superficial damage at the end of each of the user's turns. Each additional injection increases this non-halved damage by 2 more.

The venom becomes inert the moment it leaves a body, even when mixed with blood.

Duration: One scene. Vampires may make a Rouse Check to purge the venom as if Mending damage to keep it from dealing additional damage, though no damage is actually healed. Mortals may be cured by sucking out the venom at each injection site with a Stamina + Medicine test (Difficulty 3).



Blood Sorcery

Incredibly rare amongst Nosferatu, but still present. The Clan of the Hidden knows of Blood Sorcery in most cases, but usually lacks the knowledge to actually wield it. Despite this, some of the most powerful Blood Sorcerers in Kindred history have been of the Clan.

Level 1

NATURAL RITUALIST

A talent that's usually developed by those that lack more academic avenues of occult learning. Those with this technique have a blood borne talent for Rituals.

Cost: Free

Dice Pools: --

System: This power may be learned multiple times, once at each level. When purchased, the user immediately learns two Rituals of the same level as this power at no cost. If taken at character creation, this is in addition to the free Level 1 Ritual.

The user may purchase additional Rituals of this power's level for 2 Experience per dot instead of 3, and learns them in half the normal time.

Duration: Passive

Notes: Also present in [Clanbook: Gangrel 5th Edition Deluxe](#).

GNAW

A power affiliated with Dark Thaumaturgy and certain Infernalist groups. This power is sometimes called "*Baba's Gnawing*" by the Shtriga, who claim it is one of old powers that was whispered to the Iron Hag from the ancient earth of her deep forests.

Cost: One Superficial Damage (Aggravated for Mortals)

Dice Pools: *Gnawing Swarms* use their own pools for actions.

System: A *Gnawing Swarms* erupts from the user's flesh, causing the damage in the cost, which can't be prevented. These insects will relentlessly seek out and attack the intended target, which can also include inanimate objects. *Gnawing Swarms* are mindless, and have no regard for self-preservation, ceasing attacks only when its duration ends or upon destruction. Unlike other Swarms (Vile or otherwise), those created by Gnaw cannot be further commanded.

Duration: *Gnawing Swarms* created by this power last a maximum of three turns, or until the intended target dies, whichever occurs first, before they disperse into blood and smoke.

Notes: Also present in [Clanbook: Baali 5th Edition Deluxe](#).

GNAWING SWARM

GENERAL DIFFICULTIES: 2 / 1

A group of demonic vermin-like creatures that count as a single cohesive unit. *Gnawing Swarms* are made up of similarly strange and sometimes infernal hybridized creatures, such as spider-locusts or rat-roaches.

Standard Pools: Physical 1, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 0, Bane 1

Skills: Athletics 4; Intimidation 2; Awareness 3

Abilities: Flying, Swarm, Minion, Infernal

Special: They deal one unavoidable Superficial Piercing Damage to those engulfed by them each turn. The *Gnawing Swarm* is single-minded in its pursuit, and cannot be affected by commands or intimidation, even from their summoner.

Level 3

MASK OF A THOUSAND CURSES

Amalgam Obfuscate 3

A curse of Baba Yaga's make that casts the glamor of Obfuscate onto another, making them universally repulsive with an inexactness unique to each observer.

Cost: One Rouse Check

Dice Pools: Manipulation + Blood Sorcery vs Composure + Occult

System: The user spits on a character and rolls Manipulation + Blood Sorcery opposed by the victim's Composure + Occult. On a win, all observers (including the user and the victim themselves) perceive the victim as hideously repulsive.

The victim loses dice from all Social pools equal to the user's Obfuscate rating. This effect is in addition to any existing negative-appearance merits.

Duration: One Scene; One night on a Critical.

Blood Rituals

Level 1

WARD AGAINST BEASTS

An old ward of the Iron Hag, who feared the wilds as all the spies and agents of her enemy. This ward is simple, but effective, if not cruel. Repelling powers against animals exist, especially in the Sabbat, but they hardly repulse through searing supernatural pain.

Cost: One Rouse Check (Three for Circle Variant)

Dice Pools: Ritual Test (Intelligence + Blood Sorcery; Difficulty 2 for Basic or 3 for Circle Variant)

Ingredients: One Rouse of the caster's Vitae, an iron ladle and pot, a liter of vodka or honey. Circle Variant requires three times the vitae, vodka or honey, and a liter of cat blood.

Process: The caster simmers the ingredients in the iron pot, then scoops it out and pours it over what they wish to ward, or when performing the circle, around the perimeter.

System: When an animal (including insects) or a Vampire in Frenzy touches the Warded object, or passes into the Warded space, the caster makes their Ritual Test. On a Win, the victim takes 1 Aggravated Health Damage, or 3 Aggravated Health Damage on a Critical Win. The Ritual Test need only be made upon activation, and upon being activated, remains so regardless of multiple or repeat activations.

This Ward also activates in regards to "Supernatural Beasts" such as Werewolves, or even certain Bestial Cryptids at the Storyteller's discretion. However it only ever deals Superficial Damage to such victims.

Duration: Wards last until the object is physically destroyed, or the Ward is undone through some other mystical means.

Level 3

BOILS AND BROTH

A vicious type of hex that plagues victims with blood-filled boils that burst on contact. Originally used by slavic sorcerers, it was converted to Blood Sorcery by Baba Yaga, and has spread virulently ever since.

Cost: One Rouse Check

Dice Pools: Ritual Test (Intelligence + Blood Sorcery; Difficulty 4)

Ingredients: Puss from a wound, the caster's hair and Vitae, beef bones, sugar, rotten vegetables; An animal.

Process: Everything but the animal is slow-cooked in water for at least twenty-four hours. The slurry is then fed to the animal as the caster focuses their thoughts on a victim's suffering. The animal, which will appear sickly, is released near where the victim sleeps, making their Ritual Test.

System: Whenever the victim marks three or more Superficial Health Damage, these boils burst and release 1 Hunger's worth of blood.

Weak and Average Mortals cannot resist this Ritual. Upon waking, others may make a Difficulty 3 Test, rolling Stamina + Occult (or Fortitude) or Resolve + Awareness (or Animalism). A Win with Stamina negates the effects for the night, while a Win with Resolve gives them an idea of where the animal is in proximity to them.

Duration: The effects end when the animal dies. The animal will usually die on its own within a week.

New Predator Types

Nosferatu have it harder than most when it comes to feeding. They must hide their appearance. Blending into a crowd is almost impossible. Hunting openly is even worse, especially for those without Obfuscate. Most rely on staying hidden, striking from ambush, or using trickery to get what they need.

Catfish

The night is full of lonely hearts who crave a genuine connection, and many of them rely on the internet to find it. Many Nosferatu, born of ironic cruelty or a desire to recapture vanished glamour, are more than happy to connect with the blood that pumps through those sad hearts. Despite its efficacy, the digital footprint this predator type tends to leave makes it scorned by more sensible Kindred.

- Add a Specialty in Subterfuge (*Fictitious Persona*) or Technology (*Social Networks*)
- Add one dot of Dominate or Obfuscate
- Gain the Background: Mask (●) - Your online persona is good enough to pass most background checks and uses a well-made fake history.

Predator Pool: Using a dating profile or messaging site, you arrange nocturnal “dates” with Charisma + Technology during which you prey on victims or you run confidence tricks using Intelligence + Subterfuge to hook up with relative anonymity.

C.H.U.D.

Cannibalistic-Humanoid-Underground-Dweller. A moniker for those that feed on other Kindred and burrow below city to hide from prying undead eyes, or to seek Sewer Rats to chew on. In previous ages these Predators were simply called "Niktuku", but as their existence became more conspiratorial from the 80's onwards, the name became poisoned with irony, and was replaced with this moniker, ironically enough.

- Add a specialty: Athletics (*Underground*) or Survival (*Underground*)
- Add one dot of Auspex or Celerity
- Spend three dots across **MUTATIONS** - Your body bends with strength, but won't break.
- Gain the Feeding Flaw: **VORACIOUS KIN EATER** (●●) - Vitae of a certain lineage quiets your Beasts cravings, but nothing else.

Predator Pool: Strength + Athletics to burrow downwards into a Warren and find something to sate your thirst, or Resolve + Survival to hunt down a meal attempting to flee to safer Havens. The Difficulties of these Quick Hunts should always be 5, and should not be reduced by Domain Backgrounds or other effects.

Gehenna Prepper

The end of the world is just around the corner, and you'll be damned if you're not ready. Gehenna Preppers are hardly a new phenomenon, especially amongst the Nosferatu, who have long stockpiled supplies, technology, and especially blood in their bunker-like Havens. These nights it's become common even amongst other Clans, who build their small fortresses away from enemy Sects and the SI.

- Add a specialty: Firearms (*Defensive Positioning*) or Survival (*Rationing*)
- Add one dot of Fortitude or Obfuscate
- Gain the Background: Haven (●●) - The fortified structure you're prepping.
- Gain the Haven Addon: **STOCKPILED FOODSTUFFS** (●) - Always best to be prepared.
- Gain the Haven Addon Flaw: **SECRET LAIR** (●●) - Your secure sanctuary is far away and off-grid, meaning that stockpiling takes time and effort, as does simply leaving and returning.

Predator Pool: Resolve + Firearms to scope out and tranquilize a victim to feed on or drag home, or Wits + Survival to hunt down a healthy victim that'll last a while. In either case, bringing "food" back to the stockpile takes quite some time and effort.

Kerubut

Reeking of a rotten carcass, these Kindred are usually unable to hunt effectively otherwise and instead many enter day-sleep with their mouth wide-open, using a unique smell to bait animals close, before snatching them up in a cadaveric spasm and into their mouth. Nosferatu and Hecata tend towards this feeding type more often than others.

- Add a specialty: Survival (*Animals*) or Animal Ken (*Tempt*)
- Add one dot of Animalism or Obfuscate
- Gain the Looks Merit: **MEET-REEK** (●) - A smell that lures in a tasty meal with less effort.
- Gain the Mythic Merit: **CADAVERIC SPASM** (●●) - Any poor beastie that wanders near is liable to be food.
- Gain the Looks Flaw **STENCH** (●) - The lingering odor plagues most everyone around you.

Predator Pool: Composure + Survival to find the perfect spot to enter daysleep, attracting animals for a possible bite. Manipulation + Animal Ken to get an animal to come close enough to bite. Day-feeding never slakes more than a single Hunger, except on a Critical.

The Lure

The monster that most subconsciously imagine when they think of the mouth of a cave, the space under their bed, or the black water of a sewer tunnel. These predators lure their victims in with odd and unnerving promises, then feast in the dark. Common amongst those too bestial or hideous for the surface, Lures were once wilderness-based hunters, calling explorers into caves with promises of riches, or cries for help.

- Add a specialty: Brawl (*Grapple*) or Subterfuge (*Feign Help*)
- Add one dot of Presence or Protean
- Gain the Background: Resources (●) - You have a trove of valuables left from your meals.
- Gain the **MUTATION: MIMIC PREDATOR** (●) - You function better when unwitnessed, trespassing into other's lives as a parasite.
- Lose one dot of Humanity.

Predator Pool: Resolve + Brawl to watch and wait for the most opportune moment to strike, or Manipulation + Subterfuge to cry out and attract prey. These quick hunts should always take time.

Rat in the Walls

Some unscrupulous Kindred prefer to nest in the walls of their prey, filling structures with the low radiation of anxiety as they creep from the dark corners of a room at night, crawl from the vents, lay in the abandoned rooms, or push themselves out from the pipes.

- Add a specialty: Insight (*Routine*) or Stealth (*Intrusion*)
- Add one dot of Dominate or Obfuscate
- Gain the Background: Haven (●) - The place you're currently nesting and hunting within.
- Gain the Psychological Merit: **SOLACE OF THE HIDDEN** (●) - You function better when unwitnessed, trespassing into other's lives as a parasite.
- Gain the Bestial Flaw: **NIDICOLOUS INFESTER** (●●) - You're prone to nest in the walls of your prey.

Predator Pool: Resolve + Insight to watch and wait for a quiet moment to strike, or Dexterity + Stealth to crawl from the crevices of the structure to feed on the unsuspecting.

Spawn Farmer

Nosferatu Warrens are historically home to pools of water tainted with Vitae, chemicals, and other other contaminants that attract animals and create mutated abominations used to aid the Warren. Spawn Farmers are a type of Spawning Pool Tender that has a keen interest in creating malformed beasts that they can use to feed on. Properly maintained, such stock can provide an invaluable and discreet source of vitae for those who dwell far from the surface.

- Add a Specialty in Animal Ken (*Ghouled Beasts*) or Medicine (*Veterinary Care*)
- Add one dot of Animalism or Fortitude
- Gain the Herd Background: **SPAWNING POOL** (●●) along with the **GUARDIAN ADDON** (●).
- Gain the Flaw **COMMUNAL RETAINER** (●) - Someone else has some mastery of your guardian.

Predator Pool: Wits + Animal Ken to know what can be eaten without upsetting the equilibrium of the pool or Resolve + Survival to find food or medicine required to keep the beasts in good health. Failures may cause the Guardian to attack others, pool Ghouls to flee the enclosure, or damage the pool's backgrounds.

Welch

Kindred society is wrought with leeches of all kinds, even parasites of parasites. A Welch is terrible at hunting, or simply too busy (*lazy*) to, and instead survives by borrowing, nagging, begging, and manipulating others. They promise anything from hard cash to boons, usually getting blood delivered to them via bagged blood and semi-living animals. Their charade can keep the blood flowing for months, sometimes even years, and when the payment comes due, they sometimes even kill their debtor. Out of the sight of polite society, rats eat their own.

- Add a Specialty in Subterfuge (*Bargain*) or Persuasion (*Bargain*)
- Add one dot of Protean or Blood Sorcery
- Gain the Haven Merit: (●) along with Flaw: Shared Haven (●) - You likely live in a shared section of a Warren or have a room mate you welch off of.
- Gain the Background: Mawla (●) and **DAMOCLEAN BLACKMAIL** (●) - You know a Kindred that helps you, and when they refuse you have dirt on them you can push and prod them with. This is likely the same person you share your Haven with.

Predator Pool: Manipulation + Persuasion or Subterfuge to convince others to provide you with Blood. Poor rolls may demand a heavier price. These Quick Hunts should always be Contested rolls against other Kindred and rarely slake more than two Hunger. Unpaid obligations may see you cut off, starved, or worse, until you prove you are good for it.



Optional Advantages

New Merits, Bloodlines, Loresheds, and Flaws that both Players and Storytellers can use to create especially monstrous, tragic, and .

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 Advantages that focus on the influences of the Beast and the ever-present Hunger. For Toreador who hold their relations to Mortals so close, these Merits also encompass shifting traits that change as a Kindred's Humanity spirals down the drain.

(••) RODENT INSTINCT Your Beast influences your resolve as it wanes. While mentally Impaired, your pools to flee suffer no penalties and gain a Bonus equal to your Bane Severity. However your pools to resist Fear-based effects, including Fear Frenzy, suffer the same penalty.

Flaw: (••) NIDICOLOUS INFESTER Your Beast is placated by the familiar, like mice that stay in their nest too-long, or bugs anchoring into flesh. At the beginning of each Story, choose a specific structure. Your pools made to hunt outside of this structure suffer a penalty equal to your Bane Severity.

Flaw: (••) LITTLE CHEW While at Hunger 4 or higher, you tend to gnaw on yourself, causing a point of Superficial Health Damage each hour, until your marked Health is equal, or greater than, your current Hunger.

Flaw: (•• or •) WRACKING HUNGER Your Hunger directly wracks your physical body. While your Hunger rating is higher than your Stamina rating, your Physical Attribute pools cannot exceed your current Hunger. If your Stamina is 4 or higher this Flaw can only be purchased at one dot.

FLAW: (•) TWISTING INHUMANITY When you lose Humanity you gain a Looks or Mythic Flaw. Even if you somehow gain the lost Humanity back, the gained Flaws stay.

BONDING Rare outside of a Sire binding the newly Embraced, Sabbat Packs, and specific instances. The Nosferatu view the bond as a tool that is exploitative, even when used on Kine. This isn't so much a moral issue as it is a view.

LIBERATING VITAE When an animal drinks at least one Rouse Check's worth of your Vitae its bond strength to any other Kindred is lowered by one. This does not work on an Animal Famulus

FEEDING Nosferatu tend towards Bestial methods of feeding, primarily due to their talent in potency and obfuscate, but also because it's difficult to feed casually for a Clan that looks like Orlok at the best of times.

(•) OUT OF SIGHT Every two Hunger you slake in a single scene from a vessel that's never seen you restores a point of Superficial Willpower.

Flaw (••) OUT OF MIND You cannot bare to feed from those who have seen you. Every Hunger slaked from someone who has seen you causes a point of unpreventable Superficial Willpower Damage.

Flaw (••) VORACIOUS KIN EATER Choose a specific Clan. Your Hunger can only be reduced to zero when you slake three or more Hunger and completely drain a member of that Clan. You do not need to Diablerize them, but the victim must reach Hunger 5.

LOOKS Though many Nosferatu would never admit it, one's appearance is as important to them as any other Clan, perhaps even more so. Deformities can be treated as badges of honor that separate them from others, but are just as quick to isolate them. These physical differences are definitive in their effects on their night-to-night lives, regardless of acceptance or disclusion.

(•) **MEAT-REEK** You can spend a point of Willpower to release the chemical odor of rotting or raw meat. While active, you lose one die to seduce others and from Stealth pools. However you add two dice to pools made to lure animals to you. This effect lasts until turned off and is additive with other smell-based effects, such as **STENCH** (*VtM: Player's Guide Pg. 120*).

Flaw (•) MALFORMATION Something in your physicality causes part of it to function poorly. Whether you're riddled with hardened calluses, cataracts, vestigial bones, a frozen expression, or some other abnormality. You suffer a -1 Die penalty from two Skills related to this malformed body part. Blood Surging the affected pools removes this penalty for a single action, in addition to any bonuses it provides.

Flaw (••) OBSCENE You aren't just repulsive or deformed, you're inhuman enough that it can't be explained away by even moment-to-moment rationale. Taking this makes you a walking breach of the Masquerade that needs to be constantly disguised or covered up while in the public eye.

MYTHIC The Nosferatu as a Clan are rife with stories, myths, conspiracies, and happenings of various kinds. The origins of their oddities are a significant part of those tales and claims. Odd manifestations of pain and rot that go deep into their bones and their pasts.

(••) **RESTFUL SWARM** Bugs and other vermin blanket your body during the day as if you were a rotting carcass. They count as a **Swarm** that engulfs anything that disturbs you. This also reduces your difficulties to wake during the day by 1.

(••) **CADAVERIC SPASM** During daysleep your body twitches reflexively in response to body heat, breath, and heartbeats, such as turning its head toward movement, or snapping its jaws at the scent of blood. Whenever something within range triggers this effect, your body will instinctively attempt to grab or bite them with Strength + Brawl, whether in contest or against a Difficulty set by the Storyteller.

Flaw (•) WRETCHED EMBRACE Those you Embrace must endure a horrific transformation. The ordeal is a grotesque bodily transformation that takes nearly a month, resulting in incapacitating agony the entire time. The experience leaves them with an eternal hatred for what you've done. Any Childer you Sire gains the Repulsive (••) Flaw, and they count as an Adversary. Nosferatu Childer gain the **OBSCENE (••)** Flaw.

MUTATIONS Bodily transformations caused by chemical or supernatural processes, most often Vitae. Nosferatu Vitae is especially mutagenic due to the effects of their Bane, but Gangrel, Hecata, Tzimisce, and even the Ministry may develop these changes through decay, transformation, or physical instability. When taken at 3 dots each grants a bonus effect.

Mutations are threats to the Masquerade and must be hidden in public. They may be selected normally, acquired through other effects, or triggered randomly via a *Idio* roll. Nosferatu with the default Clan Bane suffer no additional penalties beyond their typical deformity and Tests to hide them. Other Kindred may have to take the Repulsive Looks Flaw or roll Wits + Subterfuge or Dexterity + Craft to conceal these mutations, with a Difficulty 3 or higher at the Storyteller's discretion.

1 (•) to (•••) BLOOMING MANDIBLE Your jaw splits into multiple sections, growing additional teeth or mandibles. When a victim successfully pulls free from your Bite, they suffer Superficial Piercing Damage equal to this Mutation's rating. At 3 dots, this damage is non-halved.

2 (•) to (•••) WARRENER The user grows one or more additional limbs (arm, leg, tail). Add this Mutation's rating to pools made to climb, dig, or crawl. These limbs perform all other actions as a -3 Called Shot. At 3 dots, the user gains a free Specialty in a Physical Skill; these limbs suffer no Called Shot penalty when performing that Skill.

3 (•) to (•••) LEECHSKIN Your skin becomes translucent and slick. By spending 1 Willpower, you drain 1 Hunger from any character you maintain skin-to-skin contact with for a full turn. You cannot slake more Hunger per night than this Mutation's rating. At 3 dots, this also confers all non-damaging effects of the Kiss.

4 (•) to (•••) TANGLED HORNS Your body sprouts numerous horns. Your entire body counts as a Heavy Piercing Weapon with a damage modifier equal to this Mutation's rating. At 3 dots, any character who uses Brawl to attack, grapple, or maintain a grapple against you takes 3 Superficial Health Damage. Non-vampires gain Armor equal to this Mutation's rating.

5 (•) to (•••) REGENERATUMOR Your flesh regenerates through tumorous growths. As long as your Hunger is equal to or lower than this Mutation's rating, each Rouse Check you make to Mend Superficial Health restores 1 additional Health. At 3 dots, you automatically Mend an Impairment or 1 Superficial Health upon waking each night.

6 (•) to (•••) MIMIC PREDATOR: You grow an additional mouth or partial face elsewhere on your body. Add this Mutation's rating to pools made for misdirection or confusion when using this voice or face. At 3 dots, the voice mimics the last person you drained.

7 (•) to (•••) SHAMBLING NEST Your flesh becomes porous and riddled with holes, housing an insect swarm. The swarm automatically defends you and adds this Mutation's rating as bonus dice to its pools. At 3 dots, the swarm gains a Level 1 Discipline power you know, even if it already possesses one from Ghoulng.

8 (•) to (•••) CLOT-FLESHED Your flesh swells with Vitae-filled bladders. While you have fewer Marked Health boxes than this Mutation's rating, you may spend 1 Health instead of making a Rouse Check. At 3 dots, your Health Tracker increases by 1.

9 (•) to (•••) BRUNDLEFLY You produce volatile digestive enzymes that may be expelled as a short-range spray using Stamina + Brawl. The spray deals Superficial Damage equal to this Mutation's rating before becoming inert. At 3 dots, if the spray deals at least 2 damage, the resulting biological slurry may be consumed to slake 1 Hunger. Your mouth loses soft tissues and lips.

10 (•) to (•••) PURULENT NECTAR Your vitae is chunky globs of festering yellow and black that tastes absolutely vile. When another Character attempts to drink a Rouse Check's (Or Hunger in some cases) of your blood it requires a Composure + Stamina or Fortitude; Difficulty 2+ this Mutation's Rating Test, else they vomit it up, slaking no Hunger. At 3 dots failing this Test also increases their Hunger by 1. This makes Ghoulng quite the undertaking.

Flaw (• to ••) MUTAGENESIS The first time each night that you enter Frenzy, you gain a number of random mutation dots equal to the dots in this flaw until the end of the night. Difficulties to hide these particular Mutations are increased by this Flaw's rating.

OBSESSION & VENDETTA Nosferatu are hardly the only Clan that seeks things with a gathering fixation, but they might do so in ways much unlike others. Several of the following Advantages and Flaws use the idea of an "*Obsession*" or "*Vendetta*" to operate. The mechanical concept of an *Obsession* was first introduced in *Blood-Stained Love* on Pg. 151 and serves as someone a character has fixated on, while a *Vendetta* is instead someone who has drawn the character's total ire. A Player works with their Storyteller to pick a Storyteller Character for their *Obsession* or *Vendetta* and can normally only have one of each at a time, though other Backgrounds may modify this. Players with these Merits may choose a new *Obsession* or *Vendetta* at the start of each Story, or if the associated character dies. When an *Obsession* is killed or destroyed, the obsessing character takes three Stains and chooses a new one at the beginning of the next Session, the same is true for a *Vendetta*, however a player receives no additional Stains.

Obsession (•) CREEPER Add 1 die to any Stealth, Survival, or Streetwise rolls made to discreetly follow or find your *Obsession*. If you're discovered by your *Obsession* at any point while following them, this Bonus is lost until the end of the current Story.

PSYCHOLOGICAL The Kindred are creatures of odd, and usually inhuman, thoughts. Physical appearances might be one thing amongst the Nosferatu, marking them as inherently monstrous, but they also develop mental divergences that may be borne in mind or blood, leading to even odder behaviors. The Clan of the Hidden isn't called such a thing without reason. Many Nosferatu prefer not to be seen at all, or if witnessed, mold that witnessing in a specific way.

(•) SOLACE OF THE UNSEEN As long as you believe you're unobserved, add a Bonus die to your Willpower pools.

(••) FACELESS While your face is completely covered, add two dice to your Composure pools.

(•) AESTHETIC-APATHETIC You're completely indifferent to appearances and other cosmetic features. Looks Merits have no effect on you at all, whether they be positive, negative, or otherwise. This may contextually negate other effects at the Storyteller's discretion.

(••) NOSE FOR CHICANERY You don't fall for tricks you know yourself. Whenever a Subterfuge or Performance pool results in less Successes than your Manipulation rating you may spend a point of Willpower. If you do the roll fails to work on or impress you.

Flaw (•) SKY-SHY Your Compulsions confer an additional -1 die penalty in associated pools while you are under the open sky.

Flaw (•) SCOPOPHOBIA When you are the focus of observation, performance, or scrutiny, whether by a crowd or even a single onlooker, you take an extra point of non-halved Superficial Willpower Damage from all sources.

Flaw: (••) DIGITAL ADDICTION You compulsively check your feeds, message boards, or data streams to reassure yourself that you are still connected. If prevented from doing so for a night, take a -2 penalty to Composure-based rolls until you log in again.

Flaw: (• to ••) ZOOPHILIST You struggle to understand people, perhaps even before the Embrace you didn't enjoy their company or care to

Backgrounds

HAVEN MERITS AND FLAWS All Kindred have Havens of some kind, or at least aim to get them. The Nosferatu in particular entertain their Havens as particularly safe sanctuaries. Realms all their own, safe, secure. Frequently out of sight and out of everyone else's mind, the Sewer Rats owe such attributed titles due to residing underground, or at the very least, in places no one else goes looking.

HAVEN ADDON (•) STOCKPILED FOODSTUFF On your first successful Quick Hunt each Story, you may refrain from feeding, instead transporting your quarry back to your Haven for safe keeping, effectively granting you (•) Herd until the end of the Story. This background is also equivalent for Cell, however only in regards to holding a single person if the actual Cell Addon isn't also purchased.

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 gained primarily from its mobile nature, rather than being as secure as an equivalent structure.

Flaw HAVEN ADDON (••) SECRET LAIR Your Haven is out of the way, getting to and from it is especially

difficult. Pools made to find your Haven suffer a -1 die penalty. However it also takes you two hours to get to and from your Haven and anywhere else due to how secret or secure it is.

HERD Blood is animance for the Kindred and nepenthe for their Beast, so when one's very visage might breach the Masquerade, many Orloks labor extensively to secure it safely more than others, building herds despite their appearances.

(• to •••••) SPAWNING POOL A mainstay of the Warrens. These cesspools roil with the vitae of the Nosferatu, serving as a breeding ground for fauna, usually of a specific kind (*rats, pigeons, feral cats, stray dogs, bats, and various insects are the most common*). Animals born from these pools are unnatural, and have a dot of **Mutations**, but are one step towards a Blood Bond to whoever contributes to the pool and can be turned into a Famulus.

Spawning Pools count as an equal amount of Herd, but follow the rules for slaking Hunger from animals. They also require a Rouse Check's worth of Vitae every two weeks for each dot in this Background. Multiple vampires can supply this cost. If the cost is not supplied, the creatures of the Spawning Pool are liable to seek it themselves.

SPAWNING POOL ADDON (•) GUARDIAN Choose an animal with a high General Difficulty rating of 4 or lower, or an animal from the [Spawning Pool Guardians](#) section. This Guardian counts as a Retainer that is wholly addicted to the pool's tainted waters and will not travel more than a hundred yards/ meters from it. Even as a Famulus they will remain near the Spawning Pool.

SPAWNING POOL ADDON (• to •••) PARASITIC FOAM An off-color foam floats on the surface, sticks to the rim, and/or coats the walls of the Spawning Pool. When the pool is threatened, the eggs in this foam hatch a number of **Mutant Swarms** equal to its rating to defend it.

RESOURCES Amongst the Nosferatu, Resources aren't just monetary wealth but also what tools and assets one has or can make to help them out. This frequently manifests as technological hardware.

CRYPTOCURRENCY (•) to (•••••) Wealth that exists in a volatile state Cryptocurrencies count as an equal amount of Resources that is wholly untraceable, but may not be accepted at certain venues. At the start of

each Story you roll a single die. On a 1 a dot of this background is damaged, but on a 10 its rating is increased by 1. This resets at the end of each Story.

HARDWARE (•) to (•••••) Physical technology dedicated to assist or perform specific functions and operations. Examples include servers, computers, smart gadgets, and even robotics.

Each individual piece of Hardware is purchased as its own set of dots and each of its dots grants it a Specialty, or perhaps another unique trait or effect, to show how it's used. You do not need to possess any Specialty yourself, but whoever designed the **HARDWARE** does.

When you use a piece of relevant **HARDWARE** as part of making a Test, the **HARDWARE** adds Successes equal to its rating to the Test. These added Successes cannot create a margin beyond the Difficulty, only assisting in meeting it. In Contests, they act as normal Specialties and do not stack with Skill Specialties.

For examples of **HARDWARE**, as well as information on building, tinkering, and crafting Technology, see the [Technology section under Tools](#).

(• to •••••) DRONES & ROBOTICS A convergence of **HARDWARE & RETAINERS**, drones and other robotics use their rating for dice pools and each Specialty they have allows them to perform that task. [A few examples for Drones can be found here](#) under the Technology section. Autonomous Drones should require rare and valuable parts, usually one less than their dot-rating in Resources.

SOCIAL The Nosferatu are as socially inclined as the Toreador or the Ventrué, perhaps even moreso in certain areas of expertise. Social tags amongst the Clan of the Hidden are even treated as marks of survival by some.

(• or •••) DAMOCLEAN BLACKMAIL You have enough leverage over someone, or a group of someones, that ensures their loyalty. At one dot you know a Dark Secret that would ruin their standing, while at three you know the identity of one of their Touchstones.

(•) SITE ADMIN You maintain a website, forum, or online community devoted to a particular niche. Your presence and influence within this space allow you to passively gather useful information related to its subject. Once per story, you automatically learn one relevant fact or rumor from that site.

Flaw: (• or ••) DAMOCLEAN LEVERAGE Someone, or a group of someones, has enough leverage over you that ensures your loyalty. At one dot they know one of ruinous Dark Secret, while at two they know the identity of one of your Touchstones.

Flaw: (••) PARIAH You've been made into an outcast within the Domain, and everyone regards you with little favor and gives very little leeway or benefit of the doubt. You cannot gain official titles within the Domain and cannot buy positive Status, Fame, or Reputation, except in regards to others who are also Pariahs.

RETAINER Additional Addon Merits that help create and build out a more in-depth Retainer.

Flaw: (• to •••) COMMUNAL RETAINER Your retainer serves multiple Kindred, not just you, possibly even being two-steps blood bonded to each. They may be otherwise indisposed at random, be used against you by others, or even suffer from a conflict of interest. Each dot in this Flaw means they serve an additional Kindred besides you.

AMERCEMENTS A set of Background Flaws that designate specific costs and restrictions imposed upon Kindred as part of their entry into a Domain, as well as stop an individual from climbing the rungs of power within that Domain.

While the Nosferatu have been a mainstay of the Camarilla, they have endured their fair share of discrimination. Measures were put in place to ensure that the sensibilities of their "betters" were not offended. To the surprise of no one, many of these initiatives were pushed by the Clan of the Rose. A more extensive list of Amercements can be found in our [Clanbook Lasombra](#) (Free and Deluxe editions).

Flaw: (• to •••) AMERCEMENT OF THE MASKED: The kindred is expected to wear a mask in formal meetings such as elysiums so as not to offend others. A higher rating means they are expected to wear it everywhere. If anyone in court sees your face, they find you so offensive that they can freely demand a minor boon as payment. At two dots this increases to a major boon"



LORESHEETS

To be of Clan Nosferatu is to be reshaped by unlife more completely than most. Cast into monstrosity at the moment of the Embrace, they have endured by turning exclusion into opportunity, learning to thrive where others refuse to look. Across the centuries, each compromise, betrayal, and hard-won adaptation has shaped a clan defined not by beauty or prestige, but by persistence.

Never afforded the luxury of visibility or indulgence, the Nosferatu have built their power in silence. Information, favors, and forgotten spaces form the backbone of their society, and while individual methods vary wildly, survival remains the only tradition that truly matters.

Presented here are several Loresheets that exemplify the identity of the Nosferatu and the paths taken by individual Player Characters. While each sheet is designed to be as self-contained as possible, the Nosferatu in Modern Nights section provides additional context and inspiration for Players or Storytellers wishing to expand them into their own chronicles. First and foremost, these Loresheets are meant to complement playstyle through a narrative lens, offering history, survival strategies, communal ties, and insight into the Clan of the Hidden within the World of Darkness.



Amongst the Kindred, there have always been those that seek out the undefined corners of the map. Pioneers, scouts, trailblazers, urban explorers, and spelunkers. After the fall of Rome, a small cadre of Roman Nosferatu, who lived and unlived as engineers, surveyors, and archivists, realized that the empire's fall had resulted in a grand loss of knowledge. The edges of maps darkened, lands fell away to uncertainty, and the world entered into a dark medieval age. These Nosferatu would found Specula Terrae, becoming Speculators, named after the elite scouts of noble Rome. They resolved to map their uncertain world, and vainly attempt to maintain what little surviving infrastructure of the lost empire remained.

As the long nights of the dark age ambled onwards this organization, though noble in intentions, ebbed and waned with effectiveness. Their neutrality was largely seen as a risk not worth taking, and by the time of the War of Princes they had fallen into obscurity, quietly working without aid, burning midnight oil and their own self-determination.

In the modern age, the members of Specula Terrae know the circumstance of one's position in the world is a precarious one, so it's good to have an idea of where and when it's best to be. As its founders leave to Beckoned lands beyond, the youthful that remain comb through the neglected spaces of local Domains, mapping out the odd and forgotten, marking the dangerous and the useful. Though they lack the resources to maintain such places, they can ensure they're remembered. Many modern Speculators were likely hikers, urban explorers, or civil engineers in life, and in death their preferences for those same things continue, sometimes against their better judgement.

Though initially founded by the Nosferatu, any Clan may seek membership, with the most common members being from the Low Clans; Nosferatu, Gangrel, Ravnos, and sometimes Tremere.



-----LORE----->

● **Hot Zone:** You have an internal compass for dangerous or unstable areas. Once per story, you may make a Wits or Intelligence + Streetwise (urban) or Survival (wilderness) Test; Difficulty 2. On a Win, the Storyteller tells you if the area is currently dangerous (but not why). This test may be made even with no prior knowledge of the location.

●● **Nowheres:** You know of an anomalous location the Specula call a "Nowhere". Signals of all kinds fail, including cell service, GPS, and digital detection while in these places.

●●● **Old Haunt:** You've been assigned to maintain a neglected piece of local history. It functions as a Haven (●●) with Postern (●) and Haunted (●). Once per Story, you must pass a Difficulty 3 Test to maintain it using a relevant Attribute + Skill or Background of your choice. If you succeed on this Test two Stories in a row, Specula Terrae provides an additional free Haven Addon dot of your choice.

●●●● **Vadder Map:** On one of your excursions you've found a map of unlikely, and even incomprehensible, routes created by someone, or something. Once per Session, when you consult this map to travel a specific area roll Resolve + Intelligence. Each Success on this roll reduces all subsequent Difficulties to navigate the area by 1 for the remainder of the night as you find alternate entrances, hidden vents, collapsed walls, dug tunnels, and oddly non-euclidean spaces.

●●●●● **Specula Keystone:** Over its long history, Specula Terrae manages numerous historically significant or infrastructurally vital locations. You have inherited one such site, such as a building, a small Domain, or a functional fulcrum. The location is irreplaceable to both Kine and Kindred, providing essential services such as power, food, clean water, or protection from a supernatural threat, which if lost would cause chaos for all, regardless of faction.

You gain three dots to spend across Domain Backgrounds, Haven and Haven Add-ons, and Retainer. Your Old Haunt may also be part of this location.

Your access to the site is nearly absolute due to your familiarity with it, and its indispensable nature grants you +1 Bonus die when you leverage it in local Kindred political discourse when necessary.

Additionally, Once per Story, when you spend a full Scene walking the area, surveying it, and maintaining it without incident, you restore an amount of Superficial Willpower equal to the total dot-rating of the Domain and Haven Backgrounds that make up the location, and if your maximum Willpower is lower than that same dot-rating, it is increased to that amount for the remainder of the night.

CREEP

:/> Nosferatu, characters, only </:

The Nosferatu endure a fate of being seen as monsters for the rest of their unives. Most cope by anchoring themselves to community, to a cause, or to martyrdom. Then there are the creeps, those who embrace what they are with all the destructive vigor they can muster, adopting a nihilism that viciously mocks all life and revels in dragging it down into the muck alongside them.

These creeps chase the rush and demonstrate their nihilism in games of shotgun roulette and other equally self-destructive entertainment where the winner takes it all. They drag kidnapped humans and ghouls into these spectacles as well, knowing full well how much more brittle their victims are. Others participate in submarkets circulating recordings of the obscene and disfigured, with the most profitable being the recording of the slow, painful transformation after the Embrace of a particularly deformed Nosferatu. The supple form of the pretty contorts and screams as bones shuffle and skin sloughs off, mirrors surrounding them so the victims can see what is occurring. Cruel entertainment for vindictive, envious monsters. This festering little subculture has only grown as the monstrous and the jaded seek each other out in underground and abandoned, dilapidated buildings. Most are spiraling without direction, eventually snuffing their own lives out in dangerous one-upmanship. But every now and then, a creep manages to twist this rotten subculture toward their own ambition.



<-----LORE----->

● **Video Nasty**

Market: You have access to a thriving submarket where illicit material and obscene content circulate freely, along with the occasional vessel. Once per Story, you know where this market is operating and may attend to buy, sell, or trade relevant contraband. While present, add a bonus die to your Finance pools.

●● **Leatherface:** You command the loyalty of a monstrous Nosferatu enforcer known only as Leatherface, a towering brute who understands little beyond violence and "entertainment." Admiring your grotesque work and offering brutality in service, Leatherface counts as a Mawla (●●) willing to fight and torture on your behalf, but is a walking Masquerade breach that's difficult to control.

●●● **Transformative Studio:** You maintain a private "studio" where you record and distribute your work among the Creeps and other patrons of the obscene. You

gain a Haven (●●) with a Cell (●). Your vitae causes a particularly painful Embrace; gain the Wretched (●) Flaw, ensuring your recordings command a profitable niche among those who pay for suffering. You may launch a Project to distribute a recording, gaining +1 die to the Launch Roll. If distributed through the Video Nasty Market, add one automatic Success to any Goal Roll for that Project. Once leveraged, a new "model" must be found before this benefit may be used again.

●●●● **Creep Thrill:** You gain three Specialties: one in Brawl, Melee, or Firearms (Disfigure); one in Intimidation (Disgust); and one in Etiquette (Offend). Whenever you succeed on a roll using one of these Specialties, your Discipline pool is increased by 2 for the remainder of the Scene. This does not stack with itself.

●●●●● **The Game:** You are infamous for hosting lethal spectacles within your domain. You gain Herd (●●●) of captive unfortunates and Fame (●●) among those who traffic in such entertainments. You may sacrifice two or more dots of Herd to run and host a violent spectacle that results in a lone survivor, who is set "free".

Slaking at least two Hunger from this survivor grants the potent Instantia Dyscrasia which counts as both an Acute Animal and Melancholic Resonance, and adds three bonus dice to their Stamina Pools. Kindred can consume this Dyscrasia when spending Willpower to re-roll dice. When doing so, pin a single Die to a 10 and re-roll the entire rest of the Dice Pool, even the Hunger Dice. Your Herd must be replenished before this may be done again. You must gain at least two dots of Herd to rule such a spectacle again.

ARGOS DIVISION

ARGOS • DIVISION, usually abbreviated to A • DIVISION, was a sub-section of Archons created to deal with the fall of Schreknet, the rise of the Second Inquisition's cybersecurity, and maintaining the Masquerade on a digital frontier. Blending cutting-edge technical skill and recruiting and Embracing from talented mortals before government agencies can claim them, they now wage a digital shadow war across social networks, within data centers, and against the ever-adapting threat of A.I.

Using bot farms, deepfake engines, and AI-generated media, A • DIVISION buries the truth of Kindred society beneath a mountain of obfuscation, false flags, and noise. As their technology marches onwards, they've even begun creating daylight footage of high profile Kindred to throw the SI off.

A • DIVISION operates wherever SI activity is suspected, or when a Prince grows too careless with operational security. Their arrival is rarely announced, and many powerful Princes have begun to fear them precisely because they represent the unknown in a modern space few Princes know much about to begin with. When backed by a Justicar, A • DIVISION can enter a Domain, assess its technological and operational flaws, and can bring a crushing end to its legitimacy. Even with all this power, A • DIVISION prefers to correct failure, extract boons, and expand its network of informants and deputized members, rather than outright destroy a Domain.

You have drawn their attention and been drafted as an agent. You are now part of the first line of defense against the flames of the Second Inquisition, whether you want to be or not.



LORE

● **ARG-OS:** You're familiar with ARG-OS, a security-based operating system that has been created by Archons that once policed Schreknet. Via compartmentalization, ARG-OS can emulate multiple operating systems at once and sub-divide processes, making it difficult to crack even for those familiar with its tricks. Unless otherwise desired, all of your Hardware and Software run ARG-OS, and you can install it elsewhere. All pools made to hack, repair, or operate devices on ARG-OS suffer a -2 Dice Penalty, unless the user has the ARG-OS Specialty in Technology. You of course, gain a free Specialty in ARG-OS.

●● **Monitored Infrastructure:** You're sent A • DIVISION Hardware (●●●) with specialties in: Government Raids, Violent Crimes, and Surveillance. This Hardware is expected to be used to cover up breaches and report SI movements, but can be used by you

freely otherwise. Its use is always logged in an A • DIVISION database and might be monitored by an Archon.

●●● **Embedded Surveillance:** You've been given a custom-built malware strain that mutates to evade detection and embeds itself into digital networks. Once installed, it grants access to monitor data traffic and extract one piece of semi-useful information about that network each Story. Extracting additional information requires a Test of Wits + Technology; Difficulty 3 or higher. Failure alerts defenses and exposes the malware. Overuse of this tool can be traced back to you by those with Technology 4 or higher, encouraging you to use it sparingly.

●●●● **Drone:** You've been supplied with an A • DIVISION Drone (●●●). Like most everything else provided by A • DIVISION, it runs on ARG-OS, making it difficult for others to take over, but also a problem

should you have to break into it yourself for some reason. You're also given a crash course on drone maintenance and repair, giving you a free "Robotics" Specialty in both Craft and Technology.

●●●●● **Argos Sponsorship:** You are personally backed by a senior Archon. You may request high-level clearance, override lesser directives, and initiate a full-scale purge against a Second Inquisition threat. Your actions are logged and reviewed by Justicar-level oversight. Political consequences are severe if your operations draw unwanted attention or destabilize local Camarilla structures. However successfully stomping out an SI operation quietly garners you four permanent dots to spend across Hardware, Fame, Status, and Mask.

LORESHEET

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Clan with Animalism tend to be much closer to the Beast than any others, at least in their ability to manipulate it, agree with it, or understand it. While this can happen with anyone the Nosferatu in particular devolve into a more vile mindset, cultivating vast hives and spawning pools, seeking to understand the minds of animals and insects more than Kine and Kindred at times. The Sewer Rats position themselves in hidden chambers to fester and rot along with their fixations on festering rot.

Out of sight and far from mind, these Kindred surround themselves with vermin and become the eye of a scurrying, chittering swarm. When they go out into public, they have a terrible habit of doing so as an eruption of filth and writhing pests. Because of this these Kindred are simply called 'vermin' even by the Gangrel and Nosferatu, as when they become too isolated they revert to a level of ferality that causes breaches of the masquerade or other obvious problems, making them definitive pests that eventually become more trouble than they're worth.

When taking this Loresheet, you gain a personal **Spawning Pool** (●●). Choose a vermin species that you've raised in it; Rats, cockroaches, centipedes, spiders, pigeons, feral cats, and even sewer eels are examples. However you also gain the **Zoophilist** (●●) Flaw. This Flaw does not count towards your Flaws taken at character creation.



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● **One of the Swarm:** Your family is a mass of vermin, your closest and most dependable allies. The more like them you become, the more you understand them. Whenever you lose a point of Humanity, increase your Animal Ken by 1 if it's at 4 or lower, otherwise increase your Animalism by 1.

●● **Vermin Mind:** Your mind is anxious but clever, having gained emotional intelligence from the myriad beasts you surround yourself with. Vermin do not flee, bite, or hide from you unless threatened. Add a bonus die to any pools to plan for the worst or deal with an unexpected turn of events, however your difficulties to resist Terror Frenzy are increased by 1. Nosferatu add two dice instead of one.

●●● **Dubious Brine:** Once per story, you may fill a glass jar with animals and sludge from your Spawning Pool, pickling them in vitae and impurities. This concoction may be:

Consumed to slake 2 Hunger and provide an Intense Animal Resonance.

Used in a Ritual, Ceremony, or Formula to pin one of the performer's Hunger dice to a 10.

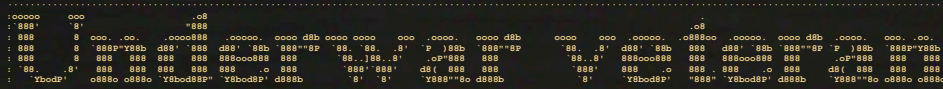
Shattered to instantly attract a number of **Swarms** equal to your Bane Severity.

●●●● **Infestation Pit:** You've expanded and improved your Spawning Pool via some experimentation mixing Vitae of various kinds. Add three dots to its rating, as well as the **Guardian** and **Parasitic Foam** addons. Uniquely, your

pool's Guardian is slathered in the foam, allowing it to hatch the associated **Mutant Swarms** on command, even if it isn't near the pool.

●●●●● **Brood-Cyst**

Sovereign: You've poured enough of yourself into your Spawning Pool that it's an extension of you. Once per Story you can immerse yourself in its vile liquid during day-sleep. You make no Rouse Check to wake the next night, but your Hunger is set to 5, having fed nearly all of your vitae into the pool over the day to birth a **Brood-Cyst Horror**, a grotesque amalgam of your vermin, vitae, and your own Beast. It can be telepathically commanded by you to perform tasks with Manipulation + Animalism; Difficulty 2 Test. Nosferatu add their Bane Severity to this pool.



Most Kindred think very little about what occurs beneath their feet. They assume it is a dreadful place that the Nosferatu can have, because nobody else would want it. In reality, the undercity is fertile ground for the monstrous and unsavoury, from Fiends and their fleshcrafted horrors moving unimpeded by the Masquerade, to Hecata, Sabbat, and far stranger creatures.

The Kindred who reside below fight a thankless war to hold what is theirs, while also halting the encroachment of beings that would gladly see the city, or their chosen sect, fall. Many who end up living underground form militias or war-broods to keep such threats in check, while those who proclaim to rule above barely recognise what you are owed.

Through it all, you have survived where others crumbled to ash beneath blade or maw. Recognised by your peers as a veteran, you are afforded respect for what you have endured. Now, in this brief reprieve, you have the opportunity to use your experience to cut a path toward your own goals, before the dark closes in again.



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● **Tunnel Code:** You've had enough experience, or been trained, to navigate the underground by both your own instincts and by identifying markers left by others. While below the surface, your navigation Specialties and Maneuvers grant an additional Bonus die. You can also identify signs left by others to know of danger, easy feeding, or a safe place to sleep.

●● **Under Appreciated:** Your reputation precedes you beneath the city. Gain Fame (●●) with Kine and Kindred who live or operate underground. Whenever you successfully defend underground holdings, yours or another's, restore Superficial Willpower equal to this Fame.

●●● **War Specialist:** Your experience fighting underground has hardened you against horrors most Kindred never see. One threat in particular proved persistent, and you excelled against it, earning

a reputation as a specialist in subterranean combat. You gain a free Specialty in a Physical, Social, and Mental Skill of your choice related to that specific encounter. You're also familiar enough with the creature that you generally know its pools and what it's capable of.

●●●● **No One Left Behind:** You are recognized as a talented combatant, and many of the remaining survivors are willing to fight alongside you. Gain them as a Mawla (●●●) that helps hold underground Havens and points of interest. They'll actively trade in weaponry and survival gear, but otherwise hold little influence in the surface world. Additionally, if ever you're impaired or torpid while underground, one of these veterans will find you and carry you back to safety, though they expect the same from you.

●●●●● **Monster R&D:** Once per Story your crew captures a strange specimen, shackling it in heavy iron, wrapping it in rebar, or encasing it in concrete, so that it can be brought elsewhere to be studied by an expert. You gain this expert as a Mawla (●●), and have access to the captured creature itself, which is usually a *Thing from Below* (pg. 116), or something similar (or stranger). This Monster Expert freely gives information about their findings. At the end of each Story the expert will dissect and kill the creature, making a powerful Acute Resonance with a Dyscrasia from its blood, or you can choose to transport the creature anywhere you like, and unleash it to cause chaos. The information and tactics you learn from your Monster Expert Mawla allow you and other Nosferatu to put it down quite easily afterward.

LORESHEET

Treachorous is the tale of June Marroway, once a case archivist for the Venice Beach Police Department. Litigious, curious, and unable to let a lie rest, she dug too deep into the department's corruption and was "disappeared" for her trouble. The Nosferatu found her before the tide did, recognizing a woman who could read a city's sins like a book. Embraced into the Clan of the Hidden, she kept doing what she always had: cataloguing secrets, curating crimes, and clashing with Barons who preferred their skeletons remain undisturbed.

When Vanessa Thorne — tastemaker, puppeteer, and master architect of local Kindred politics — turned up dead, the power vacuum was catastrophic. The Barons needed someone stubborn, impartial, and equally disliked. So Marroway was appointed Reeve before the night's end. She cracked down on poaching, audited Coteries for Masquerade breaches, and kept the city's social gatherings from collapsing. The Barons grew to hate her fairness, but the young praised her for it.

But Marroway never knew when to stop digging. Her final mark, a Lasombra smuggling kingpin known as the Professor, pushed her past the point of return. She succeeded, but her ashes washed across the beach at dawn. Now, a decade later, with tensions rising and threats closing in, the Barons have reinstated the Reeve's mantle and placed it on your shoulders. Not out of trust or affection, but because you're the only one they can all afford to dislike. Taking this loresheet grants you the Fame Flaw: Disliked (●). This Flaw pertains to local Barons, most Camarilla, and even the Sabbat (though they dislike most anyone anyway). This may count towards the required Flaws taken at character creation.



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● **Ticket Outta Dodge:** Part of Marroway's job was keeping her sources safe, and she was good at doing so. Once per Story you can make one of your Allies, Contacts, Retainers, or Mawali vanish until the end of the Story and make them completely unlocatable. Even you won't know where they've gone. They return at the start of the next Story, unless you use this Background again at the start to prolong their absence.

●● **HQ:** Buzzing neon, coffee, and peeling wallpaper. You've been given Marroway's old Haven (●), as well as a Retainer (●) to serve as your secretary, and a criminal Contact (●) to help with case work. This location is well-known to most anyone, and serves as a politically neutral location where you can hear them out without Baron interference.

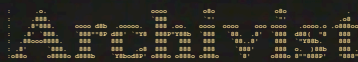
●●● **Horrors of the Past:** Marroway despised mortal law enforcement after what they did to

her. You have leverage on every crooked cop in the city, adding two dice to your pools made to coerce or threaten them. Additionally you gain a Hecata coroner as a Mawla (●) who may have been Marroway's old flame.

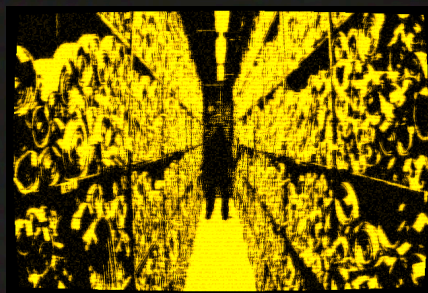
●●●● **Shadows of an Ambitious Magister:** A brilliant schemer, a cold case, a kingpin. You've located a Sabbat Ductus and Camarilla Ancilla who were both connected to *The Professor* in some way, and were likely responsible for Marroway's destruction, but the piece of the puzzle you need seems to lay with *the Professor's* former Pupil. You gain the Ductis, Ancilla, and Pupil each as a Mawla (●●), however within three stories, one will turn on you and become an Adversary (●).

●●●●● **All the King's Men:** Your predecessor as Reeve kept a secret record of every offense, official or not, in documents scattered in sealed safes across the city. You can

easily confirm if any Kindred crime is fact or fiction as long as it hasn't happened recently, and you likely know at least who else was involved. If you want to investigate the details of a crime further, you can do so with your Resolve + Mawali; Difficulty 5 to question everyone on who might know, who was around, or who would benefit from it. Each Success (not just the margin) on a Win gives you an additional piece of key information on the crime.



Archivists have always held a quiet but essential place in vampiric society. Across Sects and eras, knowledge is as valuable as blood—especially when the world bares its fangs in return. While most Clans have Archivists, the Nosferatu understand better than most that secrets rot like flesh, molding into obscurity unless tended with care.



You have become the Archivist of your Domain—whether by inheritance, discovery, or grim tragedy. The archive you now oversee is a labyrinth of documents, letters, and forgotten correspondences. Its power is undeniable, but so is its danger. The ashes of your predecessor still cling to the spines of certain books, their destruction wrought by something inhuman that deemed them too dangerous to leave standing.

Yet the lure of this knowledge is irresistible. Those who delve into the archive and add to its depths are rewarded with revelations capable of reshaping the city, possibly even vampiric Society, itself.

Upon taking this loresheet, gain Haven (●) with Library (●). Each Background purchased from this loresheet increases your Library rating by (●). The archive is Compromised (●●): someone knows its entrances and exits. They killed your predecessor. They may come for you.

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● **Niche Academic:** Your expertise in obscure and seemingly useless topics is unsettlingly broad. Once per Session, when no other Kindred in a Scene has information on a topic, you may declare that you remember something about it. You immediately remember a number of useful facts up to half your Library Rating, rounded up. Purchasing **Academics Specialties** costs **two Experience, rather than three.**

●● **Dead Letters:** Your Library contains numerous documents that were meant to vanish: Sealed decrees, forgotten boons, unsigned threats, and contradictory histories. Once per Story, you can find a document granting **+2 dice** to all Social pools when dealing with a specific Kindred until the Story ends. At the start of the next Story, that Kindred becomes an **Adversary (●)** until the end of that Story.

●●● **Book Club:** Your role as Archivist is now public knowledge, and the Domain treats your library almost like a civic institution. You gain **Status (●●) - Archivist**. At the start of each Story, a Kindred will request a book from you. You may refuse them, demand a book in return or lend it for a Minor Boon. If they fail to return it by the Story's end, you may escalate the Boon to Major.

●●●● **Secret Passage:** You've discovered a secret chamber behind a shelf. Full of several rooms and a few more books, it looks as if it may have been unknown even to your predecessor. Add a dot to your Haven, as well as the Postern (●●), Hidden Armory (●●), and Warding (●) Addons. However this discovery seems to have brought unwanted eyes. The Compromised flaw escalates into a **supernatural Enemy (●●)** actively seeking your destruction.

●●●●● **Impossible Find:** As your Library becomes more vast, you discover things you never knew were there, and many might doubt even exist. This find is usually bizarre, contradicts history, or is seemingly impossible. Upon purchasing this Background, you gain six free dots from any other Loreshets or Bloodlines, framed as lost knowledge or a rediscovered technique. Examples include:

- A permit to operate an Asylum-style nightclub
 - Three pages of a rambling Toreador manuscript valued by a certain Lasombra Bloodline.
 - A treatise on Michael's Dream that clarifies the Beast.
 - A weapon of the Regal Knights of Avalon with its original scripture.
- The Storyteller has final approval, but the find should be unexpected, improbable, and potent. Knowledge is power—and sometimes impossibility.

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As the Sabbat travel ever onwards towards the fields of their holy Crusade against the ancients, the remnants of their Sect are left to hold vast tracts of their Domains, which are quickly descended upon by enemies. What few packs remain, run interference with little support and less options. As the Camarilla grows in influence, the Hecata expands to new haunts, and Anarchs become more and more aware of the pernicious ones in their midst, packs sharpen their edges and bring new weapons to bear.

Scarmongers are equal parts raconteur and torturer. They create urban legends and are quick to enact them to prove the terror. While this is hardly a new tactic, especially for the Sabbat, it's become a staple of keeping a tight grip on Domains as the strength of the Sect dulls. The threat of pain, or danger, is enough for most to avoid it altogether. When they don't, the Scarmonger is always prepared to demonstrate why they should.

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● **Fear Duties:** At its most basic, your job in the **Pack** is to sow fear and reap security. Add a bonus die to your pools made to scare and terrorize those within your Domain, and when you or one of your **Pack** successfully scares away an intruder, everyone who participated recovers an extra two-points of Willpower after waking from daysleep the next night.

●● **Bait-and-Ambush:** You have a hand-picked Herd (●●) with a specific scent in their blood. When any Cainite outside of your **Pack** slakes a point of Hunger from this Herd, they gain the Paranoia Compulsion, causing them to disengage from anyone and anything and suffering a -2 Dice Penalty to any pool not made to get somewhere safe and alone.

●●● **To the Pain:** Your moniker amongst the Sabbat isn't some edgy happenstance. A cautionary tale is better told by the scars of those who survive it. Once per Story, when you brutalize a Storyteller Character to near-death within the **Pack's** Domain, but spare them, prevent all Stains you would gain from doing so. For each still-living character you've done this to, increase the Domain's Portillon rating by 1 dot.

●●●● **A Quiet Hammer:** You've gotten quite good at what you do, making it difficult for locals and even the SI to track you and your **Pack** down. Once per Story you may automatically pass any Tests made to cover up a violent, coercive, or politically ruinous act that's committed by you or your **Pack**, delaying any possible consequences until at least the next Story.



●●●●● **The Thing**
You've Seen: You're not the only Urban Legend around. They existed long before you and your **Pack**, and they'll exist long afterwards. You've found something odd, something non-Cainite that also calls part of your city home. Choose a [Thing from Below](#) (pg. 116). This Thing counts as an Ally, and becomes something of a **Pack** mascot. Once per Story you can call on it to defend your Domain or one of your Havens, and it will show within the hour.

COUNTS OF ORLOC



fter the fall of ShreckNet, many Kindred abandoned digital communication entirely, but the Anarchs see that retreat as fear of fire. Pandora's digital box is open; technology will advance whether elders approve or not. The Camarilla fears such systems because they level the playing field, eroding the advantages of age, pedigree, and gated knowledge. Many Nosferatu reject the idea that the digital age must be forsaken simply because elders blame ShreckNet for the Second Inquisition. From the ashes of that failure, the Unbound have begun building something new.

The **OFFLINE RELAY LOCAL OPERATION CRYPTOGRAPHY** or "ORLOC" is a decentralized, offline mesh network made of cheap, disposable nodes hidden throughout the city. Each node only speaks to the one nearest, bouncing encrypted messages through storm drains, rooftops, maintenance tunnels, and mobile havens without ever touching the internet. Devices authenticate through a local handshake protocol, granting access to short-range messaging, alerts, and data dead-drops. No single node knows the full map, keeping breaches contained and both Hunters and Camarilla analysts in the dark. Each node costs little to build: a low-power single-board computer, a LoRa radio module, a battery, and a flash chip housed in whatever casing can be scavenged. If compromise is ever suspected, the entire network can be torn down and rebuilt elsewhere without hesitation.

New users are added slowly and cautiously, but you are one of the early adopters, a "Count" of ORLOC. Part of a hidden Kindred subculture few even suspect exists. When taking this Loresheet, you gain Hardware (●) that has the "ORLOC" Specialty. This physical object is your key to the network itself.



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● **Node Keeper:** You gain an additional Hardware (●) - ORLOC Node that's been given to you, or you've made yourself. You're also familiar enough with the technology that you add a bonus die to any Academics or Technology pools related to ORLOC, including creating your own.

●● **Cypherpunks:** Individuals who believe that privacy, autonomy, and freedom can only be maintained through strong cryptography and decentralised technology. They believe encryption is a political tool that empowers the individual against the corporate world and undermines government surveillance. You're familiar enough with several of these individuals on ORLOC, counting them as an anonymous Mawla (●●●) group that you're unlikely to ever meet in the flesh.

●●● **Totenvogel:** Within the ORLOC itself is a second layer of security, a sub-network where all are anonymous high-level users that send vital intel about the city and from abroad. Once per Story you can request information about a location, warning, person, or pattern of occurrences. The responses you get aren't always completely true, but will always lead you to looking in the right place or give you some kind of head-start.

●●●● **Dev Kit:** The ORLOC Network is sustained by people on the ground, not in a high-rise tower.

Redistribute five dots among Haven, Contacts, Retainers, and Technology-related Resources. When you Stake any of these Backgrounds as part of a Project made to expand or maintain the network add two Bonus Dice to its Launch pool.

●●●●● **Celaeno:** First pioneered by NEONBYTES, Counts have taken this a step farther, believing that by dismantling the central structure of boon-trading, they can create a more free and equal society. The Celaeno is a digital, immutable, and decentralized ledger that records who owes, who is owed, what amount of obligation there is, and when it occurred. Instead of a single Harpy keeping a book or mental note, this digital ledger is stored across multiple ORLOC nodes in a Domain. Privacy is also ensured through keys, allowing for discrete boon trading that only trusted Counts, such as you, can access. You gain a free Minor Boon each Story to trade or use through the Celaeno Network, and may make additional trades, or verify trades. The identities of all involved tend to be completely anonymous.

BLOODLINES

There is no limit to the myriad ways a face can be twisted by the curse of the Nosferatu. Across the generations, some have seen their personal hell passed on to their progeny, creating unique strains of Nosferatu whose afflictions force them to survive in strange and novel ways. From the Blood Olms, lurking in confined spaces and luring victims to their deaths, to the Shtriga, whose vitae grants them a predilection for blood sorcery, these bloodlines maintain distinct practices, though they remain ostensibly part of the clan. Then there are those who reject a common ancestry altogether. The Guruhi claim an entirely different origin, one more befitting their sense of majesty, while the Skin Thinners dwelled in the Americas long before the encroachment of the West. Whatever the truth, the advent of the Second Inquisition has driven these bloodlines from their historic hunting grounds, forcing them to compete for survival in the cities.

As a rule, the Nosferatu clan claims these bloodlines as its own, offering preferential boon trading and, when their backs are to the wall, a common front. What friction arises most often stems from the bloodlines' rejection of that kinship, with prideful members insisting they stand apart from the Pariahs. Even so, they are expected to contribute to the greater whole, despite their absence from much of the clan's shared history. Conflict and bloodshed are not uncommon, but many eventually join the clan out of necessity, as the existential threat they face makes little distinction between bloodline and clan.

Crawlbound

Most Kindred remain unaware the Crawlbound exist at all. Reclusive by nature, they dwell far from courts and cities, feeding on animals and the occasional wanderer they lure into the confined caves, burrows, and forgotten structures they call home. Many Elders have long since slipped into wight-like ferality, remembered only as local legends of cave spirits or cryptids who dragged the lost into the dark. A rarer few cling to higher Humanity, using their uncanny Presence not to hunt but to frighten mortals away from their more predatory kin.

Their origins are disputed. One tale claims the bloodline began with a young plains hunter who unknowingly trapped one of Absimiliard's favored beasts. Seeing in the youth a vitality he himself had lost, the Ancient shattered the hunter's body, Embraced the broken remains, and cast him into a lightless cave with a warning never to walk the open plains again. Terrified and crippled, the fledgling learned to lure prey with voice alone. Most Noddists dismiss this as a self-aggrandizing myth. A competing account speaks of a pariah Nosferatu who fled deep into the mountains, starving and near torpor, until they discovered a vast olm-like creature whose glowing veins pulsed in the dark. Drinking from it twisted their flesh and senses into something new. Regardless of origin truth, the lineage has always been an oddity even among the Clan of the Hidden.

What is certain is their curse. Crawlbound suffer a supernatural Compulsion that makes open spaces feel predatory and unsafe, as though something vast and unseen might strike from the vast sky or the distant horizon. The sensation intensifies with age, often provoking Frenzy, and drives them into isolation. Many elders cannot stand upright, their bodies having adapted to a life of narrow tunnels, their skin translucent and light-sensitive, bones smoothed and compressed, joints bending in unnatural directions. Younger members, especially those Embraced in cities, confine themselves to attics, crawlspaces, cupboards, or walls, using Presence to instill an irrational dread that keeps mortals from opening the wrong door at night.

The Beckoning has only worsened matters. Ancient Crawlbound, forced into the open, gorge themselves on blood to steel their nerves before traveling, often creating new progeny along the way. Some are transported in sealed containers or by loyal ghouls when required to attend Kindred gatherings. Their deformities and instincts make them exceptional infiltrators due to their ability to slip into places thought secure, and their Presence allows them to lure foolish victims into the tight spaces where they excel. A few serve as diplomats or messengers for their broods, and some have social contracts with wilderness-dwelling Kindred, such as the Gangrel. However most exist as solitary predators, becoming urban legends whispered among explorers who venture too far underground.

Those who fall into their grasp are often dragged into narrowing passages where escape becomes impossible. Some victims are fed upon slowly over weeks, their bodies found later twisted at impossible angles, the only explanation for the blood loss. As the Crawlbound age, their mannerisms grow stranger, their isolation deepens, and their monstrous features become unmistakable. They are creatures shaped by darkness, confinement, and the ever-present fear of the open sky

Optional Discipline Spread



ANIMALISM Crawlbound use the power of animalism to lure creatures into tight spaces to feed on them. Most have a proclivity for strange animals that reside underground such as salamanders, olms and slow worms.



PRESENCE Said to be inherited from the charismatic hunter of their origin myth, Crawlbound use Presence to lure people deeper into confined spaces. Victims are urged onward, casting caution aside until they trap themselves. Some Crawlbound instead use this power to impress their own Compulsion upon others, compelling them to go to preferable terrain.



PROTEAN Crawlbound are patient hunters, but when the moment comes they rely on tremendous strength to yank victims or foes deeper into darkness, or to lunge with sudden violence from places no one thought anything could emerge.

THE BLOOD OLMS

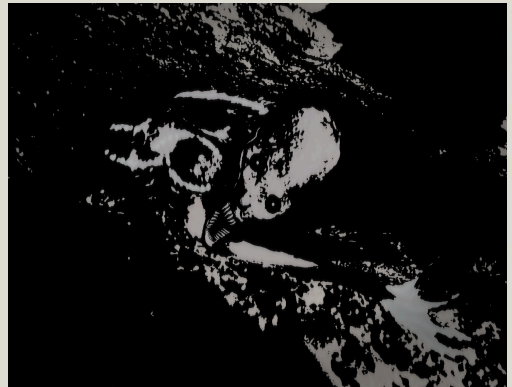
(NOSFERATU CHARACTERS ONLY)

A Bloodline of Nosferatu that dwells almost exclusively in the crushing depths of the earth, where they hunt and feed on other creatures below. In the Modern Nights this once-unknown Bloodline has become slightly more common, as their ancients rise from the depths and shamble towards Gehenna, gorging on blood to steel their resolve for the journey, Embracing unfortunate Kine in the process.

Suffering from particularly crippling deformities and a fear of open-spaces, younger Blood Olms sometimes integrate into the Warrens of their cousins, where they're usually regarded as an odd curiosity rather than a wholly different lineage. Those that maintain isolation frequently hole up in the unseen spaces of buildings: The darkness behind the corner water-heater, an attic that's explored only to bring down holiday decorations once a year, and in the recesses within the walls and vents of a home.

Unlike their more common kin, the Crawlbound use emotional influences to push and pull with desire and fear as part of their hunting and manipulation tactics. They exult in the craving of those thrill-seekers who delve into dangerous caverns, explore condemned buildings, and dive headfirst into inky depths.

Upon taking this Loreshet, you gain Psychological Flaw: Sky-Shy (●), increasing the severity of Dice Pool penalties from your Compulsions by one while you are under the open sky or in large spaces.



Optional Discipline Spread: *Animalism, Protean, Presence*

LORE

● **Squeeze:** Your body twists and winds through tight spaces with intuitive instinct. Add your Hunger as bonus dice to any attempts to move through tight spaces and drag others into such spaces. Weak and Average Mortals who drink even a drop of your vitae gain an irrational fear of open spaces until sunrise. Whenever such Mortals see a chance to flee into an enclosed space, they seek it immediately unless they pass a Willpower Test; Difficulty 2. Kindred instead gain the Sky-Shy flaw for the duration.

●● **Enclosed Ecosystem:** For an untold age, your lineage hunted, stalked, and fed in and around the deep realms of the earth. For every two Hunger you slake from a character that's become stuck or is being

crushed, slake an additional Hunger.

●●● **A Lure:** Your Bloodline converges the manipulations of instinct and emotion to hunt prey. Once per Story, you may imprint the entrance of the place you last day slept in with Awe or Daunt until the end of the Session. You can do this even if you don't have such powers. This imprint also affects animals.

●●●● **Monster Under the Bed:** You have become adept at ambushing victims from the confines of strange and unlikely places. Add two bonus Dice to your Awareness and Stealth pools made in such a place, including pools to instigate surprise attacks.

●●●●● **Walls Closing In:**

Once per story, when a Character becomes Physically or Mentally Impaired, you may make a Rouse Check to overwhelm them with a bone-deep fear of open spaces as well as and a sense of vulnerability. Vampires must make an immediate Fear Frenzy; Difficulty 4. If they fail they flee into the nearest tight, confined space such as a cupboard, car, tunnel, vent or cave and remain there until the Frenzy ends. Non-Kindred instead take a point of Willpower Damage each turn they remain in open spaces.

Ancient Hatred & Hunger

She had tried to adjust to her new world, but it was hard. Her skin ached, and all her teeth were dry in the roots. Her friend had shown her how to eat, how to close the evidence of her bite. How to be ragged and cruel without being a monster. But it wasn't enough. The slick-red blood never quieted, and to her friend she confessed she needed more. Needed quiet from the thing in her head, in her blood. The heat of it was evil. Starving. Always. So her friend showed her how to drain the wicked people in the night to quiet it, and she did, and it wasn't quiet. She wondered if her friend, who murdered so assuredly and made her a murderer with equal assurance, was a wicked thing too. The voice said he was more wicked than all other things.

Amongst the Clan of the Hidden, eternity can already be an isolating burden. Yet there are Nosferatu who feel estranged even among those of their kind that welcome them into their Brood. These outliers drift toward their kin seeking belonging, and are usually received as any other Rat would be. But their blood betrays them. Their gifts twist in unfamiliar directions compared to their peers, lacking the familiar bloodborne talents of their Clanmates. Even when fully accepted by others, they quietly remain apart from them.

Worse still, their Beasts whisper with a single obsessive Hunger: *rend, tear, slaughter, and devour your own*. The very Clan that shelters them becomes the focus of their darkest impulses. These "hungry" quickly learn to mask their reactions and impulses, swallowing the rising urge to lunge at the only people who accept and understand them.

What talents of their blood that manifest do so as painfully sharp senses, seeing through the illusions, masks, and glamoring tricks of their kin. In the worst cases, every twitch, hiss, and gesture from another Nosferatu becomes and irritant, a provocation, a reminder of some core slight they cannot name but cannot stop noticing. The combination can leave on taught as wire, and in their quiet moments, their mind and blood cycles in violent fantasies they dare not voice.

Most cope with these impulses by drowning them with purpose. They sequester themselves to dig out whole sections of a Warren alone, volunteer for long-distance and dangerous errands away from the Brood for nights at a time, or vanish into the night and take positions that socially segregate them, such as the Scourge.

Some heed the calls of their blood and realize that the consumption of their kin's tainted vitae is a balm for their deformities and the only way to quiet their Beast. These individuals quickly rationalize their habit, targeting Nosferatu who are outcast first, then moving on to those they consider destroying for supposedly greater reasons. As time passes, such rationalizations become increasingly thin.

The exact origins of this lineage is unclear, especially these nights as what was once commonly known has been lost or relegated to rumor. Various explanations for why these Nosferatu with the "Wrong Blood" exist, but many treat them as a mere urban legend. The equivalent of a schoolyard rumor, circulating in from outside the Brood. Older Nosferatu and Archivists sometimes identify them to certain half-Cryptid accounts, such as the Kin Eaters, Nagaraja, or something hungrier and older still, from deep in the Clan's past that few remember or recognize, though the parallels are difficult to parse, as many "Wrong-Blooded" tend to be Ancilla at their oldest, making it impossible to be from such ancient stock.

Perhaps most odd of all, is that the Wrong-Blood tend to be Embraced completely at random. It is rare they know or even remember their Sire, and in many cases they're placed conveniently enough that others of their Clan will locate them within a few nights. As if they were specifically meant to by whatever forces Embraced them.

Optional Discipline Spread



AUSPEX Hyper-sensory seems to define the Wrong-Blooded's mind, and many develop Auspex in place of Animalism. Oddly enough, it makes them excellent hunters of the invisible.



CELERITY Superhuman alacrity is rare within the Nosferatu, but these creatures use it like a cat to dart through the night as a blur. One that evades sight and capture. One that makes their prey slow, and their hunger quick.



POTENCE When the Beast's fantasies bleed into action, their strength swells. Against those they despise, their blows carry a pinpoint ferocity that carries a brutal history of hatred.

WRONG BLOOD

(NOSFERATU CHARACTERS ONLY)

In a clan of pariahs, there are those who feel wrong even among the outcast. These Nosferatu struggle with a talent for concealing powers of the blood, their senses bolster beyond what their peers are normally capable of and they move with the fluid grace of a cat that compliments their inhuman strength. These differences come to weight heavy on those that have them, the feeling in their marrow that their blood flows wrong.

Most who suffer these symptoms find themselves hating their kin with an irrational ire. Some manage self-control, while others distance themselves from the only group that readily accepts them, pouring their attentions into work or finding ways out and up, into the night air and above where the Nosferatu don't usually frequent. Penthouses, sky scrapers. Ingenuity and finesse managing where invisibility and stealth might normally serve as better tools.

Yet, in your darkest moments, you fantasize about wiping them all out. Scraping the city clean of their filth. Ridding the air of their rank breath and rotten words. The Beast speaks a wise kind of violence in your quiet moments. However one must hold steady. The other clans reject you, and this is your community whether you like them or not. You need them to survive. You remind yourself that you are apart from them. You are stronger. Your senses are sharper. You see where they hide, where they scuttle, how they behave when they believe themselves unseen. You are useful. You are necessary. You will *eat* them, even if you *need* them.

Upon taking this Loreshheet, you gain **Feeding Flaw: Voracious Kin Eater (●●)**, specifically in regards to the Nosferatu.

Optional Discipline Spread: *Auspex, Celerity, Potence*

LORE

● **Feed the Loathing:** When inflicting a Crippling Injury on another Kindred, or if you consume their flesh, you restore a point of Superficial Willpower. If that Kindred was Nosferatu, you may instead restore a point of Aggravated Willpower. While at Hunger 0 you lose any Looks Flaws and can ignore your Clan Bane.

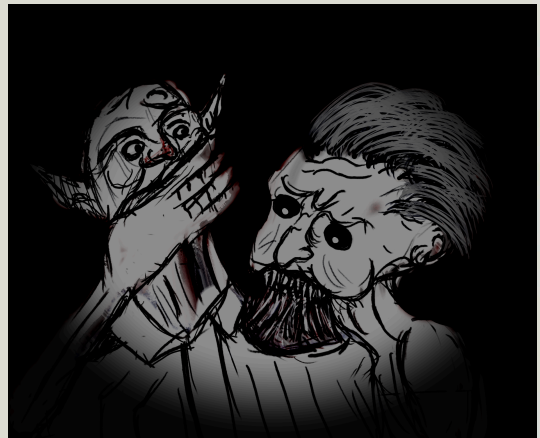
●● **Cat Amidst Rats:** You have an odd innate ability to move unnoticed amongst others of your Clan. Once per Session, you may make a Rouse Check to use the Obfuscate power Unseen Passage, however its illusory effects only work on other Nosferatu. You may roll your Bane Severity in place of your Obfuscate.

●●● **Dormant Monster:** You gain four dots to spend across **Mutations** of your choice. These mutations are normally unusable and unseen. You may Rouse the Blood to violently manifest these Mutations until the end of the night or until your Hunger is reduced to 0. Whichever comes first. They also manifest automatically and for free during Hunger Frenzy.

●●●● **Marked for Death:** It's only a matter of time before you catch up to someone you've marked. Nothing between you and them can stop you when your very blood seeks their destruction. Once per Story you can ignore the effects of up to four dots of Haven and any associated Addons, as you summon ancient hate to tear through vault doors, rip through

concrete, and savage any retainers in your way.

●●●●● **Saturn's Appetite:** There's an old hunger, a command. One that runs ragged and aching deep in your vitae and in the aims of your Beast, one so ingrained it alters your very psychology for what is right in a way that makes it so. When you Diablerize a Nosferatu, you do not suffer an automatic loss of Humanity and add your Bane Severity to any pools you make towards Diablerizing them. Experience gained from Diablerizing this way can only be spent on increasing Blood Potency, but doesn't need to be used immediately and can be banked for later expenditure.



Anatomical Entropy

"Ours was meant as an assignment of pioneersmanship. Not war, or necessarily even conquest, at least not then. The Camarilla wished to chart the New World and record what lay there, but Elders were too set in their superstitions to go themselves, so young Childer, which is what I was at the time, were sent to go in their place. What would later be called America was thick with curses, cruelties, and creatures we had no names for. Familiar horrors with unfamiliar wants. In some places it seemed the land itself wounded and festered. Bodies welled up from these stinking portals as crawling half-formed sicknesses, thirsty for blood and skin, to replenish their own as it fell from them like the wet bark of sickly trees. What was worse is that they proved reliable guides once we parsed their language, and so I was forced to endure the hell of their stench night-after-night for nearly half a year. I refused to be deterred by this land, but I cursed my Sire for sending me here."

—Garnet de Rune, Seneschal of Detroit

In the early nights of the colonial frontier, as European Kindred pushed into the vast interior lands of what would later be called North America, they found that the dark of the wilds there was not empty. Things with a hunger for blood already stalked the night. One such wasting, rotting, lineage that survived in the deep wilds would later come to be called Skinthinners by their Nosferatu cousins. A bloodline whose Vitae grants animation and immortality, yet fails to sustain the body that carries it.

Stories of their origin are tangled and contradictory. Some indigenous oral accounts speak of burden-healers, medicine keepers who would take into themselves sickness, curses, and spiritual pollution to spare their communities. When a warped creature of the night came bearing a curse too deep to purge, these healers drew it into their own flesh, intending to smoke and sweat it out through spiritual will and ritual. But the curse of Kindred is no ailment of mortality. Infected with a Beast, twisting deformations and undeath, these healers became what they sought to heal, the curse wasting their flesh and twisting their spirit. Many fled into the night, while others succumbed to the ancient fury that now plagued them. In all cases, they became myth, whispered amongst the wise as cautionary examples of burdening oneself too heavily with corruption.

Survival amongst the Skinthinners is an act of parasitic desperation. Their bodies usually rotting faster than they can mend them, driving many towards the grotesque act of stealing skin, muscle, and bone from others to graft into themselves in crude instinctive semblances of humanity. Each stolen piece staves off their anatomical entropy, buying them relief and time. This practice attracted the attention of Tzimisce, Hecata, and Baali pioneers of the time, who sought to both study and appraise whether these Skinthinners were of their own individual Clan. However each would eventually arrive at the same conclusion of a shared, though odd and altered, ancestry with the Nosferatu.

These nights the Skinthinners skulk with others on the fringes of society, seeking membership in the newly-formed Hecata, within the Warrens of their cousins, or surviving in the wilderness far from others. They regularly Embrace those who already live at their wits end, medical professionals suffering at the expense of others, and wasting mortals who have already lived a life holding their failing body together from sheer will. While their abilities have parallels with Tzimisce manipulations of flesh, Skinthinners rarely have such control over their corroding anatomy, and instead use their blood to crudely resist that corrosion via old ways rooted in their very nature as odd Kindred of the New World.

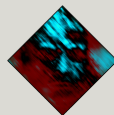
Optional Discipline Spread



ANIMALISM Oral stories tell that many of this Bloodline's originators were animists of a sort, having intimate wisdom of the land and all the cruelties and bounties that lived upon it. Due to their shared ancestry with the Nosferatu, it's no surprise that they can issue commands to beasts and the Beast.



FORTITUDE An oddity of their rotten form. One would think Skinthinners are frail and with poor stamina, yet the perpetual circumstance of their rotten flesh is one that makes terrible physical trauma mere happenstance, and steadies their mind against manipulation.



OBFUSCATE Most telling of their heritage is their mastery of Obfuscate, which these Skinthinners, even before their meeting with the European branch of their Clan, used much in the same way as their distant kin.

SKINTHINNERS

(NOSFERATU CHARACTERS ONLY)

Oral tales of the early American frontier tell of wasting, rotting, things. Things whose immortal blood animates them, but fails to sustain their withering body. Born poisoned and rotten, those of this Bloodline supplant their own flesh with that of others to stave off their anatomical entropy.

Their descendants spread across the dark of the old wilderness, becoming things that festered in the wounds of the mountains and fetid silt of swamps.

The Cappadocians, Tzimisce, and the Baali would approach those of this line, each considering them some parallel of their own Clan, only for each to conclude they're the Nosferatu's ilk. While modern academics struggle to find a definitive ancestor for this bloodline, the qualities remain. These nights they share solidarity with their more common kin, and tend to Embrace from similar Kine; EMTs who can't sleep, nurses burdened by a lack of staff, and people who aim to constantly reinvent themselves.



You gain the unique Mythic Merit: **Anatomical Entropy** (●●) When your Hunger increases, you suffer 1 unpreventable Superficial Health Damage, this includes Rouse Checks (even when Mending). You may graft the removed flesh of another creature (animal, human, or supernatural) directly onto your body. This instantly Mends Superficial Health Damage equal to half the donor's Health Tracker (rounded down). The graft keeps its original appearance (fur, scales, tattoos, scars) creating a patchwork form that rots at its own pace.

Optional Discipline Spread: *Animalism, Fortitude, Obfuscate*

LORE

● **Shed Sickness:** To constantly lose tissue allows one shuck afflictions of the body, mind, and spirit. The first time each Session, in which your marked Health reaches an amount equal to your Stamina, you may choose to remove any number of effects from yourself that have a duration of one night or less. This includes afflictions, Compulsions, and even supernatural effects such as curses.

●● **Old Accords:** Three other Clans remain tentative allies to the Skinthinners. You gain a Hecata, Tzimisce, or Baali Mawla (●●) and are in neutral or better standing with whatever group or political Sect they're a part of, even if you aren't a part of it yourself.

●●● **Bodymeld:** You've gained a further mastery over the grafting of flesh from others, sometimes replacing whole limbs or lost organs. When you use **Anatomical Entropy** to graft flesh from another onto yourself, you may choose to instead mend a point of Aggravated Health Damage or remove a Crippling Injury, so long as the grafted flesh can serve as a logical replacement.

●●●● **Gray Bane:** The inchoate drives and urges of your Beast are more a baneful decay than primal violence. Whenever you would enter Fury Frenzy, you instead vomit out a gray miasma that infects Weak and Average Mortals preventing them from healing except through a Medical or Occult Test; Difficulty 4.

●●●●● **Ill Medicine:** In the old nights, much of your line was Embraced from those who would heal others by transferring sickness into themselves, taking the burden of affliction and sweating it off or smoking it away. Once per Story you can place your hand on the upper-back of another Character to transfer two dots of Looks or Mythic Flaws, or up to three Aggravated Health Damage, from that Character to yourself. Though this may burden you greatly, while under the effects of this transfer your Stamina and Resolve are increased by 1 (This affects their associated Trackers). The transferred effects are returned at the end of the Story. In the case of Aggravated Damage it doesn't return if you've Mended it.

Impure Renegades

"Asuka-era Japan was a time of war. Lords battled lords while families collapsed and fell to ruin for ego and honor. Every town that didn't bend to imperial subjugation was labelled as rebellious and impure, and they suffered for it immensely, eventually derogated as *Tsuchigumo*, meaning 'Dirt Spider'. They became the monsters that resisted divine order and their marginalization pushed them up into the mountains to live hard lives in tunnels and caves. It was in that wilderness that they met with true monsters that fled the fall of a distant empire. These *Tsuchigumo* would not serve the foreign creatures of the night and managed a bloody campaign. Their refusal to submit earned them the Nosferatu's respect. Their spirit to live in spite of the lords of their land earned them the Embrace."

—*Hizen no Aratane, Regional Historian*

During Europe's late antiquity, as Rome fell and the civilized world of Kindred turned to ceaseless war, a number of Cainites fled the western theatres. Arriving in Asuka-era Japan, the Nosferatu took refuge in the tunnels of, and caverns used by, those who resist imperial rule. These rebel families were referred to as *Tsuchigumo* —"Dirt Spiders". The Nosferatu, drawn to their defiance, took them as herd and retainers, viewing them as outcasts, and eventually Embracing some into the Clan of the Hidden.

Centuries later, in the Edo period, the descendants of these renegades would raise arms against a new court of imperial, foreign, Kindred —The Camarilla. They would become the rallying, grotesque, faces of the resistance against the High Clan courts, and established the power of the Anarch movement in Japan. Staging their attacks from the ancient tunnels and mountain fortresses of their *Tsuchigumo* forebears, they would spread outwards to take Domain over plague villages, remote fishing towns, and abandoned shrines.

Over the centuries the Dirt Spider's rebellions usually met with failure, forcing them to become more organized, violent, and insidious. Unlike their Nosferatu kin in America and Europe, they maintained conflict with the High Clans. Each defeat spread them outwards across the globe and caused their resentment to fester. Establishing family syndicates, and waging vengeful wars against those that would dare to govern them.

By the modern nights the *Dirt Spider's* influence had spread across both new worlds and old ones, where their webs would catch the disillusioned, the vengeful, and the defiant. They function as decentralized Families of resistance within Anarch and even Sabbat territories. Operating as a family unit, they establish connections with other Anarch Clans, supplying wealth, muscle, and bloodthirst wherever they're in demand.

Most commonly a *Tsuchigumo* family is established by one to three accomplished members of the Bloodline, who then Embrace and Ghoul outwards to create a syndicate. Loyalty within these small family cells is paramount, and they sometimes betray or undermine even their own Clanmates, especially if those Sewer Rats serve the Ivory Tower or a similar imperial body. Loyalty within a family cell extends both ways. Should even the lowest member of a family web be crossed, the whole of them may seek recompense.

While Dirt Spiders traffic in secrets and blackmail like more typical Nosferatu, they prefer strong-armed actions rather than hidden plots, acting as enforcers and gangsters who operate on strong codes of criminal honor. As the world shrinks, and the nights get later, these once distant renegades become more common in Anarch movements across the world, and even supply remnants of the Sabbat. All to topple imperialism.

Optional Discipline Spread



ANIMALISM Despite their association with spiders, the *Tsuchigumo* usually train mutated attack hounds as companions and Famulus, spreading their mutations and viciousness to their poor beasts.



PROTEAN While a degree of Obfuscate is used by some families, the *Tsuchigumo* as a whole hide in the forms of warped animals or in the sanctuary of the earth. When they do appear in person, they prefer to shock and terrify, hiding their visage only in hand-made masks and motorcycle helmets when necessary.



POTENCE Brute force is the favored ability of these Dirt Spiders. Frequently acting as hitmen, enforcers, and other muscle, the *Tsuchigumo* tend to relish in overwhelming destruction and violence when unleashed.

TSUCHIGUMO

(NOSFERATU CHARACTERS ONLY)

Descendants of Japanese families that rebelled against their imperial oppressors in ancient times. Their name is a derogatory one given to rebels hundreds of years ago by imperial courts, and was used to marginalize them, forcing them into the mountains, caves, and underground hideouts. Eventually they became associated with impurity and yokai folk traditions of monstrous spiders. This Bloodline sees little reason to avoid such associations, using them as symbols of their movements for independence.

These nights they spread outwards across the world and become organized into small criminal families who are quick to rally with Anarch, and even Sabbat, movements. Those that appear in the Tower are likely traitors to their own Bloodline or working against it as a temporary play for power. While other Nosferatu share solidarity, the Dirt Spiders care little for those with loyalty to imperialism, even killing their Sewer Rat cousins if necessary.



Optional Discipline Spread: *Animalism, Protean, Potence*

LORE

● **Ichimon:** Even the newly Embraced of your Bloodline retain a measure of standing within the Family. You receive one free dot in either Mawla, representing the support of other Family members, or Status within the Family itself. You gain an additional free dot each time you purchase another Background from this sheet or at the end of a Story in which you secured a victory over an enemy faction.

●● **Renegade's Bloodthirst:** Your bloodline, regardless of occupation or ambition, has a talent for joining wanton annihilation. Whenever another Character gets a Messy Critical in an effort to attack or destroy something (or someone) that is also an object of your ire, you may take a point of Aggravated Willpower Damage. If you do, pin up to two of your Hunger Dice as 10s on your next pool made towards an aggressive action in the same scene. You still suffer all the consequences of a Messy Critical.

●●● **Family Front:** Although Anarchy does not inherently equate to criminality, your Family routinely operates outside legal boundaries to exploit gaps in the local market. You oversee a semi-legitimate front that houses your Haven (●) and functions as a Business Establishment (●●). Its location and specific trade are yours to define, but the service it provides is sufficiently vital to the local Anarchs that you may treat the establishment's rating as equivalent Fame within those circles. Doing this often, however, risks drawing the attention of rivals eager to claim the enterprise for themselves.

●●●● **Embraced to Ruin:** Vampires of the High Clans often opt to Embrace mortals of noble birth or powerful ancestry. Your ancestry Embraces to slaughter those same Kine and Kindred. Add one die to your Animalism and Intimidation pools in Contests with High Clan Kindred or their servants. Your Projects made to help other rebels or damage enemy institutions confer half their eventual

effect (Rounded down) within a week, regardless of how long the Project may take.

●●●●● **Rebel's Gamble:** Your Bloodline has a history of overturning entrenched powers, often at great cost. When your Family launches a strike against another criminal group, an enemy Sect, a rival Bloodline, or a mortal institution, you and anyone you deem useful can be brought in to aid the strike. You and who you bring in may stake any amount of Contacts, Mawla, Resources, and Status to support the operation. If the strike fails, such staked Backgrounds are lost until the end of the *next* Story. If it succeeds, each participant gains a number of permanent dots equal to what they staked, which they can allocate among those same Backgrounds. Strikes occur when narratively appropriate or when initiated by a Player, and should arise roughly once every three Stories minimum on their own. Their resolution should never be reduced to a single roll.

The Ill-Wishers

"There's a cruel woman in the woods, who practices kind magic. She gave me this face, and I gave her mine."

Hags, codgers, and viciously hideous hexers, the Shtriga are Nosferatu who embody the oldest shape of fear: The witch who lives where the modern world wears thin against the history of the old one. They haunt deep woods, abandoned farmsteads, forgotten tunnels, and the places where terror and isolation curdle into raw superstition. Even amongst the Clan of the Hidden, they are regarded with wary respect, as though they offer a path towards occult understanding in a clan that has little talent for it, their magic demands a steep payment.

Where a Shtriga settles, success becomes more common. Fortunes rise from ashes, rivals fall into obscurity, and those prospering often have a fearful glint in their eye as whispers of unpayable debts circulate. Theirs is the oldest wrath: punitive, personal, patient. They delight in preying on the abusive, the arrogant, the foolish, and the vain, not merely feeding on their payments of blood, but unraveling their with a slow sorcerous malignancy that spreads through mind, body, and spirit. Their curses are ripped up from the soil itself as rot, blight, misfortune, and the quiet collapse of security.

Nosferatu call them spiteful even by their own standards, the Shtriga wield secret leverage across the stratus of society, but high, low, and the lowest. Fear travels faster than proof, and so a single whispered threat or a withering promise, can move the societal mountains that brute force cannot. Their sorcery draws on the history of ancient traditions like Slavic hag-craft, the logic of Baba Yaga's bargains, the night-riding malice of Mora, the household torment of Kikimora. They work with the bones, insects, and animal remains of the world, practicing a brutal form of haruspicy that makes them adepts in Animalism by mastery of their occult power, rather than through affection. They feel little kinship with the natural beasts, using them as tools, omens, or sacrificial catalyst.

Most keep their lineage obscure, hiding even from other Nosferat. Those who do speak of their origins usually claim descent from Baba Yaga, or insists that the old Iron Hag was just another number of their Bloodline. Such boasts can't be proven without considerable effort, yet the similarities of power to the old stories show such similarities that one can draw a likely conclusion. Additionally their behavior does little to dispel the comparison, as any who earns their spite finds the herd quietly poached, their retainers wasting with sickness, or their haven plagued by vermin and nightmares. To the Shtriga, punishment isn't mere wrath, it is a means to display tutelary irony, to set an example. An old folkloric justice.

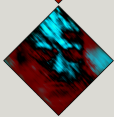
Within Kindred society itself, many scholars note parallels between the Shtriga's rites and Koldunic sorcery. Rumors place them within the Oradea League's territory under unknown terms in these recent nights, suggesting that they have ties to older, stranger, powers than they've historically been affiliated with. Even fledglings Embraced in the modern nights show an unusual sensitivity to traditional wards, such as garlic, salt lines, iron nails, and chimney sacks, or the simple act of naming them aloud. These superstitions are easily dismissed in common, but few are eager to test them against the Shtriga's ire.

Such are the Ill-Wishers, who persist into this modern dark age, gifting that which no other can, and taking as much in return. Though their power may no longer be as grand as the tales tell, it is old, it is patient, and it never comes without a cost.

Optional Discipline Spread



ANIMALISM The Ill-Wishers commune with animals not out of kinship, but necessity. They fatten beasts for their meats and offal, or call upon plagues of insects to infest the homes of their enemies to watch, wait and winnow.



OBFUSCATE Hiding within shadow is a necessity, as many of the Ill-Wishers' curses require the placement of charm bundles or curse bags within the home of the afflicted. The ability to move unseen is therefore invaluable. The veiling of the mind is also a significant component of their hexes.



BLOOD SORCERY Drawing upon older forms of magic said to originate with the Mother of Monsters, the Shtriga specialize in curses and hexes. Their sorcery is built around the transference of deformity and misfortune, something that makes them quite unlike other practitioners in the Tremere and Banu Haqim, and more akin to infernalists, despite having no such known affiliations or infernalist practices.

SHTRIGA

(NOSFERATU CHARACTERS ONLY)

The powers of the Blood are codified within the Tremere, but blood sorcery is far older than that clan. The Clan of the Hidden is rarely imagined as a practitioner of such arts, yet many of its ancients consort with savage and cruel powers older than any city. The Shtriga are one such bloodline. Even among the Clan of the Hidden, the Shtriga are spoken of cautiously, if at all.

Though known by many names, mortals most often call them Shtriga or Shtrig, infamous for their envy and spite and quick to turn their powers upon those who earn their ire. They wield the Blood and the veiling of the mind to curse mortals and Kindred alike, leaving victims feeling as though their bodies no longer belong to them, or wracking them with unbearable pain. Once proud warriors have been left coughing loose teeth into pools of blood, collapsing in the street as passersby look on as though nothing has occurred.

In earlier ages, their numbers were greatly diminished during the first Inquisition. They preyed openly upon villages, holding them hostage by cursing children and women when their demands were not met. When the fires of the Inquisition finally died down, the survivors withdrew into secrecy, continuing their work through curses, extortion, and blackmail.

Now these witches move quietly among gnarled forests and glass penthouses alike, plying their art for those willing to pay any price to see their enemies falter. Woe to those who cannot meet that price.



Optional Discipline Spread: *Animalism, Blood Sorcery, Obfuscate*

LORE

● **Wormfang:** When you slake at least two Hunger from a chronically ill victim, you slake an additional Hunger. If you drain them, you always gain an intense Sanguine Resonance.

●● **The Outsider** You have a Retainer (●●). Once per Story, for any reason what-so-ever, you can afflict this retainer with [Mask of a Thousand Curses](#) (pg. 18), even if you don't have that power or the associated level of Blood Sorcery. You never need to roll, as your retainer cannot resist this effect.

●●● **Rite of Spite:** When your Rituals (including Wards) deal damage to your *Vendetta*, or to someone that has attacked you this Story, that

damage is non-halved and increased by 1.

●●●● **Garuspeks:** You are bound to a secluded wilderness site shunned by Kindred and avoided by other supernatural beings. Add two dice to your hunting pools made here to hunt Animals. By reading animal bones and viscera from this area, you may learn Blood Sorcery without a teacher and Animal Resonance provides its benefits to your Blood Sorcery as if it were Sanguine Resonance.

●●●●● **Borrowed Fate:** You hold sway over the fates of those who come to you seeking vengeance. One such petitioner is a strikingly beautiful Ghoul who seeks the ruin of a rival. Count them as a Contact (●●)

that you've forged a bargain with, making a charm from their hair and the bone of a doe. Once per Story you may clutch the charm tightly and make a Rouse Check to transfer your Bane, as well as any Merits that negatively affect your looks, to this Contact. You gain the Beautiful (●●) Merit, and otherwise appear human. This lasts until dawn. This glamor can only be pierced by those with Sense the Unseen or similar powers, against a Difficulty of 5.

Should anyone you've made a bargain with die, you can forge a new one, making a new charm, and entering into a new pack, but only if they agree to it of their own free will.

The Anointed Ones

"Rulership isn't power. It is a sacrifice. It is vigilance. It is the knowledge of what happens should the throne lay abandoned and left for the greedy mouths of those that seek it without the anointing of their place or the wisdom of rulership. We are the most ancient lineage of our lands, chosen and blessed, to take up the hardships of our Kingdoms and keep them in the name of our ancestors. Every grain of soil trembles when we falter, and every spirit sings our praises when we flourish. This is our pact. Our mandate. Our burden."

—Mansa Kouréma, Queen of Banjul & Lord of Gambia River

The sovereign legacy of Laibon. These African monarchs tell of a mighty spirit and ancestor, who offered them an eternal pact: To rule over the land in its name, maintain a balance of heaven and earth as its monarchs, and never abandon their thrones under punishment of wrathful divinity. To ensure this pact was upheld, the spirit Anointed them with the right to command the mortals, animals, and spirits of their lands.

As first to settle and grow in influence across the wide breadth of all the lands south of the Sahara, the Guruhi ruled unopposed for centuries. When the other Laibon came to their lands, the Guruhi were quick and decisive in their dominance, demonstrating all the terror and mastery of their heritage, and each other legacy found itself at their service and at their mercy. Laibon society became like so much clay, molded into the shapes the Anointed deemed fit.

Despite all their circumstance, one-sided alliances, and claims to a divine supernatural rulership, the fact of the matter is that the Kingdoms over which the Guruhi reside held Laibon society in order for centuries. Positioning themselves outside of the other Laibon's factions, and also far above them, the Guruhi enforced rules with little negotiation. Whatever came to pass in their society, would do so through them, and so they maintained strength, order, and reliability, becoming invincible.

However these nights their rule has become a burden they struggle to bear. As the most powerful and ancient are Beckoned to northern conflicts, the youth inherit the sovereignty of their ancestry, with only a fraction of the guile and strength of their Elders. Tightening their grip, these younger Anointed have enacted territorial absolutism, centralizing their rule into tightly-knit councils to concentrate authority entirely within their own hands.

This desperate shift in lordship now throws the Laibon into turmoil, and as the inexperienced Guruhi turn from orderly lordship to insidious tyranny, ancient allies become enemies. The Shango, once the Guruhi's most steadfast supporters, now wield their sorcery in rebellion, judging the failing Guruhi as unfit to uphold the tenets of their lands.

As conflict consumes the sovereignty and order of the Guruhi's Kingdoms, they push outwards across the world, seeking power and influence in the Camarilla and across the killing fields wrought by the Gehenna War. Not as a plight of foreign power, but to bleed them of use and ability, and leverage it against the rebels of their Kingdoms.

Optional Discipline Spread



ANIMALISM The most loyal of subjects, the Guruhi benefit from spies among beasts and keep animals within their havens as symbols of status. A unique particularity of the Guruhi is that their form sometimes changes in response to their wrath, so many study their Beast closely to stabilize their physical appearance.



POTENCE In the past the Guruhi issued physical might only in rare demonstrations of power, making examples of upstarts in the ruin of their flesh. However as conflict arises across their lands, and insurrectionists prove bolder, the Anointed are frequent to crush their opponents decisively.



PRESENCE Unfit to rule in shadow, the Guruhi expect others to defer to their judgement and authority, and when that is not sufficient, they ensure obedience through blinding majesty and fear, cowing others into the role of servant not unlike the **Toreador** or **Ventrue**.

LAIBON OF RULE & LAW

(NOSFERATU CHARACTERS ONLY)

A legacy lineage of Nosferatu who claim that they were Anointed by a mighty, but long forgotten, spirit. Through this anointing they ruled the lands of west and southern Africa and maintain order between Heaven and earth as its rulers and arbiters.

For centuries, the Guruhi ruled with claims of this divine mandate, feared for their authority and respected for their unshakable command of their Kingdoms, laying claim to all the land south of the Sahara. They endured war, empire, and colonial upheaval, their claim unshaken by the turning ages. These Laibon ruled as inevitable sovereigns. Even now, as rebellion and foreign influence threatens their dominion, the Anointed remain an august lineage, bearing aristocracy, purpose, and spiritual gravitas alien to their Nosferatu kin.

Unlike the Clan that birthed them, the Guruhi suffer from no grotesque appearance, instead they bear the alternate Nosferatu Bane of **Infestation**. However this infestation isn't one of mundane animals or insects, but of a spiritual radiation that pervades their Havens and where they linger, as if the vexations of the land are seeping up to beset their resolve. Where a Guruhi lingers, the earth remembers, and spirits tremble.

Optional Discipline Spread: *Animalism, Potence, Presence*

LORE



● **Obligative Prestige:** Both in and outside of their homelands the Guruhi are quick to gain power by establishing networks of obligation and authority within mortal organizations. Choose a company or government institution that operates in your Domain and gain Influence (●●) in it. Once per Story you can convert any Influence you have in any institution into an equal amount of Allies, Contacts, Herd or Retainers as you take control of mortal proxies within those organizations.

●● **The Anointed High:** The concept of being "Low Clan" is so foreign to you that other ruling Clans treat you as a fellow sovereign without even realizing it. This doesn't mean they favor you any better than their peers, but you are treated as High Clan for anything, narrative or

otherwise, that decides between High and Low. You can also take the High Clan Loreshet if you don't have a Loreshet already. Your total experience purchases of Backgrounds on that sheet are reduced by 1, and your successful Intimidation and Leadership rolls made against Low Clans restore two Superficial Willpower.

●●● **Spirit Fury:** Your lineage has long been feared for their wrath, manifesting as warped physical monstrosities that represent their spiritual unrest. When you Frenzy, have a Messy Critical, gain a Stain, or your Willpower Tracker becomes fully marked, you gain the Repulsive Flaw (●●), as well as a number of dots in **Mutations** equal to twice your Bane Severity until the end of the Scene.

●●●● **Indisturbed**

Majesty: While your Hunger is 1 or lower, your Blood Potency is increased by 1. While it is 4 or higher, your Discipline pools cannot exceed your current Hunger.

●●●●● **Inheritor of**

Heaven and Earth: The Guruhi have always been the centerline between the heavens and the earth, the mundane and cosmic, the physical and spiritual. Blessed and burdened by this authority. You've inherited the left and right hand of one of your forebears in the form of a **Nagaloper**, **Osebo**, or a **Ramanga** Mawla (●●●) that is Blood Bound to you. You also have an **Aapilu** (●●●) known as **Onu-Ala** who advises, but constantly judges.

The Order of St. Ladre

"When I was a boy I pilgrimaged to a monastery in Northern Italy. I was a novice Franciscan, and my mentor wanted to attend some theological dispute there. He was a man troubled by both his faith and his reason, and that made us as many friends as enemies. So we travelled alone, mostly on foot. On a bad night, one I'll never forget, we were attacked by a beast from the forest –What I know now to just be some blithering werewolf. But we were only human, prey overtaken with terror. Its teeth bore down, but then gleamed a silver mask, and silver mace. I'll never forget the Leper Knight who threw himself into the maw to save a dumb boy and an aging monk, escorting us safely from those woods and asking nothing in return."

–Dustin Romero, Harbinger of Ashur

Once having numbered amongst the Mortal Knights of St. Ladre, an order that swore their blades in defense of the meek, the downtrodden, and those seeking refuge. By the time of the Long Night, their hospital houses dotted the roads from Boigny, France to the Holy Land, with one even present in Leicestershire, England. So great was their beneficence, that even the wretches of the Nosferatu were accepted into their care as assumed afflicted.

This level of empathy was unheard of amongst the Clan of the Hidden, and so when they offered the Embrace to the aging master of the hospitaler knights, the ailing Knight-Priest Fra' Gerard welcomed it without hesitation or ego. Eager to cast off withering mortality, Fra' Gerard used his new strength in defense of those ailing in his *ladre* (leper house) just outside the walls of Jerusalem. During these tumultuous times, Fra' Gerard would go on to Embrace fellow Knight-Priest Fra' Raymond before he and a retinue of his Knights would head north into the Valley of Hinnom, where they would be oddly forewarned of a Gehenna Crusade at the start of the next millennium.

Fearing that his master had been driven mad by the revelations found in Hinnom, Fra' Raymond severed ties and fled to Constantinople, to aid in its defense. Despite this, Fra' Raymond would be buried beneath the city as it fell, and his Knights would travel to their western holdings and establish routes for passage through the hidden and unseen places of the world to protect and shepherd pilgrims and the marginalized.

Over time the Leper Knights who followed Fra' Gerard and those who followed Fra' Raymond would divide their order. One holding true their honor and vows to help and defend the meek, and the other preparing for some apocalyptic end-war against ancient and unseen powers.

This division persists into these very nights, and it's nearly as much a psychological preference as it is a historical one. Those of Gerard's line are Embraced for their martial ability and foresight, marching on the fields of Gehenna with centuries of preparation, carving out Warren-Fortresses and providing infrastructure for the Camarilla and Ashirra's forces. Those of Raymond's still fight in the name of those who can't, acting as wardens, caretakers, and watchers over society's cast offs, upholding the ideals of quiet heroics and honorable conduct against the wicked and predators of the vulnerable. Both serve as incredible assets to the Domains in which they exist, and hold virtue and honor above loyalty to any single Sect or Prince.

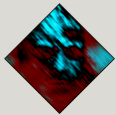


Optional Discipline Spread

FORTITUDE With bodies already numbed and broken in life, further warped and hardened in death, the Leper Knights have tough flesh that withstands the banes of slicing and bludgeoning, as well as fire, and the strength of mind to press on. It's not uncommon for these Knights to have animal companions, but they've long forewent Animalism as an intrinsic talent as they serve to be bulwarks for those too frail to defend themselves.



POTENCE Infamously, the Leper Knights hunted Lupines in the years following the War of Princes and the fall of Constantinople. Silver had long been a symbol of purity amongst the plague-ridden, and in undeath they raised silvery arms and donned argentum masks against the wrath of the wilderness that would take pilgrims.



OBFUSCATE The unclean and diseased usually went ignored and forsaken in life. Embraced into the Nosferatu, these Knights were familiar with the illusory powers of going unnoticed, appearing to strike decisively and powerfully seemingly from nowhere, to the aid of those that otherwise never knew they were present.

LEPER KNIGHTS

(NOSFERATU CHARACTERS ONLY)



● **A Knight's Poise:** Leperous knights wrap their seeping wounds tightly in pure white cloth, appearing before honorable courts with a cleanliness that belied their ailing and rotting flesh, exuding a poise unlike any other. Your flesh withers, but your resilience remains unbowed. Your Stamina is reduced by 1, but your Health Tracker is increased by 2.

Born out of the leper hospitals of the old Latin Kingdom. These Nosferatu Knights of the Dark Ages were embraced almost entirely from those withering under long-term infections of leprosy, but sought to continue holding their blades at the ready in the name of Christendom. Though starting small in number, by the War of the Princes their holdings spanned from the Holy Land of Jerusalem into the lands of France and England, where they appeared as honorable hospitaller knights that defended meek, sickly, and those on pilgrimage.

As the War of Princes spilled into cities and resulted in the destruction of Domains and stability across both Kine and Kindred society, the Leper Knights turned to the darkness of their kingdom's underbellies, where they would martial in silvery masks and armors, and lend hand and blade to those seeking safe passage or pilgrimage, providing underground passageways and hidden roads for travel. Divided into two sub-orders in the modern nights, one which upholds the defense of the meek and another that fights fervent in the end-war of Gehenna, they make fast friends of the honorable, and eternal enemies of the wicked.

Optional Discipline Spread: *Fortitude, Potence, Obfuscate*

LORE

●● **Divided Order:** You belong to one of two sub-orders:

KNIGHT OF HINNOM You follow in Fra' Gerard's footsteps, prepared for the Last Crusade of Gehenna. Your pools made in Contest with the Sabbat or an Elder or older Kindred, cannot suffer Dice Penalties of any kind.

KNIGHT OF BURDEN You follow in Fra' Raymond's footsteps, guarding the margins of society. Your Allies, Retainer, Touchstone and Herd add two Dice to resist fear or supernatural influence while in your presence.

●●● **Blessed in Silver:** The Leper Knights mantle themselves in silver. Over time they became known for hunting lupines. You have a thick silver mask or helm, and have been given a fine silver weapon of your choice. When a non-Human attacks a Mortal in your presence, you deal non-halved damage to the attacker. If it's a Werewolf add a Bonus Die to your attacks.

●●●● **Thou Shalt not Break:**

Thy forebears understood that physical might will ultimately fail and so the spirit and mind must be strong. While physically impaired, add +2 Bonus Dice to your Mental Attribute and Discipline Pools. However when your Convictions don't prevent a Stain, you gain another Stain.

●●●●● **The Midden Kingdom:**

In their time, the Lepers that spanned the old world were seen as solemn weapons of their honour and faith, forming the backbone and nobility of the sewers and gutters, referred to by the Princes of the Dark Ages as the Midden Kingdom. You are a well-known member amongst the underbelly of your city, whether by fear, respect, or adoration. Once per Story you can command deference from any Low Clan member, regardless of Sect, who will use their own connections and reputation to fulfill anything you ask to the best of their ability, without asking anything in return.



THE NOSFERATU IN MODERN NIGHTS

"What if my meat is some other animal's meat? And the human part of me is just the skin."

—Emily Carroll 'Some other Animal's Meat'

The Clan of the Hidden lives muffled below the city. In the rot and concrete, where they endure as the most strikingly monstrous of the Kindred. Bodies twisted and broken into grotesque parodies of their human countenances, they are a living violation of the Masquerade. Even when they can pass for humans, the physical manifestations of their curse brings them attention from Kine unlike other Clans. So they've made themselves hidden, and preside over hidden things. They exist in eternal exile, self-imposed, and imposed by the very societies they live in, Mortal and Immortal alike. The Clan of the Hidden's power lay in the forgotten and unseen dominion that stretches from the corners of the subway and sewers to the digital shadows of the internet.

The looming threat of modernity that hangs over all Kindred has not left these creatures behind or ignored their presence. The rise of surveillance, the proliferation of digital information, and the paranoia of the Second Inquisition have forced the Clan to adapt and become ever more elusive. Ever more cunning. Hackers and Archivists. Urban legends and living warnings. The Nosferatu skulk with indirect power as much as they fight with strength of arm and vicious fangs.

Both relics of an older, more monstrous age, and pioneers of the new digital order. Despite their exclusion amongst the High Clans, in many ways they rule the world's roots. They hold dominion over the foundations of the earth, and the bones of all the skeletons in the Kindred's closets. Eyes and ears in the gutter, looking up at a World of Darkness. Always watching, always listening. Always.

Baneful Countenance

To talk of the Nosferatu is impossible without speaking of their warping curse. While all clans are marked subtly by the Bane of their lineage and the internal wants of their Beast, the Nosferatu must confront the manifestations of their hideousness from the night of their Embrace, and each and every night thereafter unto eternity.

Exiled from the living world, it is not enough to avoid the sun, for they cannot even endure the streetlights without some measure of covering should they wish to remain indiscreet. Discretion and trickery become necessary skills to simply persist. Even among Kindred they are tolerated rather than accepted.

In the dark gloom of abandoned homes or deep beneath the earth, where the body has already surrendered to monstrosity, the mind buckles in turn. It is here, in the lonely farness of their circumstance, that the Nosferatu must reconcile with their new nature. Their sense of self erodes as their flesh contorts, and they cannot reveal their true visage to their former life without considerable risk, either of putting their former relations in danger, or destroying them entirely.

Without such ties to life many are pulled into an undead society that shoves them to the bottom of the pile, where they must turn inwards. The Clan of the Hidden exist in eternal strife with their nature, in which they will never appear as they did while human, and yet they must maintain their grip on their humanity in the face of their circumstance.

Reconciliation with their physical appearance takes many forms. Some Embrace their monstrosity, finding strength and purpose in being freed of an expectation of skin-deep appearances. Others cling to the remnants of their humanity, seeking redemption through acts of compassion and solidarity, many of which become trite habits with age, rather than genuine acts of empathy. In most cases, only the cynics, the broken, the obscene, and the jaded, truly understand their predicament. Each one of them as repulsive to one another as they are to everyone else. Forced by circumstance to fight and survive together because no one else will have them.

All the while, the Beast urges vindication in loneliness. That they only need time to adjust, that a solution awaits if they retreat far enough. But isolation leaves only the Beast as company, and it is a patient liar. It invites them to stop pretending. To be a monster.

The Nature of the Bane

"So you want answers to your affliction, little morsel? Very well. Sit, if your legs can still manage it. Everything I tell you comes with a cost, so remember that when the time comes to pay. Good. Now listen.

"Noddists claim our curse began with a Narcissus who mistook himself for something greater. He struck at one above him and was punished. Caine tore his beauty away in a manner that imprinted on his very blood. The very blood in our veins. We are of the Matriarch as well, but that is a tale for a night when you have developed the attention span for theology. What matters for you is your deformities. Some of us have family deformities that mirror our sires. Count yourself fortunate that you were spared that fate. I see you still have most of your face.

"There are others who insist our affliction is simply the Beast laid bare. A colleague once swore he knew someone with access to the archives beneath Constantinople... Istanbul, whichever name makes you feel educated. One manuscript argued that the Beast forces itself outward, twisting feral impulses into the flesh. The wrathful crack and tear as if carved by claws, the greedy bloat and swell of hunger. A very Christian interpretation, really. Those same scholars claim that if you cling to humanity and reach Golconda your visage will be restored. If you want to clutch at pretty lies and play the martyr for an audience of none, be my guest.

"Now, a theory worth your time is the one I favor: That our curse is personal. It manifests the deepest fear or shame a fledgling carries. I remember my sire telling me how, during the war, when people first understood what artillery could do to bone, many of our kind emerged with faces like gueule cassée. That is pretentious French for broken faces.

"Medieval tales describe us as lepers, perhaps because that was convenient camouflage or because plague-ridden panic has a habit of stamping itself on the flesh. We once embraced a man who worked well with animals, perfect for tending the spawning pools. His face looked as if a bear had treated it as a banquet. We are pattern seeking creatures, and perhaps I am doing that myself, but it makes sense to me. Occasionally a bloodline is potent enough to override a child's fears and pass down its own deformity instead.

"Ah, you want to know if it gets better. No. Of course not. It worsens. I have seen our elders sag into shapes that barely qualify as upright, some unable even to move, relying on others to bring them what they need to survive. I know that is not what you hoped to hear. Take it from me. The sooner you accept what you have become and push the hope aside, the better you will endure."

Torn From Their Life

“I used to envy the other Clans and their capacity for closure—their indulgence in long goodbyes, the time to put their affairs in order before leaving daylight behind forever. But after the many betrayals, burned apartments, Beasts, and broken hearts I have witnessed, I have come to see this closure as mere suffering, prolonged like a wound too painful to treat.”

The Embrace tears each and every Nosferatu from the life they had. While other Kindred can still masquerade, even linger near the people they once loved, the Nosferatu rarely have such a luxury, and even if they do, it comes with contrivances of explanation for the sudden changes in their appearance that risks the Masquerade. Worse yet, in cases where they meet with those they once knew, two outcomes await: Their former friends or family reveal their true (shallow) colors in regards to their looks, or worse, the Sewer Rat is pitied extensively as a broken creature. Most Nosferatu cannot inflict that burden on those they once cherished or risk endangering them.

Even those able to use Obfuscate merely wear a mask, a lie, and in most cases a poor one. It lets them drift close to a world denied to them, reminding them how near yet impossibly far they now stand from everything they once knew. They can only observe the living world while remaining hidden and forgotten.

Those still bound to their old lives often feel they are abandoning the people they left behind. Sentimental Nosferatu try to cope by leaving small care packages, a bit of money, even a letter explaining they had to go. Practical sires double back and remove such offerings before they are found, knowing that such efforts are foolish. Many Sires remind their suffering Childer that if their loved ones get too close to the truth, they will be dealt with. So most watch from afar, intervening only in the direst of circumstances, or via proxy.

Dragged Down to Their Level

While Kindred such as the Toreador are able to romanticize the embrace, the Nosferatu have no such luxury. The transformation into a member of their clan is an agonizing one. For many, the Embrace is not a reward but a punishment or a grim duty. Punitive Embraces are infamous within the Sewer Rats, being far more common than in any other Clans. Common targets are those who are thought to deserve the Nosferatu's fate, whether it is someone who abuses their

looks and natural charm, or those who revel in harming the communities or interests of a Nosferatu, forcing them to become part of the periphery they once tormented.

Some even steal the prospective Childer of other Clans and Embrace them. In doing so, they deny their rivals a useful asset, knowing full well the new fledgling will inevitably be rejected by their intended Clan and forced to dwell amongst the Hidden, or flee into obscurity. A cruel tactic, but one that teaches other Clans a lesson in how easily their assets can be unmade into the dregs they despise.

The Vindictive and Monstrous

“Look at you now: from a face that could launch a thousand ships, to a face chipped a thousand times”

Forced into the dark and forgotten corners of the world, Nosferatu become easy prey for their own curdled emotions, the Beast feeding on their spite and envy. The mistreatment they suffer at the hands of other Kindred only feeds into this negativity, creating loops of hate and misery. However, as woeful as such feelings are, they teach many in the Clan of the Hidden a degree of patience under duress. Those who twist that knife in trauma of a Nosferatu will learn how dangerous patience and vindictiveness can be. Due to their lack of social expectations, the fact of the matter is that many Sewer Rats have nothing but time, intelligence, and community. They will use all three extensively to become the masterminds of a slow, tedious, destruction of what they've learned to hate.

As humanity becomes memory, and the mundanity of every night is loathing and pain, the targets a Nosferatu chooses becomes increasingly dubious. Projection and stretched evidence are used to justify increasingly more monstrous actions, often aimed at individuals whose offenses rarely match the crime. Instead it becomes an enmity of others, reasons be damned. The fact that the pretty and the well-off are targeted so often betrays what truly drives such creatures that sink to these lows as mere envy and spite. These hostile rats use any excuse to minimize the severity of their actions, so that dragging others down into filth and blood is justified. Pettiness, rage, and vindictiveness become the opiates of choice for those standing at the edge of reason.

Some take their monstrosity as a final diagnosis and embrace it rather than endure an agonising downward spiral. They spiral into voyeurism and the

spreading of the obscene and the vile, reveling in the worst that kine and kindred have to offer. Becoming violent reactionaries of anything deemed beautiful.

Supposed Salvation

For the Nosferatu who dwell in the darkest corners of the world (or under it) the prospect of immortality is not as tantalising. Yielding power through shadow is one thing, but it is not a reason to persist.

In the Dark Ages it was common to see one's Embrace as a punishment, a begotten form of penitence for hidden sins—imagined or otherwise. The belief followed that the form they found themselves in existed so they could make penance and amends. Stories and false hopes were peddled that those who reached Golconda would regain their appearance before the Embrace.

Many such Sewer Rats internalize how they're treated and simply do not wish to see the same fate befall others. Some try to put their own suffering to some meaning, usually by being fiercely protective of those they consider under their care.

The Nosferatu either revel in the ugliness of the world, grow cynical and jaded to it, or try to leave it a better place, though good intentions have a tendency to be twisted over time.

Filth & Secrets

The Nosferatu's reign is not one of thrones or crowns, but of information and leverage. In the underworld of Kindred society, they become the silent witness of every betrayal and confession, both out of spite and out of necessity. Their curse has made them outcasts, but their desire to know what others do not, or cannot, makes them indispensable. Princes and Primogen, Anarch Barons and Sabbat Bishops. All require the Nosferatu's extensive network when they need to know the most likely truth, and they'll pay a great price for it.

As varied as they are cunning, the Nosferatu hold within their ranks the most experts in digital technology, siphoning data from the copper and fiber-optic arteries of the city and its parasites. They're also capable old-school spies, who cultivate networks of street people, ghouls, and vermin to serve as eyes and ears.

Even with the old 90's-era SchreckNet gone, a mechanism of careless doom that lead to the SI's burgeoning databases on Kindred habits, there's always a new generation that can build an empire, even from

disparate parts of a more advanced, more secure, and less centralized lattice. SchreckNet-like successors serve as a legacy of the old network, born from the Nosferatu's obsession with codes, dead languages, and clandestine communication.

This power of the Hidden is not merely technical, however, it's also psychological. The value of a secret is worth more than gold, the weight of blackmail a crushing bludgeon to the most durable, the terror of exposure enough to ruin even the bravest warrior. This is the Nosferatu's sovereignty, born from their skill and reputation. It is enough to make even their most powerful peers tread lightly, as to cross a Nosferatu is to cross a Warren of rats, who each know one's darkest sins and offenses. All the power of a kingdom can hinge on the words of a whispered truth, and all the power of the Nosferatu lay in their ability to speak it.

While lies can pour forth from the mouths of the Clan of the Hidden like any other Kindred, the greatest secret is the truth, and secrets have a way of getting out.

A Furtive's Struggle

For the Nosferatu, survival isn't merely about physical skill. It is a matter of constant vigilance and cunning. Every night is strife with the dangers of the world above, as well as all the perils that lurk within their own subterranean Domains. The art of amassing secrets is both a necessity and a compulsion, they're practices that define the Clan's culture and ensures its continued relevance.

This begins as simply as being a witness. Someone who has the mere attention to see and hear. To become the record themselves, providing correlation. Providing information. The Clan of the Hidden lives up to their epithet as masters of remaining unseen, using talents of skill and talents of their blood. They skulk in the city's forgotten places, listening to the words that echo across subway tiles and off concrete ruins, seeing the writing on tenement walls and the graffiti sprayed in rebellious motions. Their animal spies; insects, rats, bats, and all other vermin and pests, are extensions of their aims. The people of the city and the animals that inhabit it become a living network of intelligence. One that can span the entire Domain, and even beyond it.

Once information is acquired it is kept close. Hoarded within the individual Sewer Rat, or traded to others of their Clan for their own aims. Regardless of how this data is used, once it's acquired, the Clan makes an effort to ensure its worth, both within the Clan of

the Hidden and without. Sewer Rats live by the adage that "knowledge is power" and they use their knowledge to buy power enough to survive and destroy. The trade of information is practically sacrosanct amongst the Nosferatu, borne from their blood, expressed in their actions. Wealth unimaginable lay in the scintillation of secrets, and so such value is never betrayed willingly. To devalue information is to invite the wrath of other Nosferatu, who refuse to dull their weapons or brittle their shields.

Blackmail need not always be overt. It is subtle, it is insidious. Humiliation can be more powerful than fire in the delicate trappings of a Kindred's nightly gatherings, where every step is fraught with danger and fatality.

Ostracism and Community

Ostracism sits at the core of the Clan of the Hidden; else they wouldn't keep so hidden to begin with. Historically their Embraces have always come from the margins of the world: The discarded, the inconvenient, and the socially unacceptable. In the Modern Nights this pattern naturally extends to those that bask in the distant blue glow of a monitor's screen. Introverts, shut-ins, and digital hermits filter the world through screens and fiber cables, maintaining sprawling social lives that never require a face. Their preferred withdrawal makes them ideal candidates, having hidden themselves away in life, making it easy to sequester themselves in undeath. Their disappearances tend to raise few questions, and their habits translate easily into the subterranean quiet of a Warren or the interconnectivity of a Brood.

Even those mortals who are never considered for the Embrace still serve the Nosferatu well. They anchor the Clan's Humanity, provide windows into mortal culture, and remind the Sewer Rats that a twisted visage means nothing when it's behind an avatar, a handle, and a voice call. Modern Nosferatu Embraced from these ranks often accept their deformities with surprising ease, readily accepting the loss of their socially acceptable appearance for brute strength, near-perfect stealth, and dominion over the vermin of the night.

However the darker side to this is that within the Nosferatu, who seek somewhere to belong, can often find their acceptance a currency as precious as blood. Predatory "Rat Kings" and other influential Sewer Rats cultivate dependency on inclusion, weaponizing community itself. The threat of excommunication keeps

their weaker or younger Clanmates scrambling to maintain their position or prove their worth to the greater community of the Hidden, terrified of losing the only family that would have them. Yet this pressure must be applied carefully; Push too hard, and the cornered rat bites back, issuing forth secrets and misery unbidden to the ears of other Clans.

The fear of being cast out never fully fades, even from those who consider themselves at the top of the pile of refuse. What little community a Sewer Rat has is cherished fiercely, even if quietly. To lose shelter, protection, and access to the Clan's hidden assets and network is death to many Nosferatu. Excommunication becoming something more akin to a severing of economic worth. This doubly ensures that loyalty to the Brood, even amongst the inhuman and chaotic ranks of the Sewer rats, is maintained against individual ambitions.

Beyond the Sewers

"It's three in the morning, sweetheart. There's no one in the walls. You can sleep here tonight if you're scared, but you need to stop working yourself up like this."

The image of large numbers of Nosferatu writhing beneath the city is the first that comes to mind, and historically this has been true. The sewers have long offered a defensible reprieve for the clan of pariahs. They are familiar, controllable, and easily ignored. However, they are by no means the only places the Nosferatu call home.

Those who know better understand that the Nosferatu dwell in all the metaphorical bastions of the underworld, as well as the unknown and neglected: Sewers, tunnels, rarely used infrastructure, abandoned buildings, storm drains, and utility corridors all make for strong Havens that rarely have visitors. These places provide cover, anonymity, and at times a steady supply of blood no one is inclined to miss.

Others embed themselves within places of work. Industrial sites, gas stations, and night-shift service hubs are ideal. Managers are ghouled, schedules bent, doors sealed and forgotten. Skeleton crews grind through overtime while something feeds beneath them, in basements and secured rooms locked from the inside. How often does an employee at a huge firm check the maintenance room? When do the faculty and students open the locked door at the end of the hall? What interest is there to find in a boiler room that never

needs repair? The door to such lairs are ignored, and may as well not even exist.

Hospitals offer richer hunting grounds. Some Nosferatu adopt the shape of non-descript staff, feeding from the feverish, the sedated, and those unable to speak or unlikely to be believed. Veterinary clinics serve a similar purpose, offering blood without questions, whether it comes from animals or their owners depending on the predator's restraint. The complex ventilation and sturdy walls all the labyrinth and fortress an undead need.

Becoming more common these nights are Nosferatu who reside in occupied homes and apartment complexes. They are renters that are never seen, or who live within walls, vents, and crawlspaces, claiming the forgotten architecture of buildings that was never meant to be inhabited. They emerge only to feed before retreating into spaces too narrow for pursuit.

Then there are those who choose a different sort of concealment. Reclusive individuals of leisure make ideal havens, living beneath the notice of the so-called High Clans. A Nosferatu may reside openly within such homes. The ghouléd host is isolated, coaxed into withdrawal, taught to fear the outside world. Food is delivered. Cleaners come and go. Visitors are discouraged. Dependency is nurtured until the mortal believes there is nothing beyond those walls worth returning to. The Hidden parasitic rat, in this instance, feeds and consoles, promising that their dependency is love unbidden, which cannot be found in all the world outside.

Fellow Clans Below

Hardly alone in the depths, the Nosferatu's warrens in the Underground sometimes bore into the holdings and unlives of other Clans. Drawn by necessity, exile, or a shared affinity for being unseen, the relationships between the Nosferatu and these fellow subterranean dwellers is complex. While the Hidden are treated with disdain and marginalized in the world above, below the asphalt and pavement they are lords, and they ensure that all who live in their kingdoms below know that.

THE CLAN OF BEASTS

The Gangrel, with their equally feral nature and their affinity for the margins of the world, are in many ways the closest to the Nosferatu in spirit. Both Clans tend towards being outcasts shunned by refined society, and both have learned to survive in those margins. In the unseen places of the world, beyond the lights of civilization, against an unordered night. While the Clan of Beasts are much more solitary than the Hidden, a tenuous usefulness and solidarity does exist between them. So they occasionally form alliances, especially instinctual ones. Both of these Clans know the score when their backs are up against the wall, or when their gullet craves blood. Even with little love lost between them, it is their understanding of the other that makes them easy allies.

THE CLAN OF FIENDS

The Tzimisce, with their mastery over flesh and bone, are quick to trade human physicality and appearance for inhumanity and metamorphosis. Such transformations require no small degree of discretion. While their monstrous countenances can rival or even surpass those of the Nosferatu, a deep cultural divide separates the two Clans.

The Tzimisce choose their inhuman forms while the Nosferatu make no such choice. When this distinction is compounded by the Tzimisce's penchant for arrogance and rulership, willing alliances with the Nosferatu become rather rare, or alliances of necessity.

Nosferatu lines that hold origins or long histories with Carpathian lands lend their support of the Oradea League as conflict grows and the fires of the Finals Nights appear to draw ever-closer. Many of these Nosferatu hold vast Domains, usually at the discretion of Tzimisce liege lords.

Within this strenuous alliance, strange and unique Bloodlines suffer and flourish under the crushing burden of the passing ages under Tzimisce experimentation, kept as pets by these brutal feudalists. Other Nosferatu retain a measure of autonomy by holding domain or swearing fealty to ambitious Tzimisce in need of a spymaster, not to speak of those Nosferatu who burrow into the mountains and erect kingdom-warrens from which pour mutatinous beasts that haven't been seen since the Long Dark.

THE CLAN OF THE DOOMED

The Ravnos are transitory. Danger, at their backs and flames licking their heels, inevitably leads them to the ends of the earth or the dark hollows below it. Fleeing from the rulers of the Domain or from their own fate, it's not uncommon for these Daredevils to broker hidden havens and secret meeting places with the Nosferatu, who keep such places safe and secret.

THE CLAN OF THE MOON

Malkavians sometimes find themselves sequestered below ground, either imposed by others, or themselves. Many such Seers isolate in reality to seek refuge in their visions, where they resonate with realms unseen and parse knowledge that cannot be known or kept by others. The Nosferatu tend to treat such Malkavians better than other Clans, not necessarily out of sympathy or pity, but because their ramblings can provide secrets no one else can.

THE CLAN OF DEATH

Long has the Hecata contested the domains of the Nosferatu, and now as a unified 'family' they continue to do so. Laying claim to catacombs and tunnels below hospitals, the Clan of Death frequently intrude on the tunnels and Warrens of the Sewer Rats, using animated dead and Wraiths to defend their claims and plague the Sewer Rats. Despite this, the two Clans sometimes coexist, trading secrets and ancient knowledge. However the Nosferatu, if pushed, are quick to remind these Gravediggers whose Kingdom they'll be buried in.

A Political Monster

"We are all equals here out of sight from the Court. Just remember that some of us are more equal than others"

—Harold Finch, Ratking of the London Brood

Both a dream and a curse for the Nosferatu, their existence on the fringes of Kindred society has fostered a fierce sense of autonomy, a determination to remain un beholden to Sects. Amongst the hidden, there is true camaraderie that only exists amongst their own. Yet the realities of the Modern nights make true independence difficult. Constantly courted by the city's power brokers, the Nosferatu must balance their freedom while still performing services demanded by Princes, Barons, and Bishops.

The struggle to maintain this balance of independence and loyalty to the local society is reflected in the Clan's internal culture. Nosferatu are notorious for their loyalty to their own Clanmates, placing them above Sect, city, and sometimes even personal ambition. This leads to them appearing as a cohesive, unified, front when they butt heads with other Clans, and better yet they do so in ways no other Clan will.

Much of how this is accomplished is through a gerontocratic or meritocratic system, where Warrens are overseen by the eldest or the most competent. This system is rarely as definitive or as formally enforced as the station of a Prince. Rather, Nosferatu who hold such positions maintain them by providing hard lessons and guidance to younger Rats, with decisions made collectively among the members of a Warren.

Despite this way of unliving the Nosferatu are hardly immune to the temptations of power. Seeking to leverage knowledge for personal gain, some trade secrets as leverage, even against their own Clan. Others become intentionally tangled in the plots of the Camarilla, Anarchs, or even Sabbat remnants, sacrificing a measure of their independence for the promise of protection or advancement. In such cases, autonomy becomes second to ambition, a different balancing act becomes one of safety and strength.

Broodling's Roles

There is no strict hierarchy within independent broods, and authority is always informal and in flux. Someone who once commanded respect and influence because they possessed a deep information network within the Camarilla may find their insights considered useless once that same city becomes Anarch. Where once each word they spoke was heeded and considered sharp, it may now carry little weight.

The Nosferatu have a practical streak. Those who provide a service or unique expertise are respected, their voices carrying more weight. The Brujah may have a shouting match, the blue bloods may defer to their superiors, and the Gangrel may yield to the strongest will. When disagreement arises within the brood, it is the Nosferatu who can mobilise collective resources who will have their will done.

An elder who invests in the welfare of the Nosferatu community, ensuring its defences and that vitae is plentiful, will hold more sway within the Clan than a Nosferatu whose influence lies primarily with a Sect. The way respect and power flows within these autonomous communities means that, to be influential, a Nosferatu is always striving to provide unique expertise known only to them, or assets vital to the brood.

Loremasters, typically older Nosferatu with experience who document their past and the nature of their bane, are respected for their insights. They are quick to use myth and history to remind others that the world would like nothing more than their destruction. Many are equally quick to embellish the past or the myth to serve their own purpose. It is assumed that such elders, so keen on old secrets, maintain archives of lore and other useful tidbits in their hidden havens. Most of the time, this is the correct assumption. They often possess more than enough information to compel others into silence or ensure someone else does it.

Ratkings, on the other hand, is an informal title given to those who act as a nexus for multiple Nosferatu, binding them and aligning their interests, part diplomat, part networker, part enforcer. The nickname comes from how they entangle others, as their namesake suggests, a clump of rats bound together, unable to separate, and doomed if they fail. When multiple Ratkings disagree on a direction or when the clan begins to falter, they are the first to be blamed, and the entangled Nosferatu may tear themselves apart as each tries to scurry their own way.

Politics & Fleeing Sinking Ships

The Nosferatu are a group that cannot be subdued easily, and so Kindred rulers must take them into account or suffer unseen consequences. Most Kindred will show them some begrudging respect, if only to ensure their secrets are not uncovered. Nosferatu, in general, like to give vague statements implying they know something about others, even when they do not.

As a political bloc, they are both asset and liability, willing to sell information to anyone for any price. One must pay a steep cost for informational exclusivity, and their allegiance is ultimately only to themselves. Their unwillingness to divide into sect politics and worse still aid one another is deeply troubling. Every sect leader is painfully aware that if the Nosferatu are displeased with the state of affairs, they will begin to back others or quietly favour rivals in the hope that a new regime will prove more accommodating.

This leads to persecution, punitive measures, and active efforts to limit their influence through special decrees disguised as protections of the Masquerade. Many sect leaders view the Nosferatu as a corrosive liability that inevitably leads to destabilisation. The Nosferatu, for their part, will deny it and even if they did, it is because they have no choice. It is a tale as old as Enoch, a question of which came first.

That is not to say that Nosferatu are immune to sect preference or lack their own political ambitions. There is, however, an expectation that the brood as a whole will back the winning side, or at least the one that proves most useful. Of course each Nosferatu with a sect preference will argue that lending support to their chosen faction is the pragmatic choice. By providing favoured information, they strengthen that sect, which in turn justifies their decision.

Even when a brood has formally committed to one side, dissent remains. Some Nosferatu will quietly aid their official enemy. If discovered by one of their own, they will simply claim they are hedging their bets in the event of a black swan catastrophe.

The Nosferatu change with the times. A brood may wear the colours of the Camarilla, the Anarchs, or even the Sabbat, but they understand themselves as Nosferatu first. Summons are answered and Elysium is attended when required, but allegiance to a sect is a convenience, not a belief. When the city begins to sink, the rats are already elsewhere.

Red Nosferatu & Their Variations

Within the Movement, the Nosferatu are as valued as they are mistrusted. Their unique position between the Sects means that they always know someone who knows something about anything, making them indispensable. However their reputation for secrecy, in a delicate advancement of rebels with various causes, makes them appear self-interested beyond those causes. Because of this, many Nosferatu are kept at arms length by the leaders of Anarch groups in the same way Camarilla courts do. This can have a subsequent effect of keeping the Sewer Rats from becoming too engrossed in Anarch idealism.

To most of the Clan of the Hidden, the Anarchs are a cause that is tempered by pragmatism. Survivors first and foremost, they shift allegiances should it suit their interests and safety, with many Sewer Rats playing both sides, even if they favor one over the other. When pressed, a Nosferatu is inclined to sell information and services to the highest bidder to ensure they remain too useful to see a sunrise.

However, the so-called Red Nosferatu are exceptions, having thrown their lot in with their Anarch Moments, sometimes even above their own Clanmates. These Nosferatu are sometimes leaders or ideologues in their own right, fighting for beliefs in place of their Clan's well being. Red Nosferatu are eager to overthrow the status quo, usually out of anger and spite. Theirs is a means to upend much of what 'decent society' stands for, to take their anger out on those who turn their noses up at them and treat them as lowly scum. While such upstarts aren't vilified within the Clan of the Hidden, they are none-the-less regarded as caustic and unreliable. What sets the Red Nosferatu most distantly from their Clanmates however, is their boisterousness. These Anarchist Rats are not afraid to be seen, and invite scenarios where they can demonstrate their strength. Regardless of allegiances, the Nosferatu's presence in the Anarch ranks is a reminder of their cunning, but also their passions. Revolutions are built on both, after all, and the Nosferatu have such qualities in spades.

GREMBLINS

"What do I want from this city? What's our "golden city on the hill"? Me and the boys talked it over. We think it's when every Nosferatu in this city gets a Toreador blood slave."

Many Red Nosferatu build their influence and power only to lay havoc and provocation at the feet of those they believe deserve it most. The cause of the Anarchs is just only so long as their morality and message pulls apart the empires and institutions an individual might despise. The actual movement itself, as with most things to a Nosferatu, is the means to an end.

These especially vindictive and mischievous Sewer Rats are called Gremlins by others in a movement. Wild cards that experiment with computers to hack corporate power structures, disrupt other Clan's interests, and undo years or decades of power consolidation, usually at the expense of the Camarilla, Hecata, and sometimes the Sabbat. In many cases, there's little vitriol for the target, only the promise of chaos, embarrassment, and sabotage. These can be even the most petty actions, such as leaking an embarrassing email, or pushing a Kindred's ghoul down a flight of stairs. Repeatedly.

Their attitude is one of irreverence and provocation, laced in black humor and jaded perspectives. Unlike other Nosferatu who see secrets as leverage to be used at the correct moment, a Gremlin will go to great lengths to find the secrets and vulnerabilities of others, only to then reveal them for a quick gag or chuckle at someone's expense. Snipes and funny remarks follow to provoke a reaction from others and put them off balance.

Even in the cases when everything hits the fan, and the threat of consequences fall upon their snickering heads, a Gremlin is too cynical, too caught up in the moment, to care about any perception of the future. The mere action taken against them is treated as manipulation enough, their disdain for attachment and social norms so warped that the preservation of them means nothing, even to their own well-being.

Despite this aloof attitude, Gremlins do try to keep their antics targeted at enemies within other Sects or those who they believe are a threat to the movement as a whole in their city. They readily defend their ability to reek misery upon others, a defense which requires independence and a movement that readily looks the other way.

A NEW VISION

Many Red Nosferatu enter the Unbound Movement because it offers Innovation. The Camarilla is focused on survival, on protecting itself, even if that means walling itself off from the world. This mentality has led the Kindred into their current predicament. They were content to let technology develop into a centralized monstrosity and a weapon of surveillance, so long as it remained someone else's problem.

From the outset, the Red Nosferatu consider the digital age a great equaliser against ancients and Elders who have accumulated resources over centuries. It is the next stage in societal evolution, one foreign to the creatures of the night that pre-date it by decades or more, and allows the withering of the oldest in their insulated bastions as they become increasingly blind to a world they no longer understand.

Elders are left trying to brute force authority through systems that no longer bend to them, agents that understand the intricacies of daily life better than they ever will, and the power of a digital world of information they cannot see, smell, or touch.

Many Nosferatu within this movement were already specialists in technology and tinkering and were there to pick up the digital wreckage of ShreckNet's loss to the Second Inquisition. The conspiratorial minded in Anarch circles widely hold that the Inner Council quietly encouraged its collapse, manufacturing security failures as a mechanism of control. Justifying new authority over a world detached from modernity, from the onward march of tech. Data moving freely is intolerable to them, especially in spaces they can't comprehend, let alone control. The humbling of the Tremere was, for many, an acceptable collateral benefit to SchreckNet's loss.

Regardless of conspiracy, the reality remains unchanged. Conducting Kindred affairs through digital networks is a death sentence within the Ivory Tower, and even among Anarchs it remains controversial. But at least, they are tolerated, mostly. At least until something goes wrong.

THE COUNTS

Tracing their origins to the 'Cyberpunk' movement of the 1990's, many Nosferatu have begun to join a technophile movement. Referred to as "Counts", these Nosferatu use the "Offline Relay Local Operation Cryptography" or ORLOC, as a replacement network for ShreckNet. ORLOC is a decentralized node-based network that functions well outside of the internet

itself. Each node communicates via heavy encryption only with the next closest ORLOC node. These nodes are cheap and easy to make, quick to set up, and even quickly to remove or destroy.

Even those Counts who don't engage directly with ORLOC value cryptography above all other methods. They push for anti-hierarchy and even actively work against centralized systems. They brew, build, and condone cutting edge technology and practices that lead to fairer treatment, resistant to nepotism, and hostile to social gatekeeping. Their primary goal is to create a better, more private version of ShrekNet for this dark new age.

For a clan defined by secrecy and information flow, these Counts are an existential need. If they are left behind by the kine advances, they would lose their leverage as brokers of information. Even Nosferatu Elders are content to observe how this approach unfolds. If it succeeds, it can be adopted. If it fails, the damage remains neatly contained within the Anarch. Movement, far from where Justicars ask questions. While many Anarchs remain cautious, the movement always needs an edge, and the Count's preferences for anti-centralization and the destruction of hierarchy aligns with many Unbound.

THE O.R.L.O.C. NETWORK

ORLOC is the Unbound's answer to SchreckNet's downfall. A system built not for reach, but for security and secrecy. It exists entirely as an offline mesh of cheap, disposable relay nodes scattered through a city's forgotten and abandoned spaces. Each node, as previously stated, communicates only with its nearest neighbor, bouncing encrypted packets through storm drains, across rooftops, maintenance tunnels, and even to mobile havens –All without ever touching the internet itself. Devices authenticate through a local handshake protocol, granting access to short-range messaging, alerts, and data dead-drops. No node holds a complete map of the network, ensuring that any breach remains localized and contained. A single unit requires little more than a low-power single-board computer, a LoRa radio module, a battery, and a scavenged case. Each node is small, easy to hide, cheap to replace, and easy to destroy.

Because the Second Inquisition is always watching, those who manage nodes keep them on the move or ensure they're discrete. Ghouls, animals, and unsuspecting Kine carry mobile nodes throughout the city. This constantly shifting mesh alters a shape in real

time, usually with unpredictable movements, not unlike a living organism that changes, grows, and regenerates. Many nodes are even set on timers, turning them on as the sun sets, or when a ghoul requires them during certain times of day. Some even include kill-switches, or are booby-trapped to detonate if they are tampered with, wiping what little memory they have the moment they're compromised. Those who understand and use the system can trade information, warnings, and even boons between an ORLOC system once it's large enough.

The advantages of ORLOC come with a price. Should too many Kindred learn of it, too many become irresponsible with its use, it becomes a liability like any other piece of technology. So the Counts, the networks anonymous and unseen custodians, quickly purge users, dismantle nodes, and readily rebuild the system from scratch in a new configuration, free from the fools that compromised it. Their control over access even becomes a potent form of leverage and influence in some movements that have come to depend on ORLOC as a lifeline in a world where information is survival and it becomes a web of illumination in a world of darkness.

Expansion beyond a single city remains highly experimental and broadly prevented, as the larger the network gets, the less dependable and secure it will become. Precarious chains of mobile nodes carried by ghouls, vehicles, antennae, or animals to bridge one city to another are methods being employed in larger projects. These links fail often, however, especially when they must cross mountains or large deserts, as a single compromised node is enough to sever an entire line of communication.

Factoring in the intense maintenance of such relays makes it something that only the most driven Counts attempt.

TO SLAY A HARPY, VIRTUALLY

The most ambitious project from the Counts is that, through cryptographic consensus systems and local mesh infrastructure, they have created a truly neutral adjudicator of Boons without reliance on a central authority such as a Harpy. Boons within the ORLOC Network that offer such services are tokenised as unique, each representing a specific obligation. These tokens may be transferred anonymously through the Network, allowing Kindred to trade debts or resolve disputes without intermediaries. Its advocates present it as an anti hierarchy method of running domains and

enabling trade through voluntary interaction alone, making the Unbound dream possible.

Brujah, always the critics, are quick to note that the system's complexity creates numerous points of failure. Its obfuscation ensures that responsibility is diffuse and accountability elusive, which can defeat the use of boons entirely. These same Anarchs have a growing suspicion that it does not effectively eliminate authority so much as relocate it, quietly stripping influence from those who once claimed leadership of the sect.

In practice, power simply reconfigures. Minting boons, validating transfers, and enforcing legitimacy depend on those who maintain validator nodes. These positions are overwhelmingly held by Counts, who themselves are overwhelmingly Nosferatu. Critics argue this replaces one arbiter with another. The Counts resent this implication and are quick to retort that anyone with sufficient technical knowledge could, in theory, operate a validator node, and it is not their role to educate others in its use. If this produces an imbalance in favour of their clan, they contend, it is merely a damning indictment of other clans' technical competence.

FROM ON LOW, ON HIGHS

For Nosferatu who have long enjoyed a measure of self-governance, there is a further attraction with a rather distinct benefit, that of course being self-governance. Even further is the possibility of sitting at the top of a hierarchy that holds sway over other Licks and one's own destiny.

The Nosferatu, after all, have centuries of baggage and oppression in their blood. Forever relegated to the bottom rung of any given societal ladder, many old Nosferatu cast their lot with the Anarchs, and rally themselves to their causes, bringing with them assets and Childer both. This makes Red Sewer Rats an ideal bloc for Brujah leaders seeking to galvanise support with the underclass of their groups.

While many Nosferatu are jaded, taught not to expect much from a world that despises them, fiery speeches and carefully framed discourses can still find purchase even in apathy and misery. Promises of power and retributive justice resonate as hope in hearts and minds, regardless of Sect.

The Ministry offers a different temptation. They entice with self acceptance and the rejection of apology for one's appearance, forming small assemblies that dismantle the shame of appearance, promise acceptance, and lay hands upon their members. Promises obscene with pleasure and blood are thrown to the weary and the believers both. The affectation, whether it be genuine or artificial, matters little to most, and secures lasting loyalty within the local assemblage and the movement as a whole.

Many Nosferatu lose themselves in the opiate of power and status denied to them for centuries. To secure it, they prove willing to do almost anything, quietly recasting themselves as internal enforcers. Their status depends on this role, and few are willing to return to the periphery once elevated. Their capacity for guile and destruction makes them a potent vanguard against those who would overthrow the current order. Their ability to uncover secrets, coupled with deep rooted paranoia, leaves them ever vigilant against those who might endanger their refuge or conspire against it.

They often assume the role of informal enforcers and informers, policing perceived threats to the Unbound from within. They take it upon themselves to curate profiles on those they deem dangerous, feeding them to the leaders of their city. Others orchestrate loyalty tests, fabricating false information and observing how the suspected party reacts.

That potency, however, cuts both ways. Many Unbound who attempt to mobilise this bloc soon discover they are not easily controlled. Nosferatu who attain positions of prestige are quick to turn that power outward, targeting those who historically kept them down: the **Blue Bloods**, **Roses**, and **Warlocks** most of all.

Some take this disdain, this prejudice, and historical hatred farther. They act as ideologues, arguing that High Clans are inherently aristocratic and corrosive to the Unbound as whole, and that their inclusion will forever result in a failed society that cannot persist. From this position, they decry **Ventrue** as dominative tyrants, **Lasombra** as viciously selfish, **Toreador** as aloof socialites, **Brujah** as fickle politicians, and **Tzimisce** as materialist misers. Most common amongst these anti-High Clan groups are the **Tsuchigumo**, who are quick to spit poisoned words and bear vicious fangs to carve out any hint of imperial rule.

Such pressure only adds fuel to the fire in an already unstable Unbound city, and has occasionally turned inward within a Clan otherwise known for its solidarity. Left unchecked, these impulses can spill blood across an entire city, reducing the Nosferatu to the very monsters they are so often accused of being.



Camarilla & Rats in (Ivory) Walls

Long serving as the Nosferatu's primary Sect, to the point of default. Many in the Ivory Tower forget that the Clan of the Hidden were one of its foundational members, and were quick to carve out their niche as the eyes and ears of the Tower. Rarely are the Nosferatu Princes, and yet their intelligence and surveillance gives them power enough to make or break a Prince's praxis, which garners them no small amount of protection and respect (or fear). Yet their position within the Tower is forever precarious, as the High Clans regard them with low opinions. In the Modern Nights this has magnified. Young Princes and Primogen treat the Nosferatu with overt scorn and disdain, down playing their usefulness and putting them out of sight and mind so long as they remain useful. These same title-holding Kindred are sometimes taught harsh lessons. If the Camarilla isn't buying what the Nosferatu are selling, they'll sell it elsewhere, after all.

In truth, the Nosferatu's loyalty to the Camarilla is rather ideological. They support the Masquerade and the Traditions because they're essential to the Clan's survival, perhaps more so than any other member of the Tower. Better yet, the Nosferatu have a firm grasp of the Camarilla's bureaucratic functions better than those that created such bureaucracy, which allows them the ability to exploit it for their own interests.

All the same, the Nosferatu are keenly aware of their outsider status, and they never hesitate to push the boundaries of the snobs in the tower. A secret sold to a respectful Malkavian has a sensible cost, but that same information sold to an arrogant Toreador will be steep enough to sink their gallery. This makes Nosferatu an odd duck within the Tower, a paradox even. They are both indispensable and expendable, however they navigate this circumstance with cunning enough to exploit it for survival and ambition. Something no other Clan in the Tower can do as deftly.

SHERIFF & SCOURGE ON THE DIGITAL FRONTIER

The dawn of the Second Inquisition is frequently cited as having been caused by the careless expansion of SchrekNet and the constant posting and sending of information across the infinite vastness of the world wide web. While many Nosferatu deny their full responsibility, as a Clan they are none-the-less on thin ice when it comes to the Inner Council, who remains incredibly displeased.

Those who remain within the Ivory Tower must cement their usefulness once again and demonstrate

why they are an essential column holding the Tower upright, especially as the Children of Haqim, master assassins, delegates, and information brokers with similar powers of stealth, rise in status and prevalence.

In many cities, the concept of digital Sheriffs and Scourges now exist, even being named "*Digital Huntsmen*". Princes who seek to enforce the traditions and maintain the Masquerade in cities with a Kindred population that continues to use the internet, whether through choice or by necessity, appoint these positions. Conveniently enough, these positions happen to favor the Nosferatu themselves, especially those out of a hobby that had been familiar with SchrekNet.

Within the Clan, many Nosferatu recognise this as a mess of their own making and accept that it falls to them to ensure it does not happen again. Even while they grumble they perform the work as it is a small measure of control and similarity to what the Clan specializes in anyway.

THE ALL-SEEING ARGOS • DIVISION

The purest and most modern embodiment of digital enforcement at the highest levels of the Ivory Tower is the ARGOS • DIVISION. Originating as an emergency coalition of Kindred formed by the Inner Circle when SchrekNet was first compromised. These Kindred would later go on to be formally organized into A • DIVISION and given Archon-level authority in any and all digital matters. Tasked with policing internet traffic, as well as data centers, for information and events that overtly threaten the Masquerade, they are the all-watching cybersecurity of the Ivory Tower.

As the years march on, and the digital age grows ever-more pervasive, powerful, and dangerous, A • DIVISION continues to gain greater and greater authority and support as a branch of the Camarilla's governing body. In recent years, they've even been tasked with drafting talented Kindred into their ranks, forcing them to work as local eyes and ears, or boots on the ground in places where A • DIVISION's Archons aren't yet present. Refusal is usually impossible, and the consequences of poor operational security are well understood by digitally savvy Kindred, and so despite the demands A • DIVISION places upon the shoulders of Neonates and Ancilla are carried out.

Amongst the Archons themselves, A • DIVISION is seen as new and dangerous. A section of the Camarilla that's been given too much authority, too quickly, without the proper oversight of the Justicariate. However no one can argue with their talents or results.

MASKS & APPERANCES

The struggle between acceptance and shame within the Ivory Tower tends to be an odd one. Many Nosferatu wear masks to Elysium to cover their visage, especially if they mean to converse with vapid Toreador or court members they wish not to offend. Others simply don't care and show up as is, comfortable with how they look, or perhaps even more comfortable inflicting their looks upon others. It's just as powerful a move to offend the eyes of a Toreador one doesn't wish to be around as it is to placate them, after all.

Those who wish to climb the social ladder or form alliances and present themselves as prim and clean ameliorate their appearance, usually wearing concealing clothing and aforementioned masks. Such Kindred usually take great care in crafting ornate and striking masks that garner them attention, or outfits that display their wealth, influence, or personal talents. Such artistry can even attract the accolades of Clan of the Rose as beautiful.

However in either case, the Sewer Rats are damned, with other Nosferatu being scorned for subjecting others to their disfigurement or resented for daring to emulate beauty, not to mention those within the Clan who see shielding their own appearance as fake attempts at social etiquette and selling out. In many cases, by attempting to gain acceptance from one group, a Nosferatu may end up being ostracised by another.

At other times, the choice is entirely out of their hands, as certain Princes demand the Clan of the Hidden to hide their visage, while others demand they present themselves as they are. The former tends to be common in Toreador Domains, while the latter tends to be in Nosferatu ones.

More interesting still, however, are those Domains ruled by Nosferatu (and some Cappadocian) Princes who enforce an eternal Masquerade during Elysia and other Kindred gatherings, ensuring a near-equal playing field. In these Domains, one's looks, beautiful or baneful, cannot influence the opinions of others, offering a somewhat more equal social field.

INFORMATION PLAY

Nothing quite unites the "High Clans" of the Camarilla quite like the indignity of being ruled by a Nosferatu. For these reasons Nosferatu Princes are quite rare, though it does occur on occasion. More frequently their authority is as a prominent member of

a court, such as Primogen or as temporary Prince-Regent in a time of crisis.

The more politically ambitious prefer the role of Seneschal with their Prince being heavily compromised with blackmail, so dependent on their information that they can't rule otherwise, or in the most rare cases they're well-trusted. Of course none of these are necessarily exclusive to the others. Many Kindred readily accept such ambitious Sewer Rats as junior partners, and being underestimated is a powerful asset in the courtly game.

Others that resent the implication of their clan will attempt to distance themselves by becoming spymaster for influential Kindred. But despite their greatest effort they will always be seen as an extension of the Nosferatu clan, and one that will willingly sell their information to others of their kind.

The position of the Nosferatu is indeed a precarious one. They are one of the most robust blocs, and as a neutral party they are quick to accrue boons and influence from any conflict. Many Nosferatu leak information strategically within the Ivory Tower to ensure High Clans, and other political rivals, keep their attention and aggressions between themselves, rather than being directed at the Clan of the Hidden.

This is further helped by the Camarilla seeing Sewer Rats as a unified bloc that will do what is best for their Clan rather than what is best for the Sect, and so they are gatekept away from positions of power, but considered by those positions at every turn. As a political bloc, the Nosferatu have enough influence, numbers, and information, that they must be dealt with even by the upper crust of the Ivory Tower, else they will fortify their Warrens and plague the Courts with petty spite until it cracks inwards.

They also make themselves indispensable or bind themselves so tightly to the ambitions of the influential that any attempt at coordination against them becomes prohibitively difficult and undermines both the individual and the whole of the Domain.

OVERPLAYED HAND

Despite all their power, the history of the Kindred is rife with purges of the Nosferatu. They have been repeatedly victims of mass Blood Hunts, marginalization, and other cruelties. The Clan of the Hidden are often the first suspected as causes or perpetrators of calamity for a court. Their information, when the Domain begins to fall, can do little to buy them trust in such cases.

Aside from this, when the Nosferatu have the means to place another faction or individual into a position of power, it almost always inevitably backfires, as such Kindred come to understand how instrumental the Nosferatu have been and how dangerous their secrets are. The dominant power either learns to placate them, or more commonly, pulls the ladder up behind them and reduces the Nosferatu to a fraction of what they once were, leveraging former rivals who had already been marked by Nosferatu interference.

Restraint is therefore enforced from within. No Clan or faction is permitted to grow too dominant, lest it turn on them. While indiscriminate boons and information trading amongst their own kind is accepted, favouring other Kindred too openly is not. Individual Nosferatu who threaten the perceived stability of the clan through personal ambition are met with excommunication and isolation from the warrens.

Nosferatu as a group function carefully above all else, but as individuals their isolation and constant dealings through leverage alone often lead them to overplay their hand. When that happens, costly influence no longer buys protection, but instead galvanises opposition, as other clans recognise the benefit in curbing a power that seems to profit regardless of outcome. ■

Legacy of the Sabbat

"You'll find that pain is an excellent teacher. Misery even more so. Because you couldn't keep your mouth shut, or run in the opposite direction, you're going to have a lot of both to educate you."

—Robin Volgirre

Within the various levels and crusades of the Sword of Caine, the Nosferatu were one of the most humane groups. Their monstrous countenance frequently served enough expression of their Beast that they need not give in so deeply to it. The "Nosferatu Antitribu" as they've been historically called, are sometimes indistinguishable from their Camarilla cousins. Even with the bonding of the vinculum, Sewer Rats will frequently value their Clan over the Sect at large. Such loyalty is divided between Pack and Clan, and again there remains a fine balance to keep an individual Nosferatu from tearing themselves apart to ensure their loyalty to both. As with their other Sects, they warrant this division with secret and subterfuge, and all the value such things bring.

Within the Black Hand the Nosferatu are highly valued for their skills as hunters and spies, and yet are regarded with suspicion all the same. Paranoia breeds rampantly in the Sabbat, and even a Sect full of Beasts will have the most brutal and fanatical sniff out Sewer Rats as traitors, even when their loyalty stays firm.

Such Antitribu navigate the Sabbat in the same way as their Clanmates in the Tower, or amongst the Movements. They adore the culture of violence and overtness, and use that adoration and natural cunning to survive when other Clans within the Sabbat would be destroyed. In some ways, their humanity allows them an understanding of their Beast that others can know, and this analysis gives them a performative edge that makes them the most humane and the most Bestial all at once.

Even in the most brutal and fervent heart of the Black Hand, the Nosferatu are a reminder that there's room for subtlety and tactics, social and otherwise, which many modern Sabbat ignore to the Sect's peril.

THE DREGS OF NIHILISM AND REVULSION

The purported humanity of the Nosferatu is also a kind of unintentional propaganda, perpetuated by the Clan of the Hidden, as there are those who even they ignore or don't speak of, and the youngest of which know nothing about.

Those left below to fester do not do so in shame. The *Creeps*, *Monsters*, and *Leatherfaces* are collectively

called the "Dregs" of the Clan. They care little for the world, above or below, and care even less to pretend that they do. To the Dregs, those who cling to such pretences are unawakened sheep or fools that cast their care upon failing systems not meant for Cainites.

Much of these Dregs are ex-Sabbat or the abandoned Childer of a lost Pack. They frequently retain beliefs in Cainite supremacy and the Beast as an aspiration, not a curse. They place humanity beside hypocrisy, and care little for arguments to the contrary. To be a monster is to be honest with the world, because they see that the world is monstrous.

Most of these Nosferatu do not arrive at this state quickly, unless embraced as an already deeply disturbed individual. More often they are broken by the circumstance of their existence. Of trauma that has worn them down to something that experiences thrill only for the sake of it, rather than any prolonged purpose. In other cases they are the result of decades spent vainly trying to be human and failing, or pretending not to be inhuman at all while their cynical Beast rallies against their false demeanor. For these inhuman Nosferatu, time tempts them with vices and avenues of sensation that they inevitably give into.

Many become apathetic, learning to accept their repulsive forms only inasmuch as they don't care about them at all. Others have a smoldering, fulminating, hate in reaction to the notions of "decency," "humanity," and other considerations they regard as superficial wastes of their mind and time.

Any who go down these inhuman paths enjoy the power granted to them by their abandonment of greater values, as they exploit that same power over those who hold those "greater values" on high. The Camarilla and its members are notable targets. With its endless calls for humanity, discretion, and trappings of conformity to the Traditions, and society as a whole. The Dregs are uninterested in redemption or acceptance, only in exposure. Only in showing that, stripped of pretense, everyone is made of the same hideous matter within that they are, even if they must be broken open to show it.

A strain of hatred and nihilism runs through this grimly growing subculture. They wring pain from the flesh of Kine and Cainite alike, seeking only the thrill of ruin and torture. There is no greater cause, holy crusade, or ambition. For many of these Dregs, the moment is the only truth, the only reason. Anything greater is a future filled with boredom and tedious musings. Perhaps worst of all is that these wretches

have nothing to lose, and so they can't be coerced or blackmailed, and many are so far gone, they care as little for themselves as they do for others.

GAMES & OTHER DEMONSTRATIONS OF PAIN

Dregs indulge in ways that would surprise even the Clan of Fiends. Humans, Cainite, creature of legend. It matters not, all are just moment-to-moment ampoules of the drug of entertainment, waiting to be cracked open and poured out for a thrill at their expense. Momentary morphine consumed by creatures that feel nothing at all to begin with.

The greatest and most appreciated of these games are the creation and hosting of gauntlets beneath the earth in old decommissioned tunnels, derelict buildings, and hellish ruins. Rigged with surveillance, mirrors, and vicious traps inspired by both the endlessly creative minds of the vicious and bored, but also the torture porn seen in new millenium horror films.

Many *Dregs* find irony in compelling kine and Kindred alike to deform and cut into their own bodies in order to move on to the next obstacle, their physical form ruined by their hands, at the expense of their minds.

Those that survive these inhuman competitions, or who display a ruthless streak, are given a pretense of freedom or offered the Embrace. Those who walk free are terrible breaches of the Masquerade, however they exist with a potent trauma in their blood that has as high a value on the market as one might attain. However few *Dregs* care to exploit this monetary value, and instead wait until they're bored to torment these "winners" again.

Even those granted the Embrace are rarely freed from the circumstances of the misery that the *Dregs* will issue them, usually being blood bound for fun and forced to commit atrocities until their humanity is crushed under the thoughtless anguish of their numb attempts at self-stimulus.

BUCKSHOT ROULETTE

"Five shots, two blank, three live. The voice on the line says the third one is live, so what's the probability that you'll pull the trigger and blow open your mouth?"

"The point of the game isn't doing math you stupid fuck. It's point the fucking gun at someone's face an pul—"

A twist on an old classic game of chance. Many *Dregs* host and gather to watch, and participate, in what's called Buckshot Roulette. Played with a

tube-loaded shotgun filled with a random number of shells, which themselves are randomly divided into live rounds and blanks. Participants choose to shoot at one another, or themselves, each pull a moment from blasting open their face or the face of another. While some Cainites, inevitably, suffer final death, their undead state makes this game less deadly than it would for other, more living, participants.

Depending on the event, some players bring heavy iron masks of grotesque make to absorb a few shots. Others invest into bloodborne powers of increased fortitude. However it is a game of chance and probability, not necessarily of survival, and so banking on increased durability is hardly an assurance of success. All Clans are welcomed here, and winning gains one no small amount of clout amongst the *Dregs* themselves.

CRIMINALS IN THE UNDERGROUND

This callousness toward life makes *Dregs* prevalent within criminal groups, either founding them or taking them over. They speak through lieutenants in the shadows, willing to do whatever is necessary and more than happy to employ grisly uses of Potence. Many use the homeless and tunnel networks to facilitate drug and weapon trafficking, as well as more degrading materials, provoking the sensibilities of those who dare have them.

Most rarely organise beyond a single city, though there exist exceptions such as those in Japan known as the Dirt Spiders, who build local family-based criminal syndicates in the form of local gangs, small cells of organized crime, and black market trade. Though such criminal families hardly align with the sensibilities of the *Dregs* themselves, they are ready and willing to accept their business, and foster the inhuman trade towards different ends. Many *Dregs* will even adorn themselves with masks that signify their allegiance, or as much as such a creature can have allegiance.

These masks usually smile with a toothy grin, taking on the visage of demons, ogres, or other mythical creatures of old in a grisly nature, meant to make others aware and to mock their kind in the Ivory Tower. Such facial coverings, at times, even appear as hyperbolic versions of Nosferatu who hold positions of power, all to stoke a sense of mocking dread.

TENUOUS SOLIDARITY

Finally, in regards to the Clan of the Hidden, the Sabbat and any *Dregs* tend to be outcasts of the outcasts. Pariahs in a Clan already on the periphery.

usually enjoying only the smallest degree of solidarity with other Nosferatu, usually in a mutual lack of care from both parties. While they are rarely sold out by their own kind, their degeneration and attitudes are distasteful to most Sewer Rats. The Dreg's preferences for preying upon the most vulnerable, the most victimized, and those lost and ignored by the world above cuts too close to many Nosferatu.

Because of all their terrible cruelties, the Clan as a whole simply ignores the *Dregs* and makes a point of not knowing what they do or care to look into how they act. This ignorance and unwillingness to observe circumvents the moral dichotomy of reporting on such horrors and inhumanity or betraying their own.

The *Monstrous* and the *Creeps*, for their part, make a point of not killing or harming Nosferatu unless necessary (or out of sheer boredom). They do their best to give a warning shot, such as dead ghouls or disturbing signs left at their ghouls' or touchstones' locations, rather than resorting to the immediate tormenting destruction they bring down upon the lives of others.

Dregs who insist on making moves against the Nosferatu find that Elders, and the Brood as a whole, will rally against them and obstruct their "entertainment". This leads to negotiations of arrangements made to benefit everyone involved, a discourse that most *Dregs* cannot fathom being bothered with. So the greater Clan of the Hidden looks the other way, ignores what they can, and the *Creeps*, *Leatherfaces*, and *Monsters* do their best to get their kicks from elsewhere.

THE LOST ONES OF CAINE'S SWORD

Many see the Sabbat as a lost cause, and the already cynically minded Nosferatu, are quick to defect from a Sect that barrels towards annihilation. But those who have truly embraced the doctrine and the cause are ride or die. The Sabbat being the only cause that proselytises them ruling openly, with their monstrousness being openly embraced.

Most are also ardent believers in the *Nictuku* and see their influence everywhere, viewing the Sabbat as the only sect that recognises the threat and is willing to hunt them down. As paranoia has spread, recruitment amongst the Nosferatu has only grown, with even neutral broods welcoming them. Recruitment has been reinforced through the Path of the Cathari. Massive blood orgies serve not merely as indulgence, but as bait. Foul and beautiful bodies writhe together, and

pleasures thought lost forever are offered freely. For Nosferatu long starved of sensation and affirmation, the promise of no shame is appetizing enough to bring them into the fold.

Those who now join the Sabbat cause rarely leave and become ever-more fanatical. Feared even by other Nosferatu including the more inhuman of their kind which they interact with. For they know that if they enter into conflict or earn the disapproval of their Sabbat kin, they may not be destroyed, but they will be left broken in the mud wishing they were.

Greatest amongst the Nosferatu to adhere to the Sabbat's creed at the Scarmongers. Fact and fiction, these monstrous modern myth-makers entrench the Sabbat's power in an area by sewing a campaign of fear and pain. They make examples of people who stick noses where they should, carve bodies of "Kindred" into ribbons to demonstrate the danger, and create vast legends of inhuman danger that stokes terror and hesitance in the hearts of Cainites of whatever domain they sink their teeth into.

This role was first created by the *Tzimisce*, but the Nosferatu jumped into it readily, and as the Second Inquisition brings the flames of the modern nights upon the Sabbat, the Scarmongers have refined it further, carving security with tactics that are most often found within the inhumanity of the Black Hand. ■

Clan and Culture

The nature of the Nosferatu is one of resilience in the face of scorn. They are solitary, but rally in solidarity. The perfect mixture of brutal strength and skillful cunning. Their relentless pursuit of knowledge and their loyalty to one another ensures their sovereignty even under the weight of their suffering.

As a group that functions primarily as monsters below the city they are unlike all other Clans. Carving through the dark earth and rubble, making homes from ruins and refuse. They are the Clan of the Hidden, the Sewer Rats, the Lepers. Names given which speak to their marginalization in exile from the common society of the immortal damned. One should be quick to discern, however, that these same names are kept as evidence of their resilience. Insults that they take in stride, and wear honorably, even when they despise them.

Kindred Relations

A Nosferatu rarely gives special treatment to anyone out of their Clan as a whole, judging each Kindred with a wary rationale. No one is like a Sewer Rat, making the Nosferatu the ultimate outsider. Even when included they can be separated in that inclusion, and eventually this will sear them in ways that others outside their Clan rarely understand.

Due to this, the Nosferatu's relationships with other Clans is an obviously pragmatic one. Like their relationship with the various Sects and factions of the night, they make allies and enemies when it serves a purpose. While this is usually a case of picking and choosing whoever the Nosferatu view as the most likely to serve their purpose or ensure their safety, the reality is that the Nosferatu can be quite malicious, and sometimes will side with, or against, certain Clans when one can achieve vindication over them.

Despite all of this, the grim truth of the matter is that the Nosferatu can be quite a lonely Clan, and even against their best judgement, it's not uncommon for the younger, less cynical, members of the Clan to seek acceptance. An endeavor that unfortunately ends in betrayal and tragedy more often than not.

On a Clan-by-Clan basis, the **Gangrel** and **Brujah** tend to include the Nosferatu due to the three Clans sharing an 'outsider' status and disdain for the High Clans and their rule. The Gangrel in particular tend to be the Nosferatu's most valued allies, as both Clans

share alliances of convenience and pragmatism, and both favor the less civilized companions of animals.

Toreador and **Tremere** are another case entirely. Their history with the Clan of the Hidden is one fraught with vitriol and betrayal. The Rose's obsessions with beauty and art is anathema to the Nosferatu's twisting Bane, making the Nosferatu a portraiture of everything the Toreador despises. The Tremere, meanwhile, are hated for their history of experimentation. In the distant Dark Medieval Age these Warlocks treated the Nosferatu as mere flesh-material to exploit, particularly in the creation of Gargoyles, which they'd blend with Tzimisce and Gangrel stock. The wounds of these betrayals run deep in the history of the Clan of the Hidden, and though the Beckoning dampens the hatred for these acts, old wounds still cut deep across time and generation. This makes the Roses and Warlocks enemies more often than allies, and the Nosferatu are quick to give them steep, damning, costs for their services.

The **Ventrue** in particular rarely scorn the Sewer Rats overtly, and treat them in regards to their services rendered. Unlike the Roses, the Blue Bloods have little issue with how one looks, only how one conducts themselves and provides use. This isn't to say that the Ventrue treat the Nosferatu well, merely that they're treated by them almost as equally poorly as they treat most others. The categories of Low Clan stem from Blue Bloods, after all.

Other High Clans have a relationship of professionalism in most cases. Nosferatu are valued as spies and brokers of information, or strong enforcers. Generally they never accept or trust the Sewer Rats. However many Nosferatu are content with this relationship. Keeping the more aristocratic Clans at arms length has the dual purpose of keeping the Hidden hidden, and gives them ample time to undermine them if necessary.

Ghouls

The Ghouls of Nosferatu are usually a reflection of their own outsider status. Drawn from the ranks of the homeless, the desperate, the downtrodden, and the forgotten. These human servants form a street family for their Sewer Rat Domitors, whilst also being their eyes, ears, and sometimes hands in the world above. The relationship between a Nosferatu and their Ghoul is often one of mutual dependance, one marked by a mixture of exploitation and genuine care.

Some Nosferatu even form deep bonds with their Ghouls, offering protection and salvation, as well as purpose and direction. Their relationship can grant both parties a sense of belonging in a lonely world. The two exchange loyalty and service for comfort and companionship.

This doesn't preclude ruthless and abusive relations, however. Some more cynical and vicious Nosferatu exploit their Ghouls extensively, treating them as they think they themselves are treated. Perpetuations of abuse due to their loneliness. These Nosferatu tend to be ruthlessly cruel, and treat their Ghouls as expendable assets, using them and discarding them as one does any other tool.

The Ghouls of the Sewer Rats are as much a part of the Clan's culture as its relations with other Kindred. Together they share in secrets and suffering, both of which define their existence.

Animals

It's no secret that the Nosferatu have an affinity for vermin; Rats, bats, insects. They all serve practical and symbolic purposes to the Clan of the Hidden. In sewers and tunnels these creatures are both companions and tools, used for surveillance, communication, and defense. Better yet, these creatures have no qualms about the living state of the Nosferatu, even in their dankest and more disgusting Havens.

For many of the exceptionally isolated Nosferatu, who rarely see a Human in the flesh, they provide routine, belonging, and care –Even more than the other members of their Clan. A rat holds no leverage, spiders seek no debts, and cockroaches keep no secrets.

These same animals, reviled by most other Clans, are also a threat. Rats in the walls can be eyes and ears in a fool's Haven, and if their master is gravely offended, they can chew through those very walls to gorge on a Kindred during daylight hours. This is to say nothing of disgust. Dead as they are, few Kindred prefer filth and disease, keeping the cleanliness of their livelihood habits close. This means that siege of vermin is quick to assuage a Kindred's resolve.

These animals also reflect the Clan's ethics. Many Nosferatu choose to feed entirely on Animals, rather than Kine, seeing it as a much less risky alternative. The presence of vermin in their Havens is both bane and blessing, a constant reminder of their state as bottom feeders amongst the world's refuse, but a source of strength in times of Hunger.

Faith and Religion

Faith in the Nosferatu is complex and deeply personal. Many members of the Clan discard the religious beliefs they had in life out of spite for their new form, however others sometimes view their new state as a damnation that they must repent for. These latter cases seek redemption in the rituals of Christianity, Islam, and other faiths, and they hold those beliefs closer than ever.

The Bay't Mutasharid are the Nosferatu present in the Ashirrah. While many of them converted to Islam, others still remain focused on using the Sect in the same pragmatic way they use the Anarchs or Camarilla. Regardless of personal beliefs these Nosferatu are commonly practitioners of Quietus, retreating to the deserts to live as cautionary tales, or stalking the roads of cities as things in the night.

Many Nosferatu develop their own secular beliefs from their personal experiences. They're quick to turn symbolic meaning into personal mantras of good luck or rituals. The experience of suffering and exile tends to create a unique spirituality in these Sewer Rats, one that leads to meaning in endurance, solidarity, and the pursuit of greater understanding.

The primary defining trait of faith within the Clan of the Hidden is less about dogma than it is about resilience. Belief, for the marginalized and downtrodden, can be a testament of their strength against an adverse world, giving them power in darkness. ■

Old Horror Stories

The Nosferatu's unity isn't merely born from camaraderie, but of a shared ancient threat. One of their oldest myths claims that their Antediluvian, desperate to erase every reminder of his shame, commanded his brood-bound progeny to scour the world and destroy every Nosferatu they found. Around barrel fires in forgotten corners, Elders whisper of entire Warrens that vanish over night, of Sheriffs finding only ash and bone in the mud. In some Domains, even the rumor of these hunters inspires a nearreligious terror in those Sewer Rats that hear them.

Such Tales have shaped the Clan's instincts. They fortify their refuges, plan their escapes, and leave upon rumor or evidence of such creatures. Elders and rat-kings alike keep these tales alive, both as warnings, but as bindings. Myth and blood-memory intermingling to teach a lesson above all others: No matter how monstrous, there are greater, older, and more terrible things in the night.

Supplicants, Self-Hating

The especially desperate have come to supplicate themselves before these hating demi-gods of old, these supposed Niktuku, leaving behind staked bodies of their kin carved with pleading symbols in vain hopes of appeasing the wrath and hunger of those ancients that hunt them. For many who barely cling to what they are, or once were, the worship of something greater than themselves must be a shape that fits their self hatred and becomes a grim logic. If they cannot escape their nature, how is it that they'll ever escape this inevitable past? Such folly begets the reasoning that service is a reflection of their own misery, that supplication in the face of the inevitable horror that has supposedly stalked their Clan since its beginning will be enough to buy them its favor.

Defences

Paranoia is said to be the dominant mindset of the Nosferatu, though they would call it taking precautions. With the fall of Vienna and the purging of London by the SI, much of what was considered extreme is now recognised as common sense. The Nosferatu have suffered countless purges and attacks. Each grievous wound has been noted, and a defence planned against it, not unlike calluses forming over scar tissue.

When Ghouls and soldiers were sent during the day, the Nosferatu began to breed innumerable animals

and vermin, fed on vitae donated by the brood. Generations of beasts grew large and formidable, clearly unnatural, as they writhed and devoured one another under the careful attention of their spawn keepers. The strongest and most cunning were trained to protect their masters, kept on a tight leash lest children and pets begin to disappear around the city.

When a Sheriff is ordered to drag the Nosferatu before the Prince, they instead find winding tunnels and false entries. These allow for ambushes, only for the defenders to retreat deeper and wear their pursuers down through attrition.

When the influential attempt to interfere with the warrens, they discover that city planning has lost the archives of older districts and abandoned subway lines. Those who once knew their layouts have a habit of vanishing. The Nosferatu ensure documentation of the old city is destroyed or left in regrettably damp conditions. Their warrens weave through forgotten places, interlacing the old and the new. A saying among the Nosferatu goes, "When tension rises against the rats, the first casualties are the urban explorers."

With the SI ever more present, some Nosferatu have nudged those on the periphery to make their homes in tunnels, abandoned subway systems, and other subterranean spaces connected to the warrens. The thinking is simple. Bring the blood to you, and minimise the risk of a Masquerade breach. Few will believe communities infamous for addiction and mental health crises, and the collateral involved makes any action costly for the SI.

Deep at the centre of every warren lies a heavily secured space that serves as a bunker of sorts. The most humble are simply the most structurally sound and out of the way locations, where supplies are hoarded and a well stocked pantry waits for long silence. More well connected broods invest enormous resources into these spaces, from vault doors, CCTV, and modern security systems to esoteric blood sigils. Whatever means can be acquired are used to ensure such places endure. ■



Secret Keepers

“Three may keep a secret, if two of them are dead.”

— Benjamin Franklin

The Nosferatu are the archivists of the forgotten. Keepers of traditions that pre-date their Domains and even some of the Sects, spanning both Mortal and Immortal history alike. While this may seem strange, all Nosferatu realize that, as Princes fall, Sects go to war, and the world turns to the edges of new generations, common knowledge becomes arcana. The living facts of today lay down to sleep in their night, and it is the Nosferatu who inherit their dreams.

The Nosferatu have a consistent culture steeped in codes, dead languages, and preservation. They seek knowledge and transmit across the generations of the Clan in a quiet, desperate, rebellion against a world that is quick to erase such information via rot and erosion.

SchrekNet's destruction showed the Clan that even the most advanced and secure forms of recording can be compromised, stolen, corrupted, and destroyed. All the extensive digital knowledge, in this new dark age, has become a weapon of power in the hands of hunting Mortals. So the Nosferatu do as they did in the past. They seek the darkest corners of the world, build their archives, store their secrets, and prepare for the worst. Theirs is forever meant to be knowledge that's out of sight, out of mind. The quick age of the late-90's digitization has given away to hard encryptions, physical plastic pages, and vast stores within the salted veins of the earth.

Hidden Traditions

This tradition of keeping secrets reverberates down through the blood of the hidden, and their methods adapt to the times. In these late nights, the repertoire of the Nosferatu both broadens in complexity and simplifies to old ways. Ciphers, riddles, secret words, mnemonic memory tricks, mutating algorithmic language models, and ledger-based code span a decentralized database of intelligence. Independent of Sect, creed, or allegiance, the Nosferatu store, curate and catalogue what's necessary for their Clan to survive.

At the heart of this odd impulse, this tradition of curiosity and archival, is a kind of reverence for the forbidden knowledge. The most tantalizing truths that others seek with reckless frivolity that brings them to

the filth doorsteps of a Sewer Rat's door, grovelling. The Nosferatu prize not this information for what it can directly do, for many in the Clan have little interest in taking action against a Prince's whispers of collusion with the Anarchs, or a store of grimoires from the ruins of Gehenna, but the potential of those things is what matters. Someone will come looking for them, and they will pay in protection, in strength, in ability.

To the majority of the Clan of the Hidden, the most lost and forbidden knowledge holds its value in its power to transform one's predicament, secure their persistence, liberate them from their circumstance, and to destroy their enemies.

The traditions of the Nosferatu are the finding and collecting of dirt. Dirt on everyone and everything. Theirs are archives of the detritus of history; Lost, stolen, and forgotten. Each grain of filth they hold over others is a weapon that ensures their survival. A spite that brings their betters to heel. ■



Predators, Below

Unable to hunt as most other Kindred do, the Nosferatu's methods of feeding tend to be fraught acts. Historically the solution is to adapt to the local ecology of the underground, developing methods of sustenance that no other Clans have needed to. These tend to be practical and grotesque.

Rats and other vermin are the most widely preyed upon, with Nosferatu even going to far as to cultivate massive swarms of the creatures, bolstering their size by facilitating the prevalence of edible refuse for vermin within the infrastructure of a city itself, leading to breeds of such creatures that grow heavier with blood.

Yet in truth, the Beast prefers the taste of finer vintages beyond mere animals. Some Nosferatu venture above ground, stalking the city's outcasts and forgotten souls, feeding in the shadows where no one will see. Others cultivate networks of Ghouls and human retainers, using them as spies, food, and accomplices. More rarely, Nosferatu abduct humans from the surface, pulling them below earth, between the filthy crevices of infrastructure and into their own realm to create trapped herds. This incredibly inhuman act is one that is looked down upon by most Warrens, the danger of this practice being too extreme for most of the Hidden to stomach it. Yet as times grow increasingly desperate, measures are made to match.

For the Nosferatu, perhaps more than any other Clan, the act of feeding is an internal negotiation between necessity and risk. The reminder of a Clan forced underground, exiled from the safety of multiple societies. A perpetual requirement for them to lurk in the world above, but reside only in the one below.

Hidden Hunts

The Hidden Hunt is a new practice of the Nosferatu that grew at the turn of the century. A kind of "coming of age" wherein a Sire will hunt alongside their Childer in a test of skill, cunning, and restraint. Success for the Childe rewards them with independence from their Sire, moving from fledgling to Neonate.

These special hunts take place in the sewers, subways, or rural edges of cities. During such hunts, the Sire and Childe compete against each other, and possibly other pairs of Nosferatu, all in contest to see who can hunt a mortal most "cleanly".

Mastery of Obfuscate tends to be a given, but special attention is given to Childer who need no such

powers to hunt cleanly. Those fledglings who use their familiarity with their surroundings to harry their prey, avoid mortal hunters, and be inventive on the fly. Hidden Hunts are never without danger. The unseen places of the world aren't just home to Nosferatu, but to mortal hunters, rival Kindred, and other supernatural predators. All waiting for a moment of weakness.

The Hidden Hunt, if passed, proves to a Warren that a Childe is competent enough to function on their own, and their Sire is competent enough to have instructed them properly. In the places where it is practiced, it is one of the few times a Warren actively celebrates, with some of the more generous ones even offering gifts of boons or other accolades.

Dread of the Ancestors

Beneath every Warren lay the terrible, secret, truth. One in the very blood. The Nosferatu hide not only because of their monstrous countenance, but because of older, more terrible things from distant ages. A fear of their ancestors that trembles in the very blood of the Clan, rippling in tremors across ages. The foreboding legend of the Nictuku.

According to tales as old as time, the Nictuku are ancient kin of another lineage, who hunt and eat the Nosferatu with a relentless, monstrous, drive. A nigh-divine mandate that they must exterminate their lesser kin. These creatures are both myth and reality, with one being more so than the other depending on who is asked. Regardless of fact or fiction, the Nictuku are the eternal terror in the dark. A hunter that drives the rats underground and has shaped the Clan's culture and ethos. The reason for labyrinthian Warrens, extensive secrecy, and the compulsion for constant defense against something out there, somewhere.

Younger Nosferatu sometimes think this is mere superstition. Parables that help the Clan survive in these dire times, but the hearsay of old Warrens that vanished overnight add facts to the fiction. Stories of mangled survivors speaking of impossibly proficient monsters that tear through pavement with raw strength, and rip into the flesh of the earth to feed on the Sewer Rat's souls. This paranoia and dread are both a burden and a bond. A reminder that the Clan is of the Hidden not merely from the world above, but from the horrors of their own past. ■

The World

Subterranean

Beneath the city lay a world ignored by the one above. Ancient tunnels, abandoned catacombs, and winding burrows. The bones of what came before what's there now. Evidence of all the things that predate the civilization of the surface. The Nosferatu are the curators and inheritors of this subterranean realm, its explorers and guardians. In the darkness, they have discovered wonders and horrors alike: Fungal gardens that glow sickly and beautifully, rivers of filth that carry the detritus of the world, and chambers of riches and relics beyond imagining.

The underground realm is hardly empty. Other things move through the stone and soil, creatures of myth and nightmare. Remnants of failed ages, failed experiments, and hated things cast to darkness. Too monstrous, even for a world of darkness. This makes the Nosferatu's Warrens both sanctuary and battleground, with boundaries of their Domain marked with complex traps, networks of alarm, and the bones of the fallen who seek to enter uninvited. To survive in this hidden world is to become a part of it, to accept the darkness as both safety and danger, protector and adversary.

Things in the earth are both a source of fear and power. The Nosferatu draw strength from their mastery of the underground, but that strength is constantly tested by it. They must out maneuver the unknown to protect their own. Yet they are always aware that the earth, like everything else, is indifferent to their struggle. Its depths are filled with dangers no amount of cunning can ever fully anticipate, let alone control.

A Sparse Hunting Ground

The underground recesses of a city is home to significantly less Kine than can be found on the surface. While opportunities for feed cluster in proximity to transit systems, shelters, abandoned tunnels, and underpasses, such sites are hotly contested by a Brood. Nosferatu take particular care to protect these locations from encroaching Kindred outside of their Clan, who would otherwise seek to feed as well.

Some counter this scarcity by cultivating their own sources of vitae. Canny hosts organise underground raves and counterculture gatherings, creating watering holes whose novelty attracts even Kindred from the surface. The Nosferatu of Paris have perfected this

approach, hosting parties amid loud music deep within the catacombs.

While animals are ever-present, and tend to serve as the primary source of blood for a Warren, hunting them takes animal-related skills, or powers of the blood to manipulate them. More than anything, this lack of sustenance limits how far down Kindred can reasonably settle. Most find themselves spending their nights returning upward in search of sustenance where vitae is more plentiful, and a trip to and from the bowels of the city can be quite a long one.

Those who live deeper become dependent on other Kindred to bring them vitae in exchange for Boons or services. Others, less scrupulous, create larders or pantries, usually consisting of kidnapped Kine kept shackled or confined with just enough tools or food to survive. These prison communities are often located deep underground, or within infrastructure that makes escape nearly impossible. As with raising animals, the same problem remains: The living need to eat and drink if they want to keep living.

In the most desperate and darkest of times, when all other methods collapse, there remains only a single option. Diablerie. Such Nosferatu tend to be pariahs amongst their kind, falling into the category of Dregs more often than not. They operate by kidnapping other Hidden, or going to the surface to stake a Kindred and drag them far below ground, where they will never be found.

Doomsday Prep

In these tumultuous nights, as the fights of Gehenna wage and the world bends under the electric eyes of the Second Inquisition, it's not hard to fault the doomsday preppers of yesteryear. Many Nosferatu have survived the fall of various cities by crawling down into the bowls of the earth, holing up in their concrete havens packed with weeks of refrigerated blood.

The more future-wear Kindred, Nosferatu or not, now see these success stories as goals. They purchase large concrete dwellings in the mountains far from their Domain, fund massive excavations for transit, and Embrace Childer with expertise in such forms of construction.

Where once the Clan of the Hidden was granted dominion over the sewers by default, these spaces are now divided into practical territories rather than treated as an abstract domain held by tradition alone. This key infrastructure below ground allows easy access,

and much of urban development roots the foundations in the earth itself.

While this has taken some of the Nosferatu's territory away, those that seek territory in the earth and stone still need experts, guides, and their unofficial blessing. A **Ventru** seeking to expand their interests underground, even in their own Domain, will find projects delayed or blocked entirely by an undercity Kindred. Construction stalls, permits fail, and unavoidable complications arise. Yet the Nosferatu remove these obstacles, push work through, or will even do it themselves for the right payment.

Some influential Kindred, having observed the fate of London and other major cities, have begun constructing whole bunkers nestled deep within the earth. These are intended as refuges should the worst come to pass and escape prove impossible. Such sites are jealously guarded, warded, and stocked with bagged blood and secure means of communication. Building them without attracting attention usually requires destroying or blood bonding all involved.

Things in the Earth

Every city has its urban legends, its modern myths, and its horror stories. Many of them trace their origins to a place unseen. Tales of alligators in the sewers, people going missing in the caverns that line the mountains, subway stations with trains that never stop but are packed with vacuous faces. All of these are a part of the Nosferatu's legacy, tapestries of fear and fascinations. The world below erupts into the world above, like figments of foul steam.

Some of these are deliberate fabrications, spread by the Nosferatu to keep the curious at bay and to reinforce their own mystique, not just in Kine, but also in Kindred society. Others are rooted in truths that go beyond the Clan of the Hidden. Echoes and whispers of real things in the buried earth that the Nosferatu have encountered in the recesses of abandoned places. In all cases these stories are warning and invitation both. Reminders that the city's history can be toppled or destroyed, but still written in its rubble and found in its bones.

This makes the Sewer Rats both subjects and authors of these tales. Their presence is suspected in every unexplained disappearance, every whispered rumor of caution, and every parable of terror that circulates from the city's outcasts and to its towers. By doing this, the Clan maintains its invisibility, even as it uses such Masquerade-bending as a manipulation on

the city's imaginations, ultimately ensuring the world above hesitates to venture down into the filth, danger, and misery of their hypogean kingdom, but also never forgets that it's there.

Teeth in the Mantle

"We don't own the underground. We've just carved out our layer. I've fought Fiends, flesh-crafted ghouls, ferals, wights. Still, there are layers I won't go back to.

"One time I and a couple guys, we was track'n a pack of Sabbat way down into a water treatment facility. We knew we weren't s'pos to go there, marks warning of danger everywhere. We were relentless though, needed to collect a few heads and leave some to greet the sun.

"Prolem was we couldn't wait 'em out. They'd been down there nights. Long enough to go hungry. We knew it was going to be ugly.

"So we eventually went down and down, and when we got there, there was nothing left to fight. Just limbs. Ash. A hole carved through the floor. That was deep. Deeper than the foundation of the treatment facility. The bottom-bottom. We expected madness down there, expected carnage. Isolation and hunger'll do that. But the dirt was fresh.

"Then we heard it. Like this chittering sound. Clinking. One of our spawn-pit ghouls –Big Bastard– was a wolf the size of a bear. He got real spooked. That put us on edge cause Big Bastard had eaten up her fair share of Kindred. Then, outta nowhere, all these big hooked arms, like from a prey'n mantis start come'n up from that pit, gripped into Big Bastard, ripped her open and dragged her down. We fired everything we had into that pit for a full minute. All the ammo we had loaded up, gone in a flash into that dark. Then they came back. Clicking, cutting, bug-fuckers. Dozens of 'em. We fuck'n bolted.

"We barely got out of there. Few of us lost limbs, but we managed to reach the safety of an upper level. We didn't even go back, we brought in a big fuck'n concrete pump and filled that whole fuck'n place with ten tons of liquid rock. Fuck'em, they wanna be down there, they can stay down there.

"So, moral of this story? Every now and then, you'll come across a hole that's real fuckin deep, or a tunnel real fuck'n dark, and it's those ones even we shouldn't crawl into. So just seal it up and forget about it. They don't tell you this up in the Warrens, and the schmucks in the tower don't believe it, but you trust me. There's shit down here that crawls up from somewhere else, and it's way higher on the food chain than you or me."

–One eyed Tony, Underwar Vet

The Beasts and Grendel

“Freely they feasted, fed well, as each night they forgot all troubles. No tales of terror or warning did they heed. A demon of the depths endured that sound with cruel torment. The creature writhed, roused itself from darkness, and raged a joy. It could not rest until it wrecked this gladness.”

Those that fall to wightdom frequently flee to the places they knew best when they were more sentient. The Nosferatu, flee into the earth, driven by their instincts to the places that the sun will never touch and eyes will never see. Like the monsters of ancient tales echoed into the modern nights, these creatures become harrowing threats that familiarize themselves with their surroundings, using cunning and expertise to claim territory and become difficult to dislodge. Other Kindred, especially enforcers, are naturally concerned about such Wights. However they're slow on the draw, content to leave these Beasts for the Nosferatu to deal with.

Worse still are such Wights that bore into the earth and encounter older creatures of their kind. Wisened Beasts of the world's hidden places, infinitely more dangerous than they would be on the surface, and infinitely more hungry. These old chthonic Wights diablerize those Kindred, Wight or not, who are unlucky enough to discover them. Nicknamed "Grendels" these creatures are much like the Nictuku, and depending on who you ask they're one in the same. Growing monstrous mutations, these Wights come up from the earth only when starved into doing so, following the noise of Warrens and the scratching of Broods.

Should such a creature gain enough power, enough notoriety, it is not uncommon for Princes to either devote considerable resources towards their destruction, or towards a policy of containment. Unwilling to risk their assets themselves, such Princes are quick to assign the Nosferatu to any commanded course of action. Tactics vary as much as the Domains themselves, with some Sewer Rats luring the Grendel from its lair, erecting underground fortifications and embankments lined with high-powered weaponry, and baiting the SI down into the earth via delicate breadcrumbs, so that they might deal with it themselves. In almost all cases, results are mixed at best.

Loud noise, blood, sweat, and voices all galvanize the hunt of a Grendel. The most common catalysts for their violence being urban explorers, underground raves, and heavy construction. ■



Digital Panopticon

“With the turn of the new century I remember fearing the bombs; now I fear whispers from the other side of the world.”

Technology hasn't just outpaced Mortals, but the world at large. Even moreso the world of the undead. When the new millennium arrived every device became something that could access the world wide web. Every phone a camera, every watch a record of health. Even eye-wear has become an evolving threat to Kindred. While Elders shrink back, treating the digital age like pandora's box flung open, the reality is that the box continues to open, unleashing a torrent of hellish surveillance and paths to endless digital frontiers. Every moment of digital time marches onwards, rife with treachery and possibility. In this new dark digital age, many younger Kindred move toward the modern unbidden by the fears of their forebears. These Kindred raise a square torch in a storm of uncertainty, and it glows blue against the infinite unknown.

The truth is that this new world of electrical frequencies, unseen realms packed with data, and infinite processes writ upon the micro-filament silicon promise nothing apocalyptic or romantic. They are simply the fruits of the twenty-first century born from seeds of fire humanity found millenia previous. Like that fire, technology is both bounty and bane, curse and blessing, a path towards enlightenment and a cell of ignorance. All to be navigated or avoided, exploited or ignored.

Electric Eyes, In the Sky

Governments, corporations, and unacknowledged agencies wield tools that grant practical omniscience once reserved for myth. When someone becomes a target, every camera, every data point, every linked account, and every errant message becomes part of a larger pattern. The Camarilla, in both wisdom and fear, warns of this. Of how the Second Inquisition now wields a world full of eyes and ears as dire implements of extermination, capable of pinpoint a Kindred's exact location in minutes if all their resources align, like the omen-bringing stars of the night once did for oracles. Though the reality is messier: These groups drown in data, plagued by false positives and bureaucratic friction. However, like the technology they use and build, their mastery over the domain of the digital becomes ever-more absolute. When narrowed to a

single city, to a single block, and to a handful of suspects, possibilities fall away to certainties, and the great eyes of the digital age bring destruction.

This is why the most reliable defense for Kindred is obscurity. If the SI doesn't know a vampire exists, or simply doesn't know they're a vampire at all, they remain unflagged and move through the night unseen. Unhunted. Newly Embraced Kindred, especially those who have a heavy digital footprint or influence in online spaces, must curate their online presence after death, and do so with considerable care. A neglected profile can be as dangerous as an overactive one, but when every picture posted is at night that can draw other attention and questions.

Those Kindred who realize they've been flagged often keep it a secret from their peers, as they know that Kindred Society is just as likely to destroy them as an SI drone dragging them out into the sun. They become a walking beacon that can doom others of their kind, and whole Coteries have been ashed due to such selfishness. For one that has been marked by the SI distance can be the strongest security.

For the youngest Kindred the lesson is a clear one, that staying online is as dangerous as it is beneficial, that disappearing is as suspicious as every picture being at night. Many socially savvy Kindred manufacture their exit from social platforms, creating controversies that lead to putting their profiles on private, or chaos enough that they can vanish from their frequented spaces without too much notice. In the World of Darkness the greatest currency tends to be cruelty, buying both anonymity and safety.

A Digital Masquerade

The Masquerade doesn't fray because the internet is focused, but because it is so vast. Powerful forces within Kindred society, both on high from Camarilla-sponsored Archons and Agents of A • DIVISION, to down low amongst The Counts of the free Unbound who weave new and secure networks that circumvent the modern web entirely. Even other groups, such as the Hecata, ensure some degree of the Masquerade is kept, forging death certificates, suffusing the copper lattice of the city with literal Ghosts in the Machines to cause massive packet loss, server instability, or flat-out wipe drives with the distant cries of the dead. Outside of Sects or their members, individual technologically inclined Kindred monitor events using coordinated bot swarms to mock, discredit, or drown out claims of the supernatural.

Videos of certain superhuman feats are instantly called AI fabrications, and within hours waves of near-identical videos flood the space and conversation as the original is buried beneath the equivalent of a deluge of digital refuse.

These aims cause the public to treat the uncanny as entertainment, as most online discourse is shaped by sheer manufactured consensus. A glint in the Gangrel's eye is just an off-screen red light, a distorted Lasombra silhouette is merely an artifact of compression, a sprinting monstrous Tzimisce is just a cosplayer's incredible craft, and a Toreador's impossible act of skill has been sped up in post to look inhumanly dextrous. It all falls away from being evidence, it's all second-guessed. The internet for the common Mortal is, after all, little more than a modern town plaza. Brightly lit and engineered to sell, distract, and pacify at the expense of their attention. Only the vainest Kindred, or those forced to maintain a public persona, linger in the space long enough to draw suspicion from the general public.

It is in this way that modern humanity is their own greatest enemy. Companies bury the truth beneath self-optimizing search engines that would rather sell expensive lies of placation and product, than some conspiratorial horror story. Advertisers build whole realms to distract, to shock, and to bait from everything else. With all the Kindred of the night, and their loyal Retainers, working in their own individual ways to maintain the Masquerade, they smother their presence under mountains of noise, using the ecosystem of the internet against itself.

HIDING IN PLAIN SIGHT

Within the Unbound in particular, there is a breed of Kindred who, seeing the dangers of the SI and the new decrees of the Camarilla, decided to go headlong in the opposite direction. They see themselves as performers, hosting radio shows and speaking on current events, using turns of phrase that those in the Kindred society can understand with the right context. They provide information freely, content with the message and the fame.

Princes and Barons take a dim view of these Kindred, but find them difficult to locate. Yet many within the Camarilla freely listen in as a guilty pleasure, hearing veiled shots taken at rivals, or being kept up on events in their city, the broadcasters assume an almost jester-like role, though one that never lasts forever.

Darknet

The darknet, as most people imagine it, is less a place and more a misunderstood label applied to anything hidden, forbidden, or frightening. In truth, it refers primarily to networks like Tor, which route traffic through layers of encrypted relays to obscure origin and destination. Much of this infrastructure was originally developed with government funding for secure communication, and many Tor exist nodes have historically been monitored or even operated by state agencies from their inception. This is no mere rumor, but documented reality. A reality that the government quietly curates and watches.

Because exit nodes can be compromised, traffic leaving the network is frequently inspected, logged, or manipulated by these same groups. This makes the darknet a dangerous refuge for both the criminal and supernatural elements, and that was long before the Second Inquisition ever took notice. But with the SI's rise, the landscape shifted. Uncontrolled and privately operated nodes appear each night, expansion made only through the efforts of Nosferatu and other Kindred who quietly host their own relays and proxies from the forgotten corners of the world.

The SI, wary of involving outside agencies that might jeopardize their operations (and their funding) scales back its digital dependency on broader government monitoring. Instead, it deploys its own specialized teams to sift through darknet activity. These teams do their best to ignore the "mundane" horrors of fraud markets, pretty criminality, and general scams, favoring anomalies that hint at the supernatural. To the SI it's a simple calculation: Collateral damage is minimal, and the secret gained is invaluable.

DIGITAL RUINS

Forgotten Kindred servers linger like abandoned havens. Digital mausoleums sealed off not simply by design, but by the Final Death of the ones who built them. What remains from the turn of the century is a scattered archipelago of frozen sites, orphaned databases, and half-rotten networks drifting in the farthest reaches of the internal, untouched since the 1990s and earlier. They persist only because no one alive, mortal or otherwise, exists to remember them.

When the first Kindred embraced the internet, they did so by building private servers, hidden forums, and encrypted archives to trade secrets, coordinate domains, and store knowledge too dangerous to put on physical paper. Most of these very early efforts were done by Nosferatu, and would later be connected to the

early SchreckNet. Even then, most were maintained by a single administrator or a small Coterie. When the Second Inquisition swept through, those caretakers were destroyed, leaving infrastructure idling or running without further intervention.

Some of these servers still hum quietly in forgotten data centers, basements, or in repurposed office spaces. Others drift across outdated host providers that never fully decommission their hardware. The content of these servers is frozen in time, and if found they display HTML pages built on obsolete standards, guestbooks filled with dead usernames of Kindred from many Domains that don't even exist anymore, bulletin boards with city events whose last post was in 1998, and email lists that still attempt to deliver messages automatically to lost domains that no longer exist. These are digital ghost towns, perfectly preserved, eerily static, and profoundly out of place in the modern web.

These digital ruins linger on through a combination of neglect, redundancy, and the stubborn durability of old technology. As the digital landscape builds over these spaces with an endless amount of content, they become even harder to rediscover, becoming fossilized into the bones of a lost digital age, filled with the mundanities of Kindred life, and the mounting horrors that would befall the World of Darkness post-Y2K.

HORROR'S LEAST

Stories about the hellish reaches of the internet have circulated since the web first went mainstream, and the darknet quickly became the setting for every rumor, creepypasta, and whispered warning. Most of these tales are exaggerated or engineered, and yet the World of Darkness isn't merely the night and the earthly realm of the physical. It stretches onwards, using the camouflage of the rumor, of exaggeration, of absurdity. Behind every tale is a splinter of truth. Small and carefully hidden pockets of the darknet have become meeting rooms for not just organized crime, but the supernatural as well. Taking advantage of the newly expanding nodes, of improved encryption, and the circulation of local relays.

These spaces host markets and niches that make little sense to ordinary users, offerings that only become coherent once one understands the existence of the occult as maddening truth. Hidden interests trade quietly, benefitting from anonymity and insulation within and beyond the darknet. Criminal groups with deep backing from ancient and unseen patrons use

their vast resources to run services, move goods, and maintain their invisibility. A mortal that stumbles into these spaces risks seeing things they were never meant to, and risks those same things seeing them.

Occult forums and archive sites clutter the Darknet's back alleys like old antique shops blocked by vault doors. Getting into these spaces is extremely difficult (or entirely accidental), but what lay within are a trove of arcana. Poorly scanned ancient ritual texts that survived Vienna's destruction, ramblings of Treador writers about voices in the deep, alchemical formulas cited to extant Libraries of Alexandria, and elaborations on Enochian etched in medical pictures of human skin. More than a few contributors that don't seem to have ever been human at all. These strange and isolated data caches are numerous, yet incredibly hard to find, and are usually remnants of various sorcerous factions that have since gone dark.

THE FORBIDDEN ROOM

In the late 80's a handful of computer science students stumbled on a digital space that had no physical location. The landfill of the growing digital unconscious, where abandoned data, overwritten fragments, and cached ghost-memory compiled as digital artifacts and the emotional residue that bore them. By the 90's ARPANET was quietly reconfigured to avoid connection, and all mentions vanished. However nothing remains lost to those digging deep enough. Repeatedly re-discovered, this negative space is referred to as The Forbidden Room, and is usually guarded or exploited by those that know of it. The Forbidden Room holds all the lost information of the digital age, where all that should be gone has persisted. Dead websites, extinct malware, ghost processes running without hardware, fragments of conversations that never happened but were predicted by autocomplete language models, and even the partial personalities of old chat logs that self-reconstruct from old handles, abandoned writing styles, and forgotten emotional states. The Forbidden Room is a kind of digital afterlife, a magnetic self-sustained signal of everything that's ever been deleted, overwritten, cached, or abandoned. A place wholly resulting from humanity, yet itself is wholly inhuman. ■

The background is a dark, atmospheric illustration of a tunnel or underground passage. On the left, a glowing, metallic skull with red eyes is mounted on a wall. In the center, a vertical structure of glowing, segmented blocks or pipes extends upwards. The right side shows a rough, textured wall with some glowing elements. The overall color palette is dark with highlights of yellow, orange, and red.

HIDDEN LAYERS IN YOUR CHRONICLE

In the World of Darkness, there is no shortage of dark corners to keep Kindred occupied with machination and conflict. Yet it is within the hidden layers below civilization that information and secrets truly flow. Like vast, unseen arteries, they keep a city alive. These layers often go unnoticed and unappreciated, but such neglect comes at a cost. Whispers of existential threats are whispered here first, and while mere rumor, those that wait for certainty tend to be those that act too late. Awareness of these peripheral networks, whether firsthand or through trusted proxies, is often the only chance to act while secrets remain nascent, little more than rumor and speculation.

Those who know the horrors of the hidden understand better than to ignore them, but they tread carefully all the same. The danger lies not only in what lurks below, but in never knowing how deep one has already gone.

With that in mind, this section presents tools, tips, short story hooks, mechanics, and an optional system for creating and managing Tension. These scenarios task coterie with navigating hidden submarkets, clandestine conflicts, and unseen networks, while ensuring they are not swallowed by the very systems they seek to exploit.

Tension

As Kindred spend their night moving through their city, there is always the possibility for a chaotic turn of events, few who walk the streets know what lay beneath them, what terrors lurk in the earth and concrete of the foundations of their lives, erupting into the alleyways and from storm drains. For these events, **Tension** serves as a rating, 0-to-5, similar to Hunger. Its increase signifies the building sense of unease, peril, and loss of control that Kindred feel. The higher it gets, the more treacherous and difficult their circumstance becomes. **Tension** lasts until the end of the current Story, or until the group manages to fully resolve the fallout of a conflict. Certain Chronicles that follow an especially combat or risk-heavy Coterie, or take an entire Chronicle to resolve the events of a threat 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, especially if the Coterie managed to make strong motions to reduce or mitigate it.

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 reduce it or safeguard themselves, such as devaluing the opinion of a naysayer, or misdirect a political rival that would most likely make the situation worse. The exact effects of building **Tension** changes depending on the nature of the social scene.

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 unliving in, but what follows are some examples:

- Hunts may have **Tension** added to their Difficulty due to increased attention to an area; SI have infiltrated some of the nearby club scenes, easy prey have decided to stay in for the night, 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.
- Rumours of the coterie spread through back channels and encrypted chats; any available footage circulates among underground and clandestine groups.
- At **Tension** 3 the Beast begins to feel uneasy. Tests to resist Fear Frenzy have their Difficulties increased by 3.
- At **Tension** 4 the coterie becomes lost in the labyrinthine underground and loses signal to their devices. Devices may be compromised or actively monitored.
- At **Tension** 5 something deep beneath the earth has caught the coterie's scent and is coming for them.

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 Under Your City

The dangers that reside beneath the notice of a city's enforcers, whether Kindred or Kine, can fester for years without drawing attention. When they finally grow too large to ignore, most respectable Kindred are reluctant to descend into places they do not understand, preferring to send others in their stead, with deniability prepared should the situation turn sour. Such peripheral threats are often left to the Nosferatu to contain. The clandestine spaces they inhabit breed strange practices and worse kinds of monsters, shaped by neglect and secrecy rather than oversight. Ignored places do not remain quiet forever, and when they bite back, even the most aloof powers are forced to confront what they would have preferred to leave buried.

Dregs

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

A subculture thrives deep underground, where the disreputable and the obscene circulate freely to indulge or appease the Beast. These grotesque exploits usually stay hidden, but as the number of missing persons connected to various Kindred in the city begins to rise, the horrors of these underground markets and subcultures pour out into the unives on the surface, dragging their attention into the suffering bowels of the earth.

WHAT COULD HAPPEN

■ A member of the Coterie finds a black tape VHS. When played it displays the agonizing transformation of one of the missing persons into an especially twisted Nosferatu. Kindred who watch the full tape without looking away will suffer at least one Stain. Tracing the origins of the tape leads the Coterie to Ruin Jack, a Nosferatu who is running a grotesque business by Embracing beautiful people connected to various Kindred, recording their transformation, and then selling the tape. Players who join Ruin Jack and help with their business suffer two Stains. If otherwise confronted, Ruin Jack will call The Machine to combat them as he attempts to flee. Regardless of the outcome (assuming they survive), the Coterie finds evidence that Ruin Jack was producing the videos at the request of a buyer from far outside the city.

RUNNING & PLAYING THE GAME

The game is simple. Upon initiating a round, the Storyteller openly rolls 3 to 8 dice. Each success is a live round, each failure a blank. From then-on the Storyteller orders the rounds in the shotgun as they see fit. Each participant sits at a table. During their turn a player can choose to shoot themselves, or shoot another at the table. Shooting oneself with a blank allows the player to shoot again, otherwise a live round ends their turn, and the shotgun is passed to the right. Live Rounds deal a base 4 Superficial Health Damage. The last Kindred to remain untorpid is the winner.

■ One of the Coterie, desperate for wealth, fame, or anything else really, hears of an underground gambling ring with huge winnings. Upon seeking out the rumor, they find a seedy underground club and in the backroom is a game where up to four Kindred take turns shooting a shotgun, loaded with both blanks and live rounds, at themselves or another. When only one is left conscious, they're declared the winner, and are gifted three Backgrounds of the Storyteller's choice. Participants in this game are usually Dregs. Those who don't play the game find that most here are unguarded and rather careless, and the Coterie may add +2 Bonus Dice to their Social Pools.

■ A Knight of St. Ladre approaches the Coterie, claiming that at least some of the missing persons are due to a Werewolf that has been stalking the sewers below their Domain. During the conversation the Knight will offer a few photographs of individuals that have gone missing recently, one or more of the photographs are of Touchstones related to members of the Coterie. He will leave to hunt the werewolf regardless of if they help or not, however upon agreeing to assist, the Coterie is given silver weaponry of their choice, even including silver bullets. As **Tension** rises, the fate of those taken by the Werewolf becomes dire. So long as the Werewolf is slain, the Coterie is rewarded with Resources (2) worth of silver, and gifted their weapons.

RUIN JACK

GENERAL DIFFICULTIES: 3 / 2

A Creep who lives to cause pain and misery to others for the fun of it. He cares only for his 'art' and the reactions it gets out of others, and little about morality and all the misery he inflicts. Relatively cowardly by nature, he attacks only those weaker than him, or vulnerable. He delights in finding pretty Kine and Embracing them, recording them as they agonizingly transform into especially twisted Nosferatu, all as mere content for his own self esteem. He sells to extremely low Humanity clientele, whether they be Kindred or otherwise. He's always looking for like-minded assistants, offering to pay in cash, goods, or boons.

Clan: Nosferatu

Sire: Donovan Bright

Embraced: 1933

Ambition: To grow his distribution network.

Convictions: The world must be brought down to my level

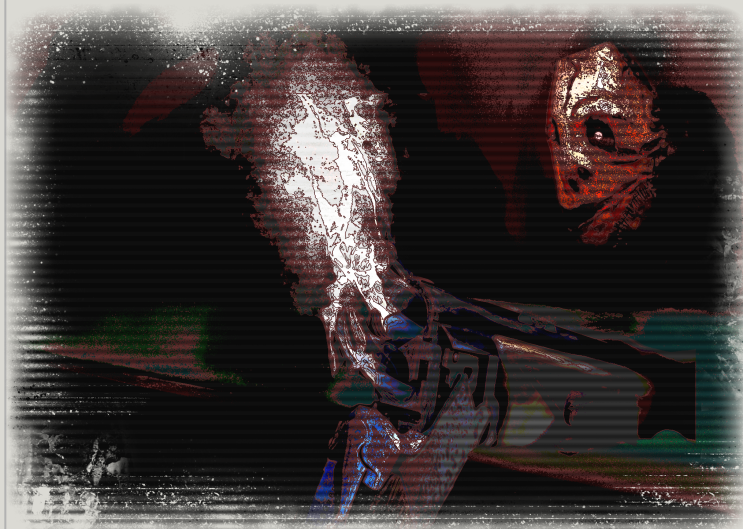
Attributes: Strength 2, Dexterity 3, Stamina 4; Charisma 1, Manipulation 5, Composure 3; Intelligence 2, Wits 4, Resolve 3

Secondary Attributes: Health 7, Willpower 6, Humanity 4, Blood Potency 3

Skills: Brawl 3 (*Abduction*), Craft 3 (*Restraints*), Drive 2 (*Stalk*), stealth 3; Insight 2 (*Lonely*), Intimidation 2, Performance 3 (*Host*), Streetwise 4 (*Distribution*); Finance 2 (*Contraband*), Medicine 3 (*Sedatives*), Technology 4

Disciplines: Animalism 3, Obfuscate 4, Potence 3

Notes / Other Traits: Cowardly by nature, he has little in the way of foresight, living only for the rush of his immoral actions and the reaction they get out of others, even if those reactions are violent. He will call in **The Machine** if pushed to physical combat or he becomes bored of discussions on morality.



THE MACHINE

GENERAL DIFFICULTIES: 4 / 2

A Leatherface who was once part of the Sabbat. The Machine is a towering, muscular woman whose head and body is wrapped in black trash bags and leather strips. Her mental state has degraded to the point that she operates without thought beyond the violent demands of her Beast. Little more than a Wight, **The Machine** assists **Ruin Jack** in capturing Kine. She is hardly his friend, and will brutalize him just as readily if he's placed in her path, allowing a clever Coterie to destroy him even without direct combat.

Clan: Nosferatu (Blood Olm)

Sire: Melinda the Butcher

Embraced: 1962

Ambition: Murder.

Convictions: Never stop killing.

Attributes: Strength 5, Dexterity 3, Stamina 5; Charisma 1, Manipulation 2, Composure 1; Intelligence 2, Wits 4, Resolve 2

Secondary Attributes: Health 8 (+4), Willpower 6, Humanity 4, Blood Potency 2

Skills: Athletics 4, Brawl 4 (*Mortals*), Melee 4 (*Heavy Weapons*), Survival 2; Intimidation 5

Disciplines: Fortitude 4 (*Resilience*), Potence 4, Protean 2

Notes / Other Traits: Lacking any sense of fear, **The Machine** is immune to fear-based powers, such as Daunt and Dread Gaze, and automatically passes any Fear Frenzy Tests.

She carries a +5 gas-powered concrete saw that runs from a fuel tank on her back. The tank can be shot to disable the saw, or ignited to detonate, causing 5 Aggravated Damage to anyone in Melee range.

FELICIA DRUMMOND

GENERAL DIFFICULTIES: 5 / 2

A Leper Knight who escorts the weak, ill, or exiled through the city's sewers and other underground passages. One of her charges was taken by a Werewolf into an old cavern dug beneath the Coterie's Domain. She now seeks its destruction, but would rather not go it alone. She has a powerful sense of purpose and strong moral code: Protect the weak and innocent from harm.

Felicia wears a heavy black cloak and her right arm is covered in heavy silver platemail. The remainder of her outfit is akin to tactical military gear.

Clan: Nosferatu (Leper Knight)

Sire: Sir Tristram

Embraced: 1988

Ambition: To make the sewers safe for the unwashed and unwanted.

Convictions: Protect the weak; Safeguard the innocent

Attributes: Strength 3, Dexterity 3, Stamina 5; Charisma 3, Manipulation 2, Composure 5; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 7, Willpower 6, Humanity 4, Blood Potency 3

Skills: Athletics 3, Firearms 3 (Crossbows), Melee 4 (Halberd), Survival 4 (Guide); Animal Ken 3, Etiquette 3 (Elysium), Insight 2 (Downtrodden), Intimidation 3 (Defender of the Weak), Leadership 3; Academics 2, Awareness 4 (Werewolves), Investigation 2, Medicine 4 (Disease), Occult 1 (Gehenna)

Disciplines: Animalism 2, Fortitude 4, Obfuscate 3, Potence 3

Notes / Other Traits: Carries a +4 Halberd plated in silver and a modern crossbow that fires +3 Silver bolts. She will always attempt to put herself in the path of the Werewolf for the Coterie and any mortals. Should she be brought to help with **Ruin Jack & The Machine**, she must Test for Fury Frenzy with **Ruin Jack** as her target. Pass or fail, she will do everything in her power to destroy both of them.

THE WEREWOLF

GENERAL DIFFICULTIES: 6 / 4

A supernatural bestial creature of rage that has been absconding with Kine and bringing them into a cavern carved into the concrete and bedrock of the city. The cavern itself features ancient rudimentary cave paintings of sacrifice to some unknown creature.

This Werewolf remains fully transformed, entertains no social engagement with Kindred, and will only issue unto them violence.

Ambition: Keep the sleeper in its slumber.

Attributes: Strength 5, Dexterity 3, Stamina 5; Charisma 1, Manipulation 3, Composure 1; Intelligence 4, Wits 5, Resolve 3

Secondary Attributes: Health 12, Willpower 6, Humanity 4, Blood Potency 3

Skills: Athletics 4, Brawl 4, Survival 5, Stealth 2; Animal Ken 5, Intimidation 5; Occult 4 (Old Gods)

Disciplines: Animalism 5, Auspex 3, Celerity 3, Fortitude 5, Potence 5, Blood Sorcery 3

Notes / Other Traits: Suffers Aggravated damage from silver weapons and fire only. Recovers 1 Superficial Health per turn. The Werewolf maintains a War Form at all times, gaining 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.

The Werewolf has not harmed those kidnapped, leaving them covered in glowing fungus in the depths of the cavern to waste away. However at Tension 5, the Werewolf will enrage, slaughtering the captives one by one.

Descendants

ATTRIBUTE FOCUS: PHYSICAL / SOCIAL

Acasia contacts the Coterie with a simple request that has complex consequences. Her favored Childe was taken from her the night before she was going to grant the Embrace, and instead Embraced by an unknown Nosferatu. Twisted into the Clan of the Hidden in place of the Fiends, Acasia asks the Coterie to track down her Childe and quietly destroy her, framing her request as an act of mercy. In return she will grant them a Major Boon and Resources (●●).

WHAT COULD HAPPEN

- The Coterie finds the stolen Childe, named Thistle, living among the Nosferatu. She is scarred and shaken, but insists Acasia was a smothering master, and that she willingly fled into the arms of a Nosferatu, refusing to become another ornament for Acasia to display in Court. Hearing that Acasia would rather destroy her than allow her to persist outside of her control, she counters that she knows enough dirt on Acasia that if they destroy her instead, she will ensure they're rewarded with Acasia's secret Haven (●) with Security (●) and Resources (●) near the heart of the city.
- While searching for Acasia's Childe, the Coerie finds Astrid who suffered a similar fate, but learned to live with herself. Unlike Thistle, Astrid despises what she is, and seeks vengeance upon the Nosferatu that Embraced her. Should the Coterie find Astrid's Sire and bring him to her, they gain her as a Mawla (●●). Alternatively the Coterie can betray her to her Sire, and gain him as a Mawla (●●) who gives a City Secret (●) freely once per Story.
- A Nosferatu Fledgling staggers through the city, unsure of what has happened to them, as their transformation becomes increasingly visible. Reports surface of a disfigured, dishevelled, figure knocking on residential windows and begging for help. Kindred authorities bring the situation to the Coterie's attention. Should the Coterie track the Fledgling down and bring them in, they're awarded a Major Boon from a high-standing Kindred, however the Fledgling is destroyed afterwards. Should the Coterie have a Nosferatu, they can take the Fledgling under their wing and attempt to keep them out of trouble and educate them, gaining them as a Mawla (●), as well as Fame (●) with other Nosferatu.

THISTLE

GENERAL DIFFICULTIES: 3 / 2

A vulnerable Fledgling who has been Kindred for only a few nights. She doesn't quite know what to do with herself, but seems content to be away from her would-be Sire, Acasia. She is hesitant to live among the Clan of the Hidden, but is resolute in her claims that Acasia is a domineering and wicked Kindred that she's glad to be freed from. In life Thistle was Acasia's confidant as much as her Ghoul, and she knows all of the Toreador's secrets, and is willing to part with them so long as Acasia meets her end.

Clan: Nosferatu

Sire: ???

Ambition: Live with total independence.

Convictions: Never deny freedom.

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

Secondary Attributes:

Health 5, Willpower 5, Humanity 5, Blood Potency 1, 13th Generation

Skills: Firearms 3, Stealth 3 (*Hide Visage*); Animal Ken 2 (*Pringle*), Etiquette 3 (*Toreador*), Insight 4, Persuasion 2 (*Help*), Streetwise 3 (*Old Neighborhood*), Subterfuge 2 (*Actual Sire*); Academics, Finance, or Politics 4 (*Would-Be Clan*)

Disciplines: Animalism 1 (*Famulus*), Obfuscate 2

Notes / Other Traits: Has her old domestic cat from her mortal nights as a *Famulus*. At Tension 4 or higher she will flee from the Coterie, distrusting them.

PRINGLE

GENERAL DIFFICULTIES: 3 / 1

Thistle's pet cat. Pringle was immediately made a *Famulus* by Thistle. If spoken to with *Feral Whispers*, Pringle will confirm most of what Thistle is saying about Acasia is true. However he will deny that Acasia is a bad person.

Domitor: Thistle

Dice Pools: Physical 2, Social 1, Mental 1

Secondary Attributes: Health 2, Willpower 2

Exception Pools: Athletics 5, Stealth 4 (*Hunting*), Survival 4; Insight 3 (*Kindred*), Performance 3 (*Yowling*); Awareness 3

Disciplines: Obfuscate 1

Notes / Other Traits: Passes any Tests that involve balance or landing on their feet, and can't take damage falling from most heights. Will do almost anything for a softboiled egg treat.

ACASIA LEFEVRE

GENERAL DIFFICULTIES: 4 / 1

An influential Kindred within the city, she spent years preparing Thistle for the Embrace, only to have her prospective Childe snatched away the night before. Over time, her admiration for Thistle deepened into obsession more than affection. Now she views Thistle as a lost thing, taken from her at the height of their understanding, and if she can't have her, no one can.

Clan: Tzimisce

Sire: ????

Ambition: Create the perfect Childe

Convictions: Love demands sacrifice.

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

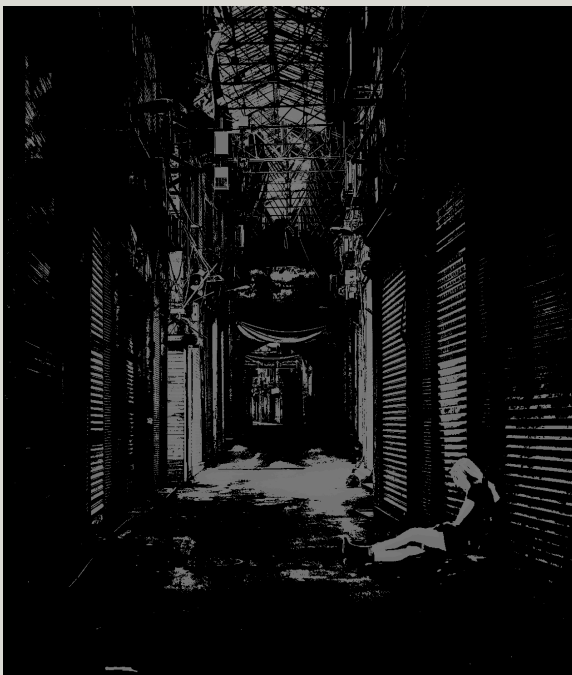
Secondary Attributes: Health 7, Willpower 5, Humanity 5, Blood Potency 3, 12th Generation

Skills: Athletics 3, Brawl 2 (*Body Arsenal*), Stealth 3; Animal Ken 2, Etiquette 4, Persuasion 3, Subterfuge 2; Academics 2, Awareness 3, Occult 2 (*Kolduny*), Politics 4

Disciplines: Dominate 3, Blood Sorcery 2, Protean 4

Notes / Other Traits: Sparing Thistle always results in Acasia becoming an Adversary (●).

At Tension 4+ she will Frenzy and attack the Coterie, even for "mercy killing" Thistle, viewing the Coterie as just another group that took her favored Childe away from her. In combat Acasia will spend 2 Superficial Health to manifest +3 Brawling weapons and can spit a shard of frost as a +2 ranged attack using Blood Sorcery + Athletics.



ASTRID

GENERAL DIFFICULTIES: 3 / 2

A vengeful Neonate who seeks the destruction of her Sire. Meant for the Clan of Kings, Astrid works tirelessly to destroy her own Clan and gain the good graces of the Ventruue.

Clan: Nosferatu (Wrong Blood)

Sire: Breakneck

Ambition: Destroy all Nosferatu

Convictions: No cost is too great.

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

Secondary Attributes: Health 7, Willpower 5, Humanity 5, Blood Potency 2, 11th Generation

Skills: Athletics 3 (*Digging*), Brawl 3 (*Kindred*), Stealth 3, Survival 3; Intimidation 4 (*Nosferatu*), Subterfuge 3 (*Deflection*); Awareness 3 (*Obfuscate*)

Disciplines: Auspex 3, Celerity 3, Potence 2

Notes / Other Traits: Can manifest five dots of Mutations with a Rouse Check or while in Frenzy. Her Fury Frenzy will always target a Nosferatu in their line of sight, and they can use their powers of Auspex even while in Frenzy. As a Mawla she will assist in any combat against others of her Clan. Always.

BREAKNECK

GENERAL DIFFICULTIES: 3 / 1

An ancilla Nosferatu that lives in a penthouse. He distances himself from others of his Clan, claiming to despise them. He is wealthy and powerful, but arrogant and easily tricked.

Clan: Nosferatu (Wrong Blood)

Sire: Svetlana

Ambition: Rise above them all.

Convictions: I am not my blood.

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

Secondary Attributes: Health 7, Willpower 5, Humanity 5, Blood Potency 3, 10th Generation

Skills: Athletics 2, Drive 3, Firearms 3, Stealth 2; Animal Ken 1 (*Cats*), Insight 2, Performance 2 (*Violin*), Persuasion 2, Subterfuge 2; Academics 3 (*Monarchs*), Finance 2, Medicine 2, Technology 3

Disciplines: Auspex 1, Celerity 2, Potence 4

Notes / Other Traits: Can manifest five dots of Mutations with a Rouse Check or while in Frenzy. Can use their powers of Auspex even while in Frenzy.

Hackers

ATTRIBUTE FOCUS: SOCIAL/MENTAL

The modern world is a new dark age of digital power and influence. A place unseen except through glowing blue screens and flickering signals. It is no longer the sun or other Kindred that is likely to cause a city to fall, but this treacherous electrical storm of surveillance and information that constricts the World of Darkness like a web.

WHAT COULD HAPPEN:

■ The ORLOC Network has an established patchwork of nodes throughout the local Domains. The Coterie has been invited to test the network, allowing them to send and receive secure information digitally. As they use the network however, they're quick to notice a single member that constantly mis-uses, or uses out-of-date, Kindred terminology. This user also asks for information that defeats the purpose of the anonymity of ORLOC. Upon investigation, the Coterie is quick to ascertain this individual is an SI Operative, working to siphon data and map ORLOC. Dealing with him gifts the Coterie with Cryptocurrency (●●●). The Coterie can also bring ORLOC to the attention of the Camarilla, who will labor to dismantle it themselves, granting the Coterie a Major Boon from the Court.

■ The ARGOS • DIVISION, a digitally inclined group of Archons, has discovered an SI Data center in the city and they have been deputized by Chiral Euclid, who assigns them to intervene before the data becomes actionable intelligence. A direct approach risks escalation, so the Coterie must exploit a weak link. Once inside, the coterie must destroy the physical hard drives and ensure the damage appears accidental. Rising **Tension** reflects the SI becoming aware of interference, with higher levels bringing reinforcements. At **Tension** 5, the SI extracts a copy of all data, which may result in a future raid by the SI a month or more later. Resolving the operation quietly earns the Coterie an A • DIVISION Archon as a Mawla (●●●●●). This Mawla will be able to cover up virtually any breach at least Once per Story, though will keep a ledger of the occurrence and might use it to blackmail them later.

■ The Coterie is summoned to a meeting with a local Sect leader who shows them a recording from a pay-per-view livestream that broadcasts the consumption of human flesh and the volunteers who readily wish to be the next victim. Claiming that the livestream is occurring in the city due to a local newspaper scene in the background of the recording. Previous attempts to remove the site have failed, with it repeatedly reappearing. The sect leader expects the culprit to be destroyed or reported, else the Coterie may suffer the SI's wrath. If the Coterie conceals the truth and this is later discovered, the sect leader will respond accordingly. Rising **Tension** may attract suspicion from the site's administrator, causing them to move the location.

AGENT GERBSTORM

GENERAL DIFFICULTIES: 4 / 2

An SI operative that specializes in collecting data on the supernatural. Gerbstrom has infiltrated the ORLOC network and is attempting to map it. He can usually be found near one of the Mesh nodes, attempting to compromise its security.

Dice Pools: Physical 2, Social 4, Mental 5

Secondary Attributes: Health 6, Willpower 6

Exception Pools: Athletics 3, Firearms 6, Stealth 5; Insight 3 (*Kindred*), Subterfuge 7 (*Blankbodies*); Academics 8 (*Reports*), Awareness 3, Technology 8 (*Network Mapping*)

Notes / Other Traits: Trained in resisting supernatural allure, adds +2 Bonus Dice to resist Mental Discipline powers.

At **Tension** 5 he will realize he is being tracked and will attempt to exfiltrate with what he has. Doing so will damage the Porfillon rating of all Domains by one.

CHRIAL EUCLID

GENERAL DIFFICULTIES: 6 / 3

An anonymous member of ARGOS • DIVISION that serves as the handler for deputised agents and is a highly skilled hacker. Euclid has spent years moving across the country, countering SI efforts without being detected. Wearing a plain mask and speaking in a polite English accent, filtered heavily with voice distortion, Euclid claims to have contributed to the creation of the Enigma Machine. Anyone who indulges the interests in question or demonstrates genuine curiosity may be gifted access to specialised hacking tools.

Clan: Nosferatu (Guruhi)

Sire: Arno Meisser

Embraced: ???

Ambition: Counter the SI wherever they are found.

Convictions: Always follow orders.

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

Secondary Attributes: Health 7, Willpower 6, Humanity 5, Blood Potency 3, 11th Generation

Skills: Athletics 3, Brawl 3, Stealth 4; Insight 3, Intimidation 4 (*Archon's Authority*), Persuasion 3, Subterfuge 4 (*Spycraft*); Academics 3 (*History of Machines*), Science 3, Technology 5 (*Data Networks*)

Disciplines: Auspex 4, Obfuscate 4, Potence 3

Notes / Other Traits: Maintains a black semi-truck that counts as a Mobile Haven (●●● + ●) with Hardware (●●●●) and a Laboratory (●●●). Can also create false identities Mask (●●) and Cobbler (●) and Zeroed (●).

Chrial Euclid is a randomized digital handle that changes in each city, making tracing nearly impossible.

Should the Coterie succeed in their assignment, Euclid will give them two free dots of Hardware (●●) each.

REBECCA HALE

GENERAL DIFFICULTIES: 3 / 2

Embraced into the Hecata as part of the Nagaraja Bloodline, and then promptly abandoned, Rebecca barely survived for years, going mad with starvation, before fate and circumstance drew her into an underground community centered around vorarephilia. Seizing control of their darknet site, she consumed the original owner and became a consequentialist for the extreme act of being consumed. Using the pay-per-view stream to attract others interested in her hunger for flesh, she has built a strange following and an entourage that spreads through word of mouth. These nights the site has gained too much traction amongst the online community, causing it to become the problem it is today. Barely aware that other Kindred exist, Rebecca lures volunteers to her location while remaining fearful of the SI.

Clan: Hecata (Nagaraja)

Sire: Arno Meisser

Embraced: 2013 (Born 1990)

Ambition: Secure a food supply.

Convictions: People get what they ask for.

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

Secondary Attributes: Health 7, Willpower 6, Humanity 8, Blood Potency 2, 13th Generation

Skills: Brawl 3 (*Bites*), Craft 3 (*Cooking*), Melee 3 (*Clevers*), Stealth 4; Insight 2, Intimidation 4 (*Nagaraja Maw*), Persuasion (*Willing Victims*); Medicine 2 (*Anatomy*), Occult 1, Science 2, Technology 3 (*Tor*)

Disciplines: Auspex 2, Dominate 3, Oblivion 1

Notes / Other Traits: Excels at disposing of corpses and covering up deaths, having access to numerous chemicals used to dissolve remains and eliminate evidence. When attacking with her bite, she has no called shot penalty and her Bite attacks deal three Aggravated Health Damage. When flashing her teeth as part of Intimidation, she adds one automatic Success to any pools.

Underwar

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

In the veins and bowels of the earth, below the noise of the city and the shine of its lights, are struggles and conflicts unseen. The Nosferatu might claim stewardship over this underground and its hidden places, but they don't do so uncontested. Hecata entrench their catacombs, Gangrel nest in caverns, Tzimisce form resin-lined tunnels and guard them with szlachta. In the deeper levels below, horrors new and old rise from the mantle, waging a war with the Hidden.

WHAT COULD HAPPEN

- Spontaneous networks of tunnels appear beneath the city, crossing with maintenance rooms, sewer canals, and even subway stations. These tunnels quickly become the primary means of smuggling goods or moving between individual Domains. However several Kindred vanish without a trace, and the Nosferatu begin filling in and collapsing the tunnels. Rumors abound that something has crawled up from deep underground, carving the tunnels. As the Nosferatu lose control, they release a reward for what they call "Tunnel Jacks", promising that every three heads brought to them guarantees a Major Boon, or two dots in Backgrounds.
- The local authority has put out word that the sewers and tunnels beneath the largest hospital in the city have been plagued with animated corpses. The Hecata deny being the cause, and have launched their own investigation. However the Nosferatu, unwilling to give an inch to the Gravediggers, bars their way. The Coterie is made a neutral party and tasked to solve the problem. Their investigation leads them to a massive corpse-pit in a cistern below the hospital, overseen by an Infernalist of the 9th Circle. Destroying the infernalist and her corpse-army results in the Hecata and Nosferatu going separate ways, but agreeing to grant the Hospital to the Coterie as a Domain (●●).
- The Coterie secures an invite to a Kindred-held rave in an old subway station underground. Feeding here is easy, allowing each member of the Coterie to slake their Hunger down to 1 at least once without issue. However as the rave intensifies something rises from the depths: A Grendel, which begins ripping through the rave and turning it into a bloodbath. The Coterie must ensure the Masquerade is upheld by any means necessary. Including silencing (or killing) ravers and destroying recordings.

TUNNEL JACK

GENERAL DIFFICULTIES: 4 / 2

Huge human-sized roach-like insects that can stand upright and mimic the silhouette of a human in a trenchcoat. They've come up from below the city *en masse*, carving tunnels into the underground and forming large hives. In large enough numbers, they're a threat even to Kindred. Worse off, they readily hunt humans as prey, competing with Kindred as predators.

Attributes: Strength 3, Dexterity 4, Stamina 5; Charisma 1, Manipulation 3, Composure 1; Intelligence 2, Wits 4, Resolve 2

Secondary Attributes: Health 8, Willpower 3

Skills: Athletics 4 (*Climbing*), Brawl 4 (*Claws*), Stealth 5 (*Appear Human*), Survival 4; Animal Ken 3 (*Insects*), Intimidation 4, Subterfuge 3 (*Appear Human*); Awareness 4 (*Smell*)

Disciplines: Animalism 3, Celerity 3, Potence 3

Special: Tunnel Jacks can interlock their forelegs to create a facsimile of a human face, and use their black wings to mimic a cloak or long coat. As long as they're not in direct light, they can pass for human at a glance, though a Resolve + Awareness; Difficulty 3 Test can identify them as non-human. They can resist becoming Blood Bonded whenever they consume Vitae with a Stamina + Survival; Difficulty 3 Test. Tunnel Jacks attack with their raptorial forelegs, using them as light +2 Brawl weapons. They are light-sensitive, losing two dice to vision-based pools in well-lit areas, and can be easily blinded by bright flashes for a scene. However their excellent sense of smell makes them competent blind hunters.

Notes / Other Traits: Tunnel Jacks used for these Chronicle Hooks should always appear in numbers equal to the current Tension or higher. At Tension 5 they should be so overwhelming that Coteries will likely have to flee and lay low, and may even be driven farther underground.

SISTER RUANA

GENERAL DIFFICULTIES: 4 / 3

An infernalist who has poured corpses into a massive cistern below the local hospital. She appears completely diseased, and is mad with visions of rotting the entire city to sludge, animating corpses endlessly.

Clan: Nosferatu (Baali Apostate)

Sire: ???

Embraced: 1992

Ambition: Flood the world with disease.

Convictions: None

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

Secondary Attributes: Health 7, Willpower 6, Humanity 5, Blood Potency 2, 11th Generation

Skills: Athletics 2, Melee 3, Stealth 3, Survival 4; Insight 2, Intimidation 3, Subterfuge 3; Medicine 5 (*Disease*), Occult 3 (*Infernalism*)

Disciplines: Obfuscate 2, Oblivion 3, Potence 3

Notes / Other Traits: Will animate a number of **Virulent Husks** from the pit equal to the current Tension every other turn. Attacks with a +1 Dagger. Can detonate **Virulent Husks** by spending a point of Willpower, causing them to deal 4 Superficial Health Damage to anyone within Melee range of them.

VIRULENT HUSK

GENERAL DIFFICULTIES: 3 / 2

Volatile "zombies" that rise from the corpse-pit as they're animated with Infernal Necromancy by Sister Ruana. These creatures look like cadavers rife with sickness and disease, and seek only to bite and spread plague.

Maker: Sister Ruana

Dice Pools: Physical 2, Social 0, Mental 0

Secondary Attributes: Health 8, Willpower 0, Bane 1

Exception Pools: Brawl 6; Intimidation 4

Abilities: Resilient, Minion, Infernal

Notes / Other Traits: Does not need eyes or ears to perceive everything around them as someone with unimpeded vision and hearing might. Bitten mortals become ill with gangrene, should they die while infected, they rise as a **Virulent Husk**.

RATTLEJAW

GENERAL DIFFICULTIES: 6 / 3

A lumbering Nosferatu Wight that has consumed countless Sewer Rats over the decades. This creature despises loud thumping sounds and is barely identifiable as ever having been human, being incredibly powerful and dangerous. Rattlejaw is named so due to the clicking rattling sounds of its maw as cranes open, locks up, rattles with exertion, and then snaps shut.

Clan: Nosferatu

Sire: ???

Embraced: 1840's

Ambition: ???

Convictions: None

Attributes: Strength 4, Dexterity 4, Stamina 5; Charisma 1, Manipulation 3, Composure 1; Intelligence 1, Wits 4, Resolve 1

Secondary Attributes: Health 8, Willpower 2, Humanity 0, Blood Potency 5, 9th Generation

Skills: Athletics 3 (*Sudden Lunge*), Brawl 4 (*Hooked Tongue*), Stealth 3 (*Ambush*); Animal Ken 1 (*Predators*), Survival 3 (*Deep Warrens*), Intimidation 4 (*Monstrous Presence*); Awareness 4 (*Loud Music*)

Disciplines: Animalism 4, Celerity 3, Fortitude 4, Obfuscate 2, Potence 4

Notes / Other Traits: Can shoot out its barbed tongue as a +2 weapon with Dexterity + Brawl to spear victims at a range of 3 yards/meters. With a margin of three or more the victim becomes Grappled, in addition to any damage taken. On the subsequent turn, Rattlejaw will pull victims towards its mouth to feed. Victims can free themselves by winning a contested Brawl pool, otherwise Rattlejaw will use Brutal Feed on them.

Higher Tension raises Rattlejaw's bloodlust. At Tension 3+ it will begin Blood Surging its attack pools. At Tension 5 it will enter a Fury Frenzy, and deal its damage as non-halved.

Stopping the rave's music allows the Coterie to lure it away with loud noise or by using Mortals as bait. Pumping the volume to max can Stun it for a single Turn.

Tools

Despite isolation and being largely anti-social, the Nosferatu still seek (or need) some modicum of connection. Contacts, retainers, gofers, food, animal companions. Every Sewer Rat has someone or something else they depend on at some point, and even if they don't there's few Kindred in general who don't gain an enemy or two during their nights. The Clan of the Hidden might be good at hiding, but in the end they associate with someone to get the dirt they need, the jobs they want, or even just some faceless digital handle to talk to online.

Abilities

First introduced in [Hunter: The Reckoning 5th Edition](#) as "[Monster Abilities](#)". In VtM everything is rather monstrous, so this book presents this merely as "[Abilities](#)". Each ability is a single or double-worded name on stat blocks that represent a mechanical effect to help keep them short and dense. Listed here is a reference for the [Abilities](#) used by characters and creatures in this book. Certain stat blocks may also have unique abilities.

FERAL Adds three dice to resist being pacified by commands, except from Animalism.

FLYING This creature can become airborne for at least as long as a scene.

INFERNAL Comes with a Bane Severity, even if it isn't Kindred, and takes non-halved Superficial Health Damage from religious icons equal to their Bane.

LOYAL Adds three dice to resist going against commands from its master, even when not Ghouled.

MINION This creature is immune to commanding and manipulating powers and social attempts from anyone other than its creator or master.

MUTATIVE Especially unstable biology. When fed Vitae that would give them one or more dots of [Mutations](#), they gain an additional dot.

RESILIENT Takes superficial damage from slashing and piercing sources, such as knives or gunfire.

SWARM A group of animals that count as a single cohesive unit. Uses the [Swarm Statblock](#) as a base.

Animals

Animals and Humans have a long history together, as do Animals and Kindred. Dogs to guide the blind, African Giant Pouch Rats to sniff out landmines, or honeybees to signal the presence of certain drugs, are all examples of humanity's need for animal assistance. Though many would agree that Gangrel reign supreme over the animal kingdom, they would likely acquiesce when it comes to a Nosferatu's antics and resourcefulness when using them. A ghouled wolf-hound might rip out the throat of an SI Hunter, but there's something to be said for a well-trained raccoon that knows exactly which lever to pull to shut off their compound's power, or a clowder of cats sent in to sleep on a server farm to overheat it.

Some Animals listed here can be found in the Vampire the Masquerade v5 Core Rulebook, but here they have expanded Statblocks and traits to set them apart from one another. This section also features a select few Statblocks for creatures that can be found in our other Clanbooks, most notably [Clanbook Gangrel](#), though most are specific to this Clanbook and the Nosferatu's themes.

Aerial Beasts

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

Abilities: Flying

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.

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*)

Abilities: Flying

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

Starling

GENERAL DIFFICULTIES: 2 / 1

Small-to-medium in size. These passerine birds are visually stunning, but sometimes considered an invasive species. They are excellent bug-hunters, and some Nosferatu keep them around to keep their rather odorous havens free of insects.

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

Secondary Attributes: Health 3, Willpower 1

Exceptional Dice Pools: Athletics 4, Brawl 2 (*Bug Swarms*), Survival 6; Performance 4 (*Sound Mimicry*); Awareness 5

Abilities: Flying

Special: Deals damage as non-halved to bug swarms. If ghouléd and given Celerity or Potence, they fly fast or powerfully enough to instead deal Aggravated Damage to bug swarms.

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*)

Abilities: Flying

Special: Has a hooked powerful beak that tears flesh and cracks bones. A Critical Win on an attack roll also causes an additional Crippling Injury.

Vulture (Bearded Variant)

GENERAL DIFFICULTIES: 3 / 2

Closely related to the Egyptian Vulture, this scavenger has a diet that consists almost completely of bone. It can be found in the mountains of Iran, southern Europe, and portions of East Africa, India, and the Caucasus. It's not uncommon to see them as a Famulus amongst mountain-dwelling Kindred, especially in the Ashirra, who sometimes consider them a sign of good luck.

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

Secondary Attributes: Health 7, Willpower 2

Exceptional Dice Pools: Athletics 5 (*Endurance*), Brawl 5, Survival 5; Intimidation 3; Awareness 4 (*Carrion*)

Abilities: Flying

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

Terrestrial Beasts

African Civet

GENERAL DIFFICULTY: 3 / 1

Spotted nocturnal cat-like mammal with high intelligence native to the Sub-Sahara. They are excellent scavengers and so the Gurohi have long used them to sniff out other Kindred who offend their rule. In certain Domains, a Civet is enough to send a wary Laibon into hiding immediately, as they refuse to risk being spotted by a possible scout of the Anointed's rule.

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

Secondary Attributes: Health 2, Willpower 2

Exceptional Dice Pools: Athletics 5, stealth 4 (*Hunting*), survival 4; Intimidation 3 (*Hissing*); Awareness 3 (*Non-Blushed Vampires, Corpses*)

Abilities: Mutative

Special: Due to their long history of being Ghoulled by the Gurohi, these cats gain an additional Level 1 Celerity Power when Ghoulled by a Nosferatu, even if their master has no such Discipline.

Bear

General Difficulties: 5 / 2

An animal that exudes power. Amongst the indigenous tribes of the Great Plains the Bear was a spiritual symbol of endurance, resilience, and spiritual strength.

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

Secondary Attributes: Health 7, Willpower 7

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

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

Bushpig

GENERAL DIFFICULTY: 3 / 1

Appearing black and rust-colored, these African boars have long expressive faces that sometimes appear skull-like. Naturally muscular, they are not unlike a battering ram atop hooves, charging into predators hard enough to shatter bone.

Historically they have been favored pets of the Nagloper, but they serve as good spies and hardy Famulus for any vampire with Animalism, making them a safe and useful choice. It also helps that they

thrive in urban environs with resilience and cunning as they forage in farms and dumps.

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

Secondary Attributes: Health 6, Willpower 3

Exceptional Dice Pools: Athletics 5 (*Charge*), Survival 4; Intimidation 2; Awareness 3 (*Smell*)

Abilities: Resilient

Special: Can spend a turn charging at a target, rolling their attack with Athletics on the next turn and deadline their damage as non-halved.

Kai Ken

GENERAL DIFFICULTY: 3 / 1

Sometimes referred to as a Tora Inu ("Tiger Dog") due to its stripped gold and black coat. The Kai Ken evolved in the steep and rocky areas of Japan's mountains, and is incredibly agile for a canid. Having naturally powerful hocks (ankles) and thick pads, they've been known to climb trees, swim across powerful currents, and hunt prey that scales cliffsides.

During the Sengoku period, these dogs were even used as scouts and couriers by rebel factions, as they're incredibly alert and quiet. These nights Kai Ken are a national icon of Japan and some Dirt Spiders pride themselves on training them, even without Animalism or blood bonds.

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

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Athletics 6 (*Climbing*), Brawl 6 (*Bites*), Stealth 7; Intimidation 4; Awareness 5

Abilities: Loyal

Special: +1 damage to bite attacks. When a Kai Ken spends a Willpower to climb, they re-roll up to four dice, instead of three.

Leopard

GENERAL DIFFICULTY: 4 / 1

Native to sub-Saharan African, India, the Middle East, and Asia, these large cats are slender and strong, with rosette-patterns across pale yellow to gold coloring.

Long a symbol of power amongst the ruling Laibon, they are solitary by nature, filled with poise that shows grace and cunning that allows for exceptional stealth and adaptability compared to other large cats like the Tiger or Lion.

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

Secondary Attributes: Health 4, Willpower 4

Exceptional Dice Pools: Athletics 8 (*Jumping*, *Swimming*), Brawl 7, Stealth 8 (*Foliage*); Intimidation 4; Awareness 5

Special: Deal +1 Damage with bite and claw attacks.

After a successful Stealth roll to set up a surprise attack, they may re-roll up to three dice on that attack without spending Willpower.

Raccoon

GENERAL DIFFICULTY: 3 / 1

With five-fingered and dexterous paws Raccoons can handle objects with human-like efficacy, being able to open doors, manipulate lids off jars, and even pluck fish out of the water. Their reputation as adorable trash-diving pests has recently increased their popularity with Nosferatu animalists.

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 DIFFICULTY: 3 / 1

The ancient companion of even the most vile and hideous of the Nosferatu, so much so that the Sewer Rats gladly share their name. These rodents have keen senses and populate heavily in cities, where they scavenge 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.

Rat (Huge)

GENERAL DIFFICULTY: 3 / 1

Big rats that are common in larger cities. The species is usually the Norway rat, itself already large. These rodents gorge on the refuse of restaurants, street vendors, and bodegas. Without natural predators these creatures even begin to gorge on the smaller members of their species when able, creating an odd ecosystem of self-predatory darwinism that ensures only the strongest, and largest, survive.

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

Secondary Attributes: Health 4, Willpower 2

Exceptional Dice Pools: Athletics 4 (*Balance*), brawl 3, stealth 2, survival 4; Animal Ken 4 (*Rodents*), insight 4 (*Rodents*); 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.

Skunk

GENERAL DIFFICULTY: 3 / 1

Feared, but hardly respected, these bushy mammals are well-known for being able to spray a foul-smelling liquid from their anal glands. Native to the Americas, these omnivorous scavenger-hunters will eat nearly anything, and despite being considered pests, are intrinsic to keeping other pest populations, largely bugs, in check.

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

Secondary Attributes: Health 3 Willpower 2

Exceptional Dice Pools: Athletics 4 (*Stink Spray*), stealth 4 (*Brush*). survival 3; Awareness 4 (*Not Sight*)

Special: Effectively blind beyond 1 yard/meter away. However it has an excellent sense of smell and hearing. Skunks can also use their foul-smelling spray as a 4 yard/meter ranged attack using their Athletics. They can do this a maximum of five times per week. Skunks ghouloued by Nosferatu add their Domitor's Bane Severity to their pools to spray victims. Those sprayed by a Skunk must make a Willpower Test; Difficulty 3 to keep from fleeing. Vampires instead make a Difficulty 3 Fury Frenzy Test at the Storyteller's discretion.

Swarms

Throughout history the Nosferatu have ushered in the swarming behavior of creatures, insect and beast alike. Whether this be by supernatural will or cunning machination, there's a gathering of Nosferatu, a legion of vermin frequent nearby.

When Ghouled (either as a Famulus or via a Spawning Pool) Swarms are recommended to have limitations on what Disciplines they're capable of gaining, though there's something to be said about seeing a cloud of Hornets with **LETHAL BODY** descending on a foolhardy vampire hunter.

Swarm

GENERAL DIFFICULTY: 3 / 1

A basic "Swarm" is indirectly detailed in the Animalism power **UNLIVING HIVE** (*Vampire the Masquerade Pg. 247*), however a breakdown of its statblock will be given here for reference and convenience. **Subsequent bugs in this section use this Statblock as a base, keeping its Dice pools, Secondary Attribute ratings and Special.**

Exceptions are listed with their respective variations.

Standard Dice Pools: Physical 1, Social 1, Mental 0

Secondary Attributes: Health 5, Willpower 0

Exceptional Dice Pools: Athletics 8; Intimidation 1; Awareness 3

Special: Takes Aggravated Health Damage from fire and most insecticides and other chemicals. Swarms use their Athletics to avoid attacks and engulf targets.

Increase their Intimidation pools by 1-to-3 Dice depending on context, especially if the victim has a phobia for bugs, or a specific kind of bug in general. They confer a -2 Dice penalty to victims they engulf.

Ants (Common)

GENERAL DIFFICULTY: 3 / 1

Coordinating complex tasks via chemical pheromones, they can create living structures and long foraging trails to achieve a shared goal. Some species even create bivouacs made entirely of their own bodies to protect the hierarchy of their hive.

Exceptional Dice Pools: Athletics 5, Survival 4

Special: Adds three Dice to their Resolve and Intelligence pools when acting as a colony. When Ghouled, Ants become a smart system that can execute and optimize commands for simple problem solving.

Ants (Vicious)

GENERAL DIFFICULTY: 3 / 2

Fire, Bullet, Yellow Crazy, Sahara Silver. While common pavement ants are relatively slow and unthreatening, exceptionally aggressive and dangerous species exist across most continents and frequently stage raids to dismember and consume small animals or wipe out entire insect populations of a field. These ants are usually destroyed in urban areas and might be difficult to come by depending on location.

Exceptional Dice Pools: Athletics 5, Survival 5

Abilities: Feral

Special: As with common ants. Additionally these Ants deal 1 Superficial Health Damage per turn. If a victim is incapacitated, their damage becomes Aggravated as they begin to chew through soft tissues unimpeded.

Cockroaches

GENERAL DIFFICULTY: 3 / 1

Having some of the broadest diets in the insect kingdom, these creatures frequently leave offensive odors as they consume human and pet food. Larger and older Nosferatu Havens tend to have Revenant-like strains that are long-lived and tend to be more friendly towards Sewer Rats than most anything else.

Abilities: Flying, Mutative

Special: Exceptionally hardy and numerous, these swarms take a maximum of two Superficial Health Damage per turn from chemicals and most other attacks. This doesn't reduce Aggravated Damage.

Flies

GENERAL DIFFICULTY: 3 / 1

A sign of ill-fortune. Swarming flies have long been associated with preternatural evil, and their usage as agents and vectors by Infernalists and plague-bearers alike do little to thwart this reputation. Perhaps due to some affiliation with those groups, their biology alters quickly when given vitae.

Abilities: Flying, Mutative

Special: Flies are unlikely to do damage, but can contaminate food, carrying disease. Mortals exposed to fly swarms for a full scene tend to become nauseous. Flies do not disperse from an area unless destroyed or commanded via supernatural means.

Honey Bees

GENERAL DIFFICULTY: 3 / 1

Rarely used as they are surprisingly gentle-natured. Bees are highly social insects that live in colonies of thousands, sometimes numbering even in the tens of thousands. They swarm when threatened or when a colony splits to find new homes.

Exceptional Dice Pools: Survival 5; Performance 5 (*Waggle dance*)

Abilities: Flying, Loyal

Special: Deals 1 automatic point of Superficial Damage to engulfed victims each turn to those they sting. They can use their Performance to communicate directions to each other or with Characters who have "Bees" as a specialization in Survival, Animal Ken, or Academics.

Hornets & Wasps

GENERAL DIFFICULTY: 3 / 2

A terrible plague of pain. Wasps are infamous the world-over for their aggression and their vicious ability to relentlessly sting a victim. These hellish creatures have become arsenal to some Nosferatu and Hecata in this agonizing age.

Exceptional Dice Pools: Intimidation 8; Awareness 6

Abilities: Flying, Feral

Special: Deals 1 automatic point of Superficial Damage to engulfed victims each turn to those they sting. When commanded to attack a victim they will enter **Fury Frenzy** with that target as their ire. While in this state only powers such as **QUELL THE BEAST** may stop them.

Locusts

GENERAL DIFFICULTY: 3 / 1

Grasshoppers that undergo a dramatic alteration of their behavior, shifting into a "gregarious phase", during which they become a consuming cloud, changing not just behaviorally, but in color and even chemistry. In the wild locust swarms can number in the *billions*.

Abilities: Flying, Mutative

Special: When they've successfully engulfed a target, they add three dice made towards any pools to keep that victim engulfed. Possibly due to their plague-like nature, Ghouled Locust mutate readily, becoming terrible threats.

Masquitos

GENERAL DIFFICULTY: 3 / 1

Usually swarming only during mating season. These disease-spreading pests can form vertical columns so thick that they look like funnels of smoke. These creatures are a favorite of the Nosferatu, as still-liquid spawning pools make perfect environs for the larva, and the females of the species are already vampiric and seek out body heat, skin odors, and plumes of exhaled vapors.

Exceptional Dice Pools: Athletics 6, Survival 6 (*Living Targets*)

Abilities: Flying

Special: When successfully engulfing a target for at least two turns, swarms can be gathered and smashed into a slurry that can be consumed with a Resolve + Stamina; Difficulty 3 Test. A Win slakes 1 Hunger. Those with Iron Gullet can consume them without making a Test. In either case the swarm is lost and a new one must be found (or bred).

Mayfly Swarm

GENERAL DIFFICULTY: 3 / 1

Extremely short-lived, Mayflies become airborne and form swarms so thick that they sometimes stop traffic and force people in-doors, though they are otherwise harmless. When Ghouled their hours-long lives are unnaturally extended.

Abilities: Flying

Special: All Characters in the scene within 15 yards/meters are automatically treated as engulfed by Mayflies.

Mutant Swarm

GENERAL DIFFICULTY: 3 / 1

Frequently the result of a Spawning Pool, supernatural biological hazards, or the influences of warping power. Mutant Swarms are usually a type of Masquerade breach in and of themselves due to their hybridized traits. Examples include locusts with scorpion tails, blowflies that gorge on blood like ticks, and bees with raptorial mantis forelegs.

Abilities: Mutative

Special: When creating a Mutant Swarm, pick another Swarm statblock here (or elsewhere if present in other materials) and combine it with this one, then give it a random **Mutation** even if it isn't fed Vitae. If both the base bug swarm and this one have Mutative, the number of mutations is additive.

Termites

GENERAL DIFFICULTY: 4 / 2

Termites are normally terrestrial and only a specific caste (alates) grow wings within the hive, and even then only temporarily during mating season. Though their swarms are short-lived, they're extremely dense. When ghoulled, a proficient Kindred can command this behavior to occur.

Exceptional Dice Pools: Intimidation 8; Awareness 6

Abilities: Flying

Special: Termites require a central hive, from which to field their swarms. Keeping them as Ghoulled pets requires a supply of plant materials, which they use to build their nests. However when ghoulled by a vampire who has "Termites" as a specialization in Survival, Animal Ken, or Academics, their master may feed them a Rouse Check worth of blood to cause the alates to grow wings and take flight for a night as an especially dense swarm. When doing this the Dice Penalty to a victim's actions is increased to -3.

Spawning Pool Guardians

Animals born from the cauldron of vile vitae and unnatural mutagenic properties of a spawning pool. These animals tend to be unnaturally large, intelligent, and vicious. While any Kindred can make a Spawning Pool, and by extension one of these creatures, the foul waters of tainted, stagnant, vitae ensure that it remains a talent reserved primarily amongst the Nosferatu, whose mutagenic blood tends to produce the best-bred creatures from the filthy depths of whatever efforts they pour out into a loathsome cistern.

These tainted creatures rarely leave the Spawning Pool unless to eat, and even if commanded their blood bond to the viscous waters that houses them calls them back quickly.

Colossal Rat

GENERAL DIFFICULTY: 4 / 2

A rat that nears the size of a medium Dog. It has become heavily cannibalistic, and gorges itself on the vitae of other Ghoulled rats that frequent the Spawning Pool. They are bred using an extreme form of enforced darwinism, resulting in generations of escalating predatory rodents, effectively breeding the traits of prey out of them and replacing it with an unnatural nature.

They lack the more social nature of their base species, cooperating only in defense of the Spawning Pool, to hunt, or as commanded by their masters.

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

Secondary Attributes: Health 6, Willpower 3

Skills: Athletics 5, Brawl 7 (*Bites*), Survival 4 (*Hunting*); Insight 4 (*Predators*), Intimidation 3; Awareness 6 (*Blood*)

Abilities: Mutative

Disciplines: Animalism 1 (*Sense the Beast*)

Special: Bite attacks deal +1 Aggravated. Can chew through a victim's ankle instantly when dealing three or more Aggravated Health Damage with a bite, or on a Critical Attack, inflicting the Severed Limb Crippling Injury.

Cattle Creature

GENERAL DIFFICULTY: 3 / 1

Unlike other guardians, this creature is bred from the domestic cow or pig as a source of food. Sturdy, resilient, it is usually blind from birth, and able to withstand repeated feedings. These massive creatures are hopelessly dependent on a Spawning Pool tender, as they panic easily and are prone to rolling onto their own necks or injuring themselves within their enclosures.

Such creatures are usually only kept in place of a more physically aggressive Guardian in well-defended Spawning Pools.

Attributes: Strength 4, Dexterity 1, Stamina 5; Charisma 1, Manipulation 1, Composure 1; Intelligence 1, Wits 1, Resolve 1

Secondary Attributes: Health 10, Willpower 0

Skills: Awareness 3 (*Hearing*)

Abilities: Mutative, Resilient

Disciplines: Fortitude 2 (*Resilience, Toughness*)

Special: The creature counts as Herd (•••) with an Intense Animal or Melancholic resonance. It must be fed a steady supply of blood and/or vegetation each night, else its Herd rating becomes damaged by 1 dot each night.

Chiroptean Maraudette

GENERAL DIFFICULTIES: 4 / 2

Called a Chiroptean Maraudette as a mocking moniker of the Tzimisce's historied warform.

Generations of vitae exposure have caused these bats to grow to an immense size and grow long serrated teeth and powerful wings. They defend the Spawning Pool by flying through the tunnels of surrounding areas, and at times will go to the surface to scope or hunt threats. They're excellent fliers and climbers, with broad wings that bend and twist to traverse even through confined spaces making them ambush predators or tools of guerrilla warfare, used to whittle down intruders through sudden violence.

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

Secondary Attributes: Health 7, Willpower 0

Skills: Athletics 4 (*Flight*), Brawl 5 (*Bites*), Stealth 4 (*Hanging Above*); Awareness 5 (*Echolocation*)

Abilities: Mutative, Flying

Disciplines: Potence 1 (*Lethal Body*), Celerity 1 (*Rapid Reflexes*)

Special: +1 Aggravated Damage on Bite attacks.

Prone to resonance-based mutations, if raised on a specific kind of blood, the Maraudette will take on the following traits:

CHOLERIC On a successful attack to the throat, Vampires must make a Rouse Check as Vitae is ripped from their veins.

MELANCHOLY Gains Obfuscate 1 (*Silence of Death*).

PHLEGMATIC Saliva becomes a powerful anti-coagulant. Mortals bitten bleed profusely, taking a point of Aggravated Health Damage each turn until death if not treated.

SANGUINE Can release a hyper-sonic scream as a directed attack with Dexterity + Athletics. A hit causes Superficial Willpower Damage instead of Health Damage. Deals non-halved Damage to victims with Heightened Senses or other increased hearing ability.

Man-Eater Alligator

GENERAL DIFFICULTIES: 4 / 2

Many Spawning Pools hesitate to breed or use Alligators, as they grow to massive size and can be demanding to maintain. Despite this their presence can be a deterrent in and of itself. The urban legends of giant alligators in the sewers are likely a result of older Warrens more commonly employing these man-eating creatures, and while many Nosferatu love the truth behind the tales, these nights the Masquerade buckles and breaks with a simply snapshot from a phone.

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

Secondary Attributes: Health 8, Willpower 3, Armor 3

Skills: Athletics 2 (*Burst pursuit*), Brawl 4 (*Death Roll*), Stealth 4 (*Still Water*), Survival 3 (*Amphibious*); Intimidation 6; Awareness 2 (*Vibration Sense*)

Abilities: Mutative, Feral

Special: +2 Aggravated Damage on Bite attacks. Adds one die to all aggressive pools, but loses one from all defensive pools.

Mangy Mutt

GENERAL DIFFICULTIES: 4 / 2

Not only man's best friend, canines are the easiest spawning-pool creations to train and are able to serve multiple roles. Canines bred within spawning pools are typically more aggressive and significantly larger, with patches of fur missing and veins visible, bulging with unnatural blood flowing through them. Most become highly territorial, and their excess aggression is soothed through constant gnawing or by being given tasks to keep them busy.

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

Secondary Attributes: Health 7, Willpower 0

Skills: Athletics 4 (*Pursuit*), Brawl 4 (*Bites*), Survival 4; Insight 3, Intimidation 4, Leadership 3 (*Pack Tactics*); Awareness 5 (*Scent*)

Abilities: Mutative, Loyal

Special: +3 Damage to bite attacks. They will work together with other canids and Kindred to protect the Spawning Pool and the surrounding area, adding +1 bonus die to any pools they assist in, even attacks.

大百足 -Ōmukade-

GENERAL DIFFICULTIES: 5 / 1

A massive centipede that grows to the length of a subway car. Armored in lacquer-black plates that glisten like oil, its mandibles drip venom that burns like lye. These horrifying creatures are most common in Tsuchigumo Spawning Pools, and they tell tales of how they were once bred to devour invasive Tzimisce lords and their fleshcrafted agents. They symbolize impurity and wanton predation, something that the Dirt Spiders enjoy without irony.

Attributes: Strength 4, Dexterity 6, Stamina 5; Charisma 0, Manipulation 1, Composure 2; Intelligence 2, Wits 3, Resolve 4

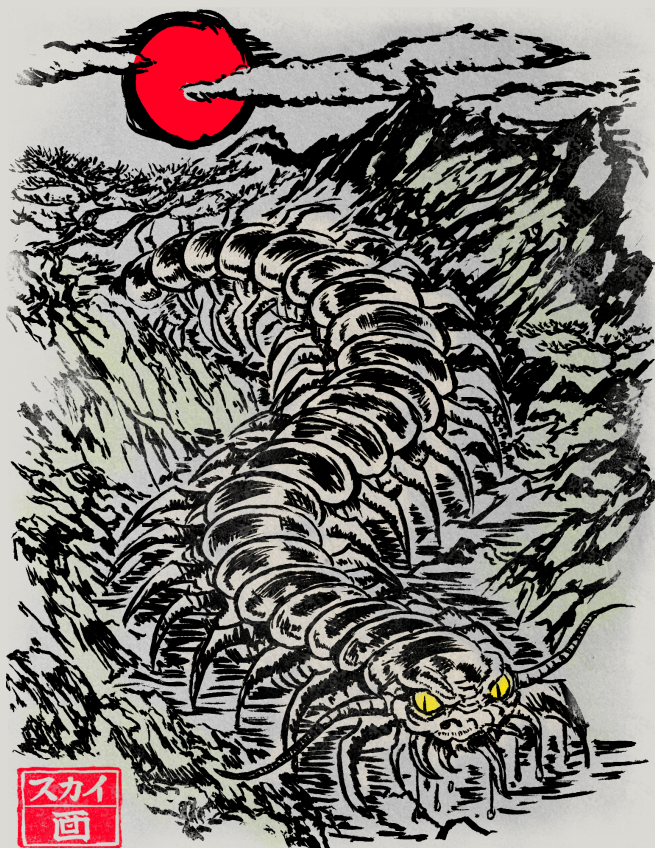
Secondary Attributes: Health 12, Willpower 2, Armor 3

Skills: Athletics 4 (*Climbing*), Brawl 4 (*Grapple*), Stealth 3 (*Burrowed*), Survival 4 (*Underground*); Intimidation 5 (*Chittering*); Awareness 5

Abilities: Mutative, Feral

Disciplines: Potence 2 (*Soaring Leap*, *Lethal Body*), Protean 2 (*Weight of the Feather*, *Filthy Fangs*)

Special: Moves freely on vertical or inverted surfaces without penalty. Bites deal nonhalved Superficial Damage. Can burrow into and through loose soil at walking speed.



Shambling Saint

GENERAL DIFFICULTIES: 4 / 2

The bodies of deeply torpid Elders that have been animated by semi-sentient masses of vermin that nest throughout their body. In some cases, as with the *Skin-Thinners*, Elder offers themselves willingly to become the guardian of their Brood's Spawning Pool while they sleep away the ages. In others they are made from those the Rats wished to desecrate, their name becoming sardonic irony.

Attributes: Strength 4, Dexterity 3, Stamina 4; Charisma 1, Manipulation 1, Composure 2; Intelligence 4, Wits 5, Resolve 2

Secondary Attributes: Health 7, Willpower 4

Skills: Athletics 4, Brawl 4, Melee 4, Stealth 3 (*Burrowed*), Survival 4 (*Underground*); Animal Ken 5 (*Vermin*), Intimidation 4; Awareness 5

Abilities: Resilient

Disciplines: Animalism 1 (*Bond Famulus*), Three dots across other Disciplines.

Special: Has its own Famulus. Cannot be taken by surprise, as the vermin within it see and hear from all directions at once. Can pacify other vermin with Manipulation + Animal Ken vs their Resolve + Intelligence.

Mortals

Most Nosferatu can ill afford to interact regularly with mortals. Many observe them from afar, while those they do engage with are encountered only within the margins of their operations. Some mortals offer a reason not to become the monster the Nosferatu already resemble; others only drive them deeper into isolation and further into the embrace of the Beast.

Arrogant Beauty

GENERAL DIFFICULTIES: 4 / 1

Strikingly attractive and horrendously egotistical, these individuals are accustomed to the world hanging on their every word and handing whatever they ask on a silver platter. While they have their share of suitors and lovers, they also have an equal number of stalkers and haters.

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

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Athletics 3; Insight 3 (*Desires*), Subterfuge 4 (*Seduction*); Finance 3 (*Luxury*)

Special: Has the Stunning (●●●●) Looks Merit. They tend to be flanked by at least two Weak or Average Mortals that will come to their aid in social situations.

Asocial Shut-In

GENERAL DIFFICULTIES: 3 / 1

The only light they know comes from screens. Dishes pile up, time blurs, and their real life has quietly eroded. When Embraced they tend to adapt to life as Nosferatu more easily than others, at times even flourishing within their new community.

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

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Technology 5, Streetwise 4 (*Internet Culture*), Academic 6 (*History Trivia*)

Special: Their online persona grants them Mask 1 in such spaces. They can use their Streetwise when going down online rabbit holes, or to assist with online communities.

City Clerk

GENERAL DIFFICULTIES: 2 / 1

A bureaucrat responsible for city planning, zoning, and the labyrinthine archives of abandoned projects and future developments. Their involvement in expansive projects makes them a canning ally or a costly enemy, despite them being a mere mortal.

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

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Drive 3 (*City*), Larceny 3 (*Unused Entrance*); Etiquette 3, Leadership 3 (*Projects*) Subterfuge 5 (*Bureaucratic Deflection*); Academic 5 (*City History*), Politics 6 (*Red Tape*),

Special: When brought in on Projects relevant to their occupation, this Character reduces the Project Die by 1 automatically at the end of each Story, so long as they're compensated in some way beforehand.

Charity Worker

GENERAL DIFFICULTIES: 3 / 2

The bleeding hearts and those possessed with a sense of moral duty. They work in various non-profit organizations to help the unfortunate with food and shelter, as well as to provide them a higher quality of life in some way. They tend to be unsung heroes.

Standard Dice Pools: Physical 2, Social 4, Mental 3

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Athletics 3; Animal Ken 4 (*Pets*), Etiquette 6, Insight 6, Persuasion 6 (*Self-Help*), Politics 4 (*Social programs*),

Special: Spending meaningful time, usually the majority of a night, helping a Charity Worker may restore a point of Aggravated Willpower Damage, or even remove a Stain, at the Storyteller's Discretion.

Darknet Operator

GENERAL DIFFICULTIES: 4 / 2

Usually an admin or service-runner of illicit darknet services. They're morally flexible and ruthlessly cautious. They either grew up online in places they shouldn't be, or are veterans of such spaces and have been frequenting them since the 90's. These individuals are frequent candidates for the Embrace amongst Nosfertu, though in recent nights they've been targeted by a certain Bloodline of the Toreador.

Standard Dice Pools: Physical 3, Social 2, Mental 4

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Larceny 4; Intimidation 6 (*Online Spaces*); Awareness 5 (*Being Traced*), Finance 3 (*Escrow*), Technology 8 (*Tor Networks*)

Special: When they suspect active tracking, Once per Scene, they may reroll their entire Awareness or Technology pool.

Dodgy Seller

GENERAL DIFFICULTIES: 3 / 2

Be it goods sold from a shipping container or an unscrupulous pawnshop owner, these merchants move both knock-offs and genuine articles alike, sourced from questionable origins.

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

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Insight 6 (*Undercover Cops*), Streetwise 7 (*Black Market Goods*), Subterfuge 4 (*Sales*); Awareness 4, Finance 6 (*Contraband*)

Special: When used as a Contact, this Character can produce a restricted or illegal item worth Resources (●●●), however they will vanish and lay low until the end of the Story.

Masked Tough

GENERAL DIFFICULTIES: 3 / 2

Ghouled Mortals that serve as day-time enforcers or back-up muscle. The vitae in their blood has given them a violent streak, and they tend to be callous to the rest of humanity, making them especially brutal and exploitative.

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

Secondary Attributes: Health 7, Willpower 3

Exceptional Dice Pools: Brawl 6, Melee 6; Intimidation 5, Streetwise 4 (*Criminal Underground*)

Abilities: Feral

Special: Adds +2 Bonus Dice to physical attacks made against an Impaired victim.

Object of Misfortune

GENERAL DIFFICULTIES: 2 / 1

A Mortal who is prone to improbable bad luck and terrible circumstance, which borders on the supernatural. These victims suffer under one or more curses at the hands of a Shtriga or some other occultic Kindred, and their bodies are wracked with the evidence of it.

Despite their victimhood, these Mortals are canny occultists themselves, whether by natural talent or a drive to understand their constant misery.

Standard Dice Pools: Physical 3, Social 2, Mental 4

Secondary Attributes: Health 5, Willpower 6

Exceptional Dice Pools: Stealth 4; Subterfuge 4 (*Disguise*); Academics 4 (*Folklore*), Occult 5 (*Curses*)

Disciplines: Auspex, Blood Sorcery, or Oblivion 1

Abilities: Mutative

Special: Cannot resist Blood Rituals or Ceremonies of Oblivion. They are usually under the negative effects of at least one Ritual or Ceremony at all times, as if such curses seek them out. Freeing this character of their occult misfortune turns them into a grateful Retainer (●●) or Contact (●●) for the Player Character.

OPSEC Consultant

GENERAL DIFFICULTIES: 3 / 2

A sought-after specialist who advises activists, corporations, and criminals on avoiding surveillance and compromise. Willing to help others stay one step ahead in return for a "modest" consultancy fee.

Standard Dice Pools: Physical 3, Social 5, Mental 4

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Stealth 4; Etiquette 4, Intimidation 5, Persuasion 7; Politics 6, Technology 5

Special: When staked as part of a Project to increase digital security or damage an entity's digital space, add two dice to the Launch Roll on top of any other bonuses.

Sanitation Worker

GENERAL DIFFICULTIES: 3 / 1

Performing an unglamorous but essential job, the experienced amongst them know better than to work overtime in the sewers at night, but hard times leave few choices. Their extensive knowledge and years of work makes them an expert on navigating city tunnels.

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

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Athletics 5 (*Confined Spaces*), Craft 4 (*maintenance*), Survival 4 (*Sewer Infrastructure*); Medicine 5 (*Infections*)

Special: When spending Willpower to re-roll a pool they have a Specialty in, they may turn one of the re-roll dice into an automatic Success.

Syndicate Ghoul

GENERAL DIFFICULTIES: 2 / 1

The member of a Kindred's organized crime syndicate. They wear well-tailored clothing and have tattoos that show off their affiliation and allegiance to their group. Many of them treat the syndicate they're a part of as family. They tend to be more capable and intelligent, as well as better equipped and supported than typical gangsters.

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

Secondary Attributes: Health 6, Willpower 5, Armor 2

Exceptional Dice Pools: Brawl 6, Drive 6, Firearms 5, Melee 6 (*Blades*); Intimidation 5; Streetwise 7 (*Organized Crime*)

Disciplines: 1 Dot in any Discipline due to Ghouling.

Special: Gains an additional +1 Bonus Die from Maneuvers performed in tandem with other members of their organization.

Tech Administrator

GENERAL DIFFICULTIES: 3 / 2

Overworked, underappreciated, and quietly essential, tech admins keep institutions running despite the constant incompetence that rains down from above them.

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

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Larceny 3 (*Security Pads*); Academics 5 (*Computer Programming*), Awareness 4 (*System Vulnerabilities*), Technology 7 (*System Admin*)

Special: Has access to Hardware (●●● {*Security, Troubleshooting, Data Recovery*}). May justify otherwise-restricted access to secured infrastructure.

Urban Explorer

GENERAL DIFFICULTIES: 4 / 2

A thrill-seeking explorer of a nooks and crannies of the city. These mere-mortals have a talent for athleticism and thrill-seeking, putting themselves into the paths of dangerous creatures of the night and escaping them, only to do it again if they get the chance. Worse yet, they tend to record their adventures, making them difficult to combat openly.

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.

Unhoused Vagrant

GENERAL DIFFICULTIES: 2 / 1

As times grow harder, their numbers swell. Without stability or support, many spiral downward, becoming invisible until they are convenient or the opposite.

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

Secondary Attributes: Health 5, Willpower 4

Skills: Melee 4 (*Broken Bottle*), Brawl 4, Survival 5 (*Streets*); Persuasion 3, Subterfuge 3, Streetwise 4 (*Unhouse Community*); Awareness 4 (*Scavenge*)

Special: Promises of food, shelter, comfort, or certain illicit substances may allow for an automatic Win on Persuasion or Subterfuge pools at the Storyteller's discretion.

Victim

GENERAL DIFFICULTIES: 2 / 1

A vulnerable individual that was likely taken in a moment alone. Thousands of such individuals go missing every year, no explanation and no evidence as to why or how.

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

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Two Skills at 5, one at 3.

Special: The first turn after being Impaired, this Character suffers no penalty, as a surge of adrenaline adds +3 Bonus Dice to their next Physical pool.

Kindred

Typical Blood Suckers

"Don't trouble yourself with thoughts of nobility and altruism, my Childer. The world fills itself to overflowing with the selfishness and corruption of our kind. Survival is all that matters, yours at the cost of theirs. Never forget that."

—Locke, Sheriff of Grand Rapids

404_PUL\$LES5

GENERAL DIFFICULTY: 5 / 2

An Anarch hacker and member of **404_PUL\$3 !07 FOU!D**. Many in this group are Malkvansians, though all "low Clans" are welcomed members. They unify only to cause problems for others, usually just for the sheer fun of it, and sometimes make competitions and bets on how badly they can ruin a Kindred's night. The Nosferatu tend to find them far too disruptive, and yet many Sewer Rats are quick to join their contests. They especially revel in doing a "good deed" in the most disruptive way possible, such as graffiting the address of a Creep on a freeway billboard, or causing all the ATMs in a Scarmonger's territory to spit paper money until they run out.

Attributes: Strength 1, Dexterity 4, Stamina 2; Charisma 2, Manipulation 3, Composure 2; Intelligence 5, Wits 3, Resolve 4

Secondary Attributes: Health 5, Willpower 6, Humanity 5, Blood Potency 1

Skills: Athletics 3 (*Parkour*), Brawl 2 (*Attacking From Above*), Larceny 3, Survival 3 (*Urban Exploration*); Streetwise 3, Insight 3 (*Text Chat*); Academics 2, Awareness 3, Politics 1, Science 2, Technology 4 (*Hacking*)

Disciplines: Auspex 2, Dominate 1, Obfuscate 3

Notes / Other Traits: These digital hellions can damage up to two dots of a single digital Background per Story. Examples include Masks, Resources, online Contacts, and even Haven digital security.

9th Circle Deacon

GENERAL DIFFICULTY: 4 / 3

An infernalist who runs their cult from the bowels of the city's sewers. They are a plague that must be dealt with by Underwar Soldiers, else they field walking corpses and attract the CDC, or the eyes of the SI.

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

Secondary Attributes: Health 7, Willpower 6, Humanity 5, Blood Potency 2

Skills: Athletics 2, Melee 3, Stealth 3, Survival 4; Insight 2, Intimidation 3, Leadership 3 (*Flock*), Persuasion 1, Subterfuge 3; Medicine 5 (*Disease*), occult 3 (*Infernalism*)

Disciplines: Oblivion 3, Presence 3, Blood Sorcery 3

Notes / Other Traits: Can spill a Rouse Check's work of blood that attracts a number of **Swarms** equal to the number of Player Characters in the scene. They usually have two **Masked Toughs** with them, which serve as part of their diseased congregation.

Guardian of the Margins

GENERAL DIFFICULTY: 5 / 2

Protectors of those who cannot defend themselves, these Kindred live among exiled communities, treating them as extended family.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 7, Blood Potency 2

Skills: Athletics 4 (*Intervention*), Brawl 3 (*Defense*), Survival 3 (*Urban Shelter*); Insight 3 (*Fear*), Streetwise 3 (*Community Ties*); Awareness 2, Finance 2, Medicine 3

Disciplines: Animalism 3, Fortitude 2, Presence 2, Obfuscate 3

Notes / Other Traits: Adds +2 Bonus Dice when interacting with, or defending, marginalized Mortals who depend on them.

Hatchet Man

GENERAL DIFFICULTIES: 4 / 2

An uncommon title within the Camarilla that often falls to the Nosferatu or other disliked Clans within the Domain. They are tasked with wet work and other unspeakable or repugnant jobs others have the privilege to refuse.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 6, Blood Potency 2

Skills: Athletics 3, Brawl 3, Melee 4, Stealth 4 (*On Approach*), Survival 2; Insight 3 (*Crimes*), Intimidation 3, Streetwise 2, Subterfuge 4; Investigation 3

Disciplines: Dominate 2, Obfuscate 2, Potence 3

Notes / Other Traits: Can cover up any breach they commit within the week. Their cynical nature increases their pools to resist Manipulation by 2.

Hunter of Eyeblights

GENERAL DIFFICULTIES: 5 / 2

Usually Toreador, though sometimes idealistic Brujah or aesthetically minded Tzimisce. These Kindred hunt down Nosferatu in domains that hold extreme standards of beauty, those deemed visually offensive by the court, or Kindred that make no attempt at presentation in Elysium. Rarely found outside of the Camarilla and the Courts of Love, they scour Domains to inflict pain regardless of if morally deserved or not.

Attributes: Strength 2, Dexterity 5, Stamina 3; Charisma 3, Manipulation 3, Composure 2; Intelligence 2, Wits 4, Resolve 3

Secondary Attributes: Health 6, Willpower 5, Humanity 5, Blood Potency 2

Skills: Athletics 4 (*Bows*), Brawl 3, Melee 4 (*Nosferatu*), Survival 3 (*Hunting*); Performance 2 (*Coup de Grace*), Intimidation 3; Awareness 3

Disciplines: Auspex 3, Celerity or Protean 4, Presence 3

Notes / Other Traits: Suffers no Called Shot penalties when targeting victims with negative looks Flaws. Carries a +3 Bow and +1 and +2 light melee weapons, such as knives and rapiers.

Ivory Insurgent

GENERAL DIFFICULTIES: 5 / 2

An Agent of the *Ivory Mask*, a covert group that roots themselves into the enemy Sects of the Camarilla, posing as Anarchs, Hecata, and even Sabbat. They manipulate events to stir infighting, whispering poisoned promises into the ears of Neonates and Ancilla alike. Clans with Presence or Obfuscate are the preferred insurgents of the *Ivory Mask*, for reasons that are quite obvious.

Attributes: Strength 1, Dexterity 3, Stamina 3; Charisma 4, Manipulation 5, Composure 3; Intelligence 2, Wits 5, Resolve 4

Secondary Attributes: Health 6, Willpower 7, Humanity 5, Blood Potency 3

Skills: Athletics 3, Drive 3, Firearms 4, Stealth 4; Etiquette 4 (*Enemy Sects*), Insight 5, Politics 3, Subterfuge 4 (*Fools*); Academics 3, Awareness 2 (*Threats*), Investigation 4

Disciplines: Celerity 3, Obfuscate 3, Presence 3

Notes / Other Traits: Can fabricate paper trails, usually has blackmail on at least one member of the Sect they're infiltrated. Will generally know of any Dark Secrets the Player Characters have.

Nagaloper Hand

GENERAL DIFFICULTIES: 4 / 2

An old legacy of the Laibon who are thought to be relatives of the Tzimisce. This particular Horror serves as the right hand of a Guruhi. They allow the Beast to run rampant in their veins and excel at mutilations and transformations, revelling in nightmarish combat tactics. Like their supposed progenitors, these Horrors have a talent in fleshcraft.

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

Secondary Attributes: Health 6, Willpower 4, Humanity 4, Blood Potency 2

Skills: Athletics 3, Brawl 4 (*Frenzy*), Melee 4 (*Horrid Form*), Survival 2; Etiquette 3 (*Gatherings*), Intimidation 4, Subterfuge 2; Academics 3, Awareness 3, Occult 4 (*The Beast*)

Disciplines: Animalism 2, Auspex 3, Protean 4

Notes / Other Traits: Intellectual in courtly gatherings, but immediately assumes Horrid Form in combat. Will not resist Fury Frenzy provocations.

Osebo Hand

GENERAL DIFFICULTIES: 4 / 2

A legacy of the Laibon who are thought to be relatives of the Brujah. This particular Osebo serves as the right hand of a Guruhi. Proud of their heritage and traditions of their lands, many of these Laibon are warriors that fight to uphold the ways of their people, even to the death.

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

Secondary Attributes: Health 5, Willpower 4, Humanity 6. Blood Potency 2

Skills: Athletics 2, Brawl 4 (*Frenzy*), Survival 2; Insight 3 (*Leaders*), Leadership 4 (*Crowds*), Persuasion 2; Academics 4, Awareness 2, Politics 3

Disciplines: Animalism 2, Celerity 4, Potence 3

Notes / Other Traits: If given a command, adds +1 Bonus Die to any pools made to carry out that command out until the end of the Scene.

Ramanga Hand

GENERAL DIFFICULTIES: 4 / 2

Ancient ancestors of a Laibon bloodline thought to descend from the Lasombra. This particular Ramanga serves as the right hand of a Guruhi. As a Bloodline they are infamous for being humble, but duplicitous, and wield searing powers of the Abyss, much like their shadowy kin. Despite their reputation, they're incredible diplomats, and many have been bloodbound as servants to Guruhi that mingle with other Sects.

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

Secondary Attributes: Health 6, Willpower 4, Humanity 6. Blood Potency 2

Skills: Athletics 2, Firearms 3, Stealth 4; Insight 3 (*Leaders*), Subterfuge 4, Persuasion 3; Academics 2, Awareness 2, Politics 4 (*Sects*)

Disciplines: Obfuscate 2, Oblivion 3, Presence 4

Notes / Other Traits: When holding a physical piece of a Character, such as hair, nail clippings, or skin, adds +1 Bonus Die to their Discipline Pools used against that victim.

Social Media Addict

GENERAL DIFFICULTY: 5 / 2

Kindred who is addicted to Technology. They may be completely unaware of just how dangerous their habit has become, but regardless they continue to post updates online almost hourly. They usually can't let go of their mortal life, or online arguments.

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

Secondary Attributes: Health 6, Willpower 7, Humanity 6, Blood Potency 1

Skills: Larceny 3; Insight 2, Intimidation 3, Performance 2, Persuasion 4, Subterfuge 3; Academics 1, Awareness 1, Technology 1 (*Social Media*)

Disciplines: Auspex 2, Celerity 1, Presence 3

Notes / Other Traits: Usually has some kind of online Fame or Status. In most cases the Nosferatu has been keeping an eye on them for a while.

TOR_AnTuLA NULL

GENERAL DIFFICULTY: 5 / 2

A member of a Lasombra-only group of data hackers. Though they have little in the way of organization, their agreement to investigate Kindred and keep tabs on the mortals who associate with them makes them powerful allies or adversaries. In very rare cases, some even become COUNTs for ORLOC, as their Bane makes them ideal for hiding or destroying nodes.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 4; Intelligence 5, Wits 3, Resolve 4

Secondary Attributes: Health 5, Willpower 8, Humanity 5. Blood Potency 1

Skills: Craft 3 (*Hardware Mods*), Larceny 4 (*Security*), Stealth 4 (*Blend in*), Survival 2 (*Urban Adaptation*); Subterfuge 2 (*Sensitive Information*), Streetwise 3 (*Darknet Markets*); Awareness 3, Finance 3 (*Monero*) Academics 3 (*Self-Taught*), Technology 5 (*Network Intrusion*)

Disciplines: Oblivion 3, Dominate 2, Obfuscate 2

Notes / Other Traits: When physically touching modern technology they are proficient with, they may Rouse the Blood and roll Bane Severity + Technology (Difficulty 3). On a win, the device is disabled for minutes equal to successes; on a Critical, it is fried until repaired.

Sewer Rats

"As much as I love watching the disaster of your face unfold before me, I'd rather watch it disastrously paint the pavement in a bright red hue."

—Andronikos, Hunter of Eyeblights

Archivist

GENERAL DIFFICULTIES: 4 / 1

Carriers of oral tradition and explorers of Clan legends, these Nosferatu accumulate secrets of occult and supernatural lore wherever and whenever they can.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 7, Blood Potency 3

Skills: Insight 3 (*Truth*), Persuasion 2 (*Secrets*), Subterfuge 2 (*Half-truths*); Academics 4 (*Mythology, Research*), Finance 2, Investigation 3, Medicine 2, Occult 4 (*Lore of the Clans*), Politics 2, Science 3

Disciplines: Auspex 4, Obfuscate 2, Dominate 2

Notes / Other Traits: Once per Story, the Loremaster may automatically know one relevant piece of Nosferatu or occult lore without a roll.

ARGOS • DIVISION Archon

GENERAL DIFFICULTIES: 5 / 3

Digital engineering experts that answer directly to the Camarilla's Justicariate. **A • DIVISION** exists to ensure the Masquerade is maintained on the digital frontier, acting as counter-intelligence against the SI. Bestowed with authority by the Inner Circle, they audit cities deemed unstable or vulnerable. Though many are Nosferatu, any Kindred with a talent in digital technology can become an Archon of **A • DIVISION**.

Attributes: Strength 2, Dexterity 4, Stamina 4; Charisma 4, Manipulation 5, Composure 4; Intelligence 5, Wits 4, Resolve 3

Secondary Attributes: Health 7, Willpower 7, Humanity 5, Blood Potency 4

Skills: Athletics 2, Drive 4, Firearms 3, Larceny 4, Stealth 4; Etiquette 5, Insight 2, Intimidation 4, Leadership 3, Persuasion 2, Subterfuge 3; Academics 3, Awareness 3, Investigation 5 (*Breaches*), Politics 4 (*Camarilla Mandate*), technology 5 (*OPSEC*)

Disciplines: Animalism 2, Auspex 3, Celerity 3, Dominate 3, Potence 3

Notes / Other Traits: Has the power to deputize other Kindred and assign them tasks. May supply up to five dots of [Hardware](#) each Story.

Blood Olm

GENERAL DIFFICULTIES: 4 / 1

A bloodline that thrives in tight spaces and pulls others into them. Suffering from agoraphobia, many display strange deformities such as elongated limbs, gaunt frames, or an appearance reminiscent of an olm. They use Presence as a lure to draw unsuspecting Kine and Kindred into the confines of where they lurk, such as caverns, rain gutters, and abandoned basements.

Attributes: Strength 2, Dexterity 5, Stamina 3; Charisma 2, Manipulation 3, Composure 3; Intelligence 2, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 6, Humanity 4, Blood Potency 2

Skills: Athletics 3 (*Contortion*), Brawl 4 (*Ambushes*), Stealth 3 (*Lie in Wait*), Survival 4 (*Caves*); Streetwise 4, Subterfuge 3 (*Cry for Help*); Awareness 3 (*Vibrations*)

Disciplines: Animalism 3, Presence 4, Protean 3, Potence 2

Notes / Other Traits: Suffers a -2 Dice penalty on all actions not directly made to reach cover or a confined space. They can project their powers of Presence from the entryway of where they lurk, luring or repulsing others.

Brood Member

GENERAL DIFFICULTIES: 3 / 1

A Nosferatu whose way of life is tied intimately to that of their brood and other Nosferatu. While this ensures they always have someone watching their back, they live in constant fear of excommunication should they defy the consensus.

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

Secondary Attributes: Health 5, Willpower 5, Humanity 7, Blood Potency 1

Skills: Athletics 2 (*Crawl*), Larceny 2, Survival 3 (*Warrens*); Insight 3, Subterfuge 2 (*Keep Quiet*); Awareness 3

Disciplines: Animalism 2, Obfuscate 2

Notes / Other Traits: While teamworking with another Nosferatu of their Brood, adds +1 Bonus Die to their Dice Pool. Suffers a -1 Die penalty to Resolve Pools when isolated.

Cat in Rat's Skin

GENERAL DIFFICULTIES: 4 / 1

A Nosferatu with an odd compulsion in their blood that sometimes forces them to despise others of their Clan. Even when they are otherwise kind hearted, they have a secret hate and hunger for the souls of Sewer Rats. Even more strange, they usually forgo Obfuscate and favor Auspex in their very blood, possibly as an inborn need to hunt the Hidden.

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

Secondary Attributes: Health 6, Willpower 5, Humanity 6. Blood Potency 2

Skills: Athletics 3 (*Digging*), Brawl 4 (*Kindred*), Stealth 3, Survival 3; Intimidation 4 (*Nosferatu*), Subterfuge 3 (*Deflection*); Awareness 3 (*Obfuscate*)

Disciplines: Auspex 3, Celerity 2, Potence 2

Notes / Other Traits: Can manifest five dots of Mutations with a Rouse Check or while in Frenzy. Their Fury Frenzy will always target a Nosferatu in their line of sight, and they can use their powers of Auspex even while in Frenzy.

Degenerate Creep

GENERAL DIFFICULTIES: 3 / 1

From every market grows the inevitable *submarket*. A degeneration of sense and taste, repeating until it becomes a network that distributes the exploitative and obscene. Shock voyeurism that portrays violent acts or defilement of the pretty. Degenerates like these are happy to have others dragged down to their level.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 4. Blood Potency 1

Skills: Brawl 3 (*Abduction*), Craft 3 (*Restraints*), Drive 2 (*Stalk*), Stealth 3; Insight 2 (*Lonely*), Intimidation 2, Performance 3 (*Host*), Streetwise 4 (*Video Nasties*); Finance 2 (*Contraband*), Medicine 3 (*Pain*), Technology 4

Disciplines: Auspex 1, Obfuscate 4, Animalism 2, Potence 2

Notes / Other Traits: Has Wretched Embrace (●) as well as a Haven (●●) with Security (●●) and Hardware (●●●) related to filming, recording, and live streaming. Usually has 3 Humanity or less.

Dirt Spider Renegade

GENERAL DIFFICULTIES: 4 / 2

Also called Tsuchigumo (土雲). These Nosferatu descend from rebels that warred against the Imperial Courts of Japan. Cast out and marginalized, this Bloodline embraced exile, impurity, and yokai myths as symbols of defiance against their oppressors. Now spread worldwide, they operate as insular criminal families aligned with Anarch and sometimes Sabbat causes, showing little mercy toward servants of imperial power, Camarilla or otherwise.

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

Secondary Attributes: Health 6, Willpower 4, Humanity 4, Blood Potency 2

Skills: Athletics 3, Brawl 3, Drive 2, Firearms 2, Larceny 4 (*Smuggling*), Stealth 3 (*Protean Form*); Animal Ken 3 (*Canines*), Etiquette 4 (*Family Respect*), Insight 3 (*Loyalty*), Intimidation 2 (*Reputation*), Leadership 3 (*Ghouls*), Subterfuge 3 (*False Identities*) Streetwise 4 (*Family Networks*); Occult 2 (*Yokai & Cryptids*)

Disciplines: Animalism 2, Potence 3, Protean 3

Notes / Other Traits: Usually has a trained [Kai Ken](#) Famulus. Higher ranking members of a family have Melee 4 and wield a [Blacksteel Katana](#).

Fetid Little Creature

GENERAL DIFFICULTIES: 3 / 1

A creature so thoroughly twisted by their transformation into a Nosferatu that they can barely function. Most consider them too-twisted to survive, and put them out of their misery, however some Nosferatu care for them, keeping them and caring for them.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 6. Blood Potency 2

Skills: Brawl 4, Survival 2; Animal Ken 4, Insight 2 (*Rejection*); Awareness 3

Disciplines: Animalism 2, Obfuscate 2, Potence 3

Notes / Other Traits: Usually immobile. These Characters are sometimes carried around by other Nosferatu or their own Ghouls in baskets. When attacking others, they frequently fly into a Fury Frenzy, adding +2 Bonus Dice to their physical pools while in Frenzy.

Leatherface

GENERAL DIFFICULTIES: 4 / 2

There are times when you *can* judge a book by its cover. These monstrous Nosferatu indulge in cruelty for the sake of it. Tormenting, maiming, and killing Kine and Kindred alike without moral pretense. Many were Sabbat, or operated adjacent to the Sect, before the Gehenna War scattered them and left these predators to their own devices.

These nights they've become the stuff of urban legends and blamed for whispered atrocities, earning them reputations as nightmares.

Attributes: Strength 5, Dexterity 3, Stamina 4; Charisma 1, Manipulation 3, Composure 3; Intelligence 2, Wits 2, Resolve 3

Secondary Attributes: Health 7, Willpower 6, Humanity 4, Blood Potency 2

Skills: Athletics 4, Brawl 4 (*Mortals*), Melee 4 (*Heavy Weapons*), Survival 2; Intimidation 5

Disciplines: Fortitude 2, Potence 4, Protean 2

Notes / Other Traits: Frequently wields a +4 Heavy Melee weapon of some kind (Sledgehammer, Chainsaw, uprooted signpost) and has numerous implements one would find in a butcher's shop or a surgical clinic.

Leper Knight

GENERAL DIFFICULTIES: 4 / 3

Originating in the Dark Ages among orders of lepers who placed themselves at the frontlines in the name of their faith. Many sought redemption for what they deemed a divine curse, and in doing so earned the Embrace into the Nosferatu, thereafter becoming a part of the Order of St. Ladre.

Attributes: Strength 2, Dexterity 3, Stamina 5; Charisma 3, Manipulation 2, Composure 4; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 7, Humanity 8, Blood Potency 3

Skills: Athletics 3, Brawl 3, Melee 4 (*Impact Weapon*), Survival 4 (*Guide*); Animal Ken 3, Etiquette 3 (*Elysium*), Insight 2 (*Downtrodden*), Intimidation 3 (*Defender of the Weak*), Leadership 3; Academics 2, Awareness 3, Investigation 2, Medicine 4 (*Disease*), Occult 1 (*Gehenna*)

Disciplines: Animalism 2, Fortitude 2, Obfuscate 3, Potence 2

Notes / Other Traits: Carries silver or silver-plated armaments. When in combat against a non-Kindred supernatural creature, recovers a point of Willpower whenever they take a hit for a Mortal.

NEONBYTES

GENERAL DIFFICULTY: 5 / 2

Nosferatu security specialists, who use anything from blockchains to advanced blood-based cryptographs to track and trade boons for trade between Domains.

Many of them hold a dual-allegiance to both the Camarilla and the Anarchs, and so serve to facilitate upholding the digital masquerade for both, accruing and trading boons.

Attributes: Strength 1, Dexterity 3, Stamina 1; Charisma 2, Manipulation 3, Composure 4; Intelligence 5, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 6, Humanity 5, Blood Potency 1

Skills: Athletics 3, Melee 2 (*Baton*), Stealth 2, Survival 3; Animal Ken 2, Streetwise 1, Subterfuge 3 (*Text Chat*); Academics 3, Awareness 2, Finance 4 (*Boons*), Politics 1, Science 2, Technology 5 (*Secure Networking*)

Disciplines: Auspex 2, Animalism 1, Obfuscate 2, Potence 2

Notes / Other Traits: These digital undead security experts always know which boons are owed to who in the Domain, even if there's already a Boonkeeper. Once per Story they can even look up Boons owed by Kindred from other Domains.

Red Nosferatu

GENERAL DIFFICULTIES: 4 / 2

Anarch Nosferatu who abandon the Ivory Tower and seek independence or authority within the Unbound.

They still congregate with others of their Clan, but refuse to bend the knee to Camarilla authority. Some are radical believers in the unbound cause, seeing this revolutionary moment as the chance to finally cease being oppressed by High Clans and outdated feudal ideals. An ardent believer, they have become the muscle and eyes of the unbound movement.

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

Secondary Attributes: Health 7, Willpower 5, Humanity 7, Blood Potency 1

Skills: Athletics 3, Brawl 3 (*Boxing Ring*), Melee 2 (*Improvised Weapons*); Animal Ken 2, Intimidation 3 (*Camarilla*), Leadership 3 (*Agitation*), Streetwise 2 (*Safehouses*); Academics 2, Politics 3 (*Idealism*), Technology 3

Disciplines: Animalism 3, Obfuscate 2, Potence 3

Notes / Other Traits: Adds +1 Bonus Die to any aggressive Dice Pools made to attack or undermine High Clans associated with the local Domains.

Sewer-Rat King

GENERAL DIFFICULTIES: 4 / 2

Not to be confused with the animal **Rat King**. Named after the medieval oddity of rats whose tails became too entangled to separate, the Rat King is a title given to Nosferatu that ensure their brood and its interests are put first above all else.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 7, Blood Potency 2

Skills: Athletics 2, Brawl 3, Stealth 3; Animal Ken 3, Insight 2, Leadership 3 (*Nosferatu*), Persuasion 2, Subterfuge 3 (*Quiet Compromises*), Streetwise 3; Awareness 3 (*Brood Threats*), Politics 3 (*Nosferatu Interests*)

Disciplines: Animalism 3, Obfuscate 4, Potence 4

Notes / Other Traits: Has Status (●●●) with Nosferatu and others who dwell underground. In Domains that have pervasive underground threats, they usually have access to heavy weaponry and command the loyalty of Underwarriors.

Shtriga

GENERAL DIFFICULTIES: 4 / 1

A bloodline that claims lineage to Baba Yaga. They skulk the wilderness and cities alike, cursing those that displease them with their unique form of Blood Sorcery. Nosferatu sometimes seek these hexers out for occult matters, and they quickly become invaluable in Domains where the more typical occult Clans can't be trusted.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 6, Blood Potency 2

Skills: Drive 3 (*Mortars*), Larceny 3 (*Break Ins*); Animal Ken 3 (*Flying Vermin*) Insight 4 (*Jealousy*), Subterfuge 3; Academics 2 (*Research*), Occult 4 (*Curses*)

Disciplines: Animalism 3, Obfuscate 4, Potence 2, Blood Sorcery 3

Notes / Other Traits: Knows five dots of Blood Rituals. Can leave hex bags made of twine, hair, and bodily

fluids near other Characters, causing them to see themselves as being repulsive until the bag is destroyed or made inert with an Intelligence + Occult; Difficulty 3 Test.

Underwarrior

GENERAL DIFFICULTIES: 4 / 2

Warrens have always been built as fortresses against the threats of what's outside them, be that the topside Clans, supposed Nictuku raids, or the strange Things from Below. These nights SI raids are included in those threats, and many broods have had to fight to keep what is theirs. Those who survive constant attacks become known Underwarriors or Underwar Veterans, both are terms spoken with irony by other Nosferatu but taken gravely seriously by those who fight.

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

Secondary Attributes: Health 7, Willpower 7, Humanity 6, Blood Potency 2

Skills: Athletics 2 (*Confined Spaces*), Brawl 2, Firearms or Melee 4, Stealth 3, Survival 3 (*Subterranean Warfare*); Animal Ken 3, Intimidation 3, Leadership 2 (*Combat*); Awareness 3 (*Horrors*), Investigation 2, Occult 2 (*Cryptids*)

Disciplines: Animalism 3, Obfuscate 2, Potence 2

Notes / Other Traits: Usually has a Famulus that fights alongside them. When fighting underground, add +1 Bonus Die to their Dice Pools.

Spawning Pool Tender

GENERAL DIFFICULTIES: 3 / 1

Spawning Pools are a huge part of Nosferatu culture, even in places where Warrens themselves don't actively cultivate them, there are individual Nosferatu who treat their creation as a hobby, not unlike gardening. While technically any Clan can create such pools, it's rare outside the Nosferatu.

Attributes: Strength 1, Dexterity 3, Stamina 5; Charisma 2, Manipulation 2, Composure 3; Intelligence 2, Wits 4, Resolve 3

Secondary Attributes: Health 8, Willpower 6, Humanity 5, Blood Potency 2

Skills: Brawl 3 (*Animal Wrangling*), Survival 4 (*Habitat Care*); Animal Ken 4 (*Ghouls*), Intimidation 3; Academics 2 (*Agriculture*), Awareness 3, Medicine 2 (*Beasts*), Occult 2, Science 1 (*Genetics*)

Disciplines: Animalism 4, Obfuscate 1, Potence 2

Notes / Other Traits: Has a **Spawning Pool** (●●) with **Guardian** (●). Their Guardian is usually their Famulus.

Specula Terrae Fellow

GENERAL DIFFICULTIES: 4 / 1

These Nosferatu claim lineage stretching back to ancient Rome. Their purpose is to map forgotten places, preserve lost knowledge, and maintain the remnants of a world long fallen into darkness. In life they were likely an academic or a curious urban explorer. They tend to be both intelligent and athletic, though not necessarily great combatants.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 7, Blood Potency 1

Skills: Athletics 4 (Parkour), Larceny 3, Stealth 3, Survival 3 (*Hidden Routes*); Streetwise 2; Academics 3 (*City Maps*), Awareness 3 (*Structural Weakness*), Investigation 3

Disciplines: Animalism 2, Auspex 2, Obfuscate 4

Notes / Other Traits: Carries everything from bolt cutters to colored smoke bombs. They carry Hardware (●●) used to record and digitally map terrain and structures.

Spiteful Embrace

GENERAL DIFFICULTIES: 3 / 2

Kindred who have been Embraced into the Nosferatu before they can be Embraced by their prospective Clan. This is usually done as a preventative or punitive Embrace, either to the individual themselves or their Sire-to-Be. Their previous skill set and background tend to have little use as a Sewer Rat, and they wander torn between two Clans, making them a useful pawn to both.

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

Secondary Attributes: Health 5, Willpower 6, Humanity 8, Blood Potency 1

Skills: Firearms 3, Stealth 3 (*Hide Visage*); Animal Ken 2 (*Old Pet*), Etiquette 3, Insight 4, Persuasion 3 (*Would-Be Sire*), Streetwise 3 (*Old Neighborhood*), Subterfuge 2 (*Actual Sire*); Academics, Finance, or Politics 4.

Disciplines: Animalism 1 (Famulus), Obfuscate 2, 1 dot in a Discipline from their Would-Be Clan

Notes / Other Traits: Can be purchased as a Mawla (●●) for 4 experience by Nosferatu or a member of their would-be Clan.

Vermin Whisperer

GENERAL DIFFICULTIES: 4 / 1

Kine are complicated and Kindred even more so. Irrational and hateful creatures. They are nothing like the vermin these Nosferatu cultivate and befriend. Vermin are honest. They cannot lie. Easy to understand.

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

Secondary Attributes: Health 6, Willpower 6, Humanity 5, Blood Potency 2

Skills: Athletics 3, Stealth 4, Survival 3 (*Sewers*); Animal Ken 5 (*Vermin*), Intimidation 3; Academics 2, Awareness 3 (*Echoes*), Occult 3 (*Cryptids*)

Disciplines: Animalism 4, Obfuscate 4, Potence 2

Notes / Other Traits: Surrounded by **Swarms** at all times. Adds +1 Bonus Dice to Teamworked Pools that are helped by animal vermin.

Things from Below

"The world is layered with kingdoms of failure that have been piled over the refuse of the previous. One age builds upon the next, pushing the old ones down, compacting their ethos, crushing that rot with the pressure of the modern. Burn it, break it, condemn it, it's all still there beneath your feet. We have to survive it all, every night."

An ecosystem of oddities lives unseen beneath the towers and institutions of the world. Whether they be animal, human, Kindred, or something even stranger, there are few Clans that encounter them as often as burrowing Sewer Rats, fortifying their Warrens as sanctuaries. The creatures here are meant to be odd encounters that occur rarely to create a feeling up completely unexpected circumstance in the world below. Though some are fantastical, we encourage Storytellers to portray them not unlike urban legends. Dangerous, semi-unknowable things, only becoming common should there be a reason.

DERO

GENERAL DIFFICULTY: 5/2

Hunched humanoids that appear pallid and ridged with chrome. They reside in the deepest parts of the earth, fulminating with hatred for anything that is, or was once, human. Few but Nosferatu Archivists know of them, citing pulp writings from the 40's as fact.

Standard Dice Pools: Physical 7, Social 0, Mental 1

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Stealth 10 (*Darkness*);

Intimidation 3; Awareness 4 (*Smell*), technology 9

Disciplines: Obfuscate 2, Potence 4

Abilities: Resilient

Special: Carry odd metallic +3 Melee Weapons that also deal 1 Superficial Willpower Damage. Cannot speak or understand language. Are incredibly radioactive.

Dogskins

GENERAL DIFFICULTY: 3/2

These intelligent creatures live in tunnels and sewers, avoiding open spaces and always coming in pairs. They have long thin legs and large human eyes. Their odd gait allows them to walk on their back legs in bursts. They secrete a copper smell from their skin that lingers for nights later and can be heard making hyena-like laughs when nearby or chuffing breaths like boars when sniffing the air. Their barks sound like a domestic dog's, but played at half the speed.

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

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Athletics 5 (*Tunnels*), Brawl 5 (*Bites*), Stealth 3 (*Sewers*); Intimidation 3; Awareness 4 (*Smell*)

Disciplines: Animalism 2 (Sense the Beast, Feral Whispers), Protean 1 (Eyes of the Beast)

Abilities: Mutative

Special: +1 damage to bite attacks. Dogskins have access to abilities similar to Animalism and Protean, but aren't vampires. They cannot be ghoulled without the power **BOND FAMULUS** or a similar ability, and when bound their other in the pair relentlessly hunts the Domitor.

Brood-Cyst Horror

GENERAL DIFFICULTY: 5/2

Those skilled (or obsessed enough) in the creation and cultivation of Spawning Pools sometimes create these dripping, seeping, creatures. A chimeric amalgam of the animals and insects that swarm the Spawning Pool, as well as a Kindred's Beast, the Brood-Cyst Horror is birthed when the pool's creator immerses themselves within it during day sleep, allowing the pool to sap the majority of their vitae through their flesh.

This vitae coagulates into diseased mutant covered in pulsating cysts filled with incubating vermin.

Brood-Cyst Horrors have no set appearance, taking on the traits of whatever lives and feeds on the Pool, as well as the Kindred that immersed themselves.

Quietly outlawed in most Warrens for centuries, desperate times now require a return of these putrid creatures to combat the other horrors of the underground, as well as SI and the supposed Nictuku.

Attributes: Strength 3, Dexterity 3, Stamina 5; Charisma 1, Manipulation 1, Composure 0; Intelligence 2, Wits 5, Resolve 2

Secondary Attributes: Health 8, Willpower 2

Exceptional Dice Pools: Athletics 5 (*Swimming*), Brawl 5, Stealth 5 (*Sewers*); Animal Ken 5 (*Vermin*), Intimidation 3; Awareness 5 (*Intruders*)

Disciplines: Animalism 2

Abilities: Resilient

Special: Brawl attacks made by the creature deal +2 non-halved Superficial Piercing Damage. On a Critical attack, the victim becomes infested with a Mutant Swarm that will rupture from the wound in twenty-four hours.

Gains all "Special" traits of the animals associated with the Spawning Pool from which it was birthed and possesses all Physical Disciplines of its creator, as well as their **Mutations**. When the Horror activates a Discipline, one of its cysts bursts and expels vermin from the originating Spawning Pool.

These creatures cannot survive outside the Spawning Pool for more than a single night and require five Rouse Checks per week to sustain themselves even while within it. Most let them waste away due to this.

Flatman

GENERAL DIFFICULTY: 3 / 2

Old Warreners claim these hideous creatures were the result of experimental Brood-Cyst Horrors birthed from a radioactive Spawning Pool that housed humans. Due to being cross-traited with human biology, and having been exposed to exorbitant amounts of vitae, Flatmen are quads-vampiric. Feeding primarily on blood.

Flatmen are humanoid, but lack bones and have a grub-like fleshy body that allows them to squeeze into spaces many times smaller than their size. They've been known to infest Spawning Pools in Warrens, releasing mutant flatworm eggs that consume any other animals present, destroying the pool. This makes them a perfect pest of the Warrens, and Nosferatu exterminate them on sight.

To make them even more dangerous, after hatching they will seek mortal blood and become parasites, releasing odd enzymes that make the blood toxic to Kindred.

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

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Athletics 5 (*Tunnels*), Brawl 5 (*Bites*), Stealth 3 (*Sewers*); Intimidation 3; Awareness 4 (*Smell*)

Disciplines: Protean 2

Abilities: Resilient, Mutative

Special: Bite Attacks deal 2 Aggravated Health Damage and inject Flatman eggs. Once within a body, the larva release enzymes that make the blood corrosive to vampires. The effect is the same if the vampire themselves become infected by Flatmen larva.

Vampires exposed to Flatmen-infected blood take two non-halved Superficial Health Damage each time a they fail a Rouse Check. Vampires can purify the toxins and parasites within themselves via a Stamina + Resolve; Difficulty 3 Test, or will be automatically free of it after having woken from Day Sleep. Mortals and other creatures can be cured via anti-parasite medication, usually Anthelminthics.

Perhaps most odd about Flatmen is that they can be fed from without issue, and if fully drained grant an Acute Phlegmatic Resonance.

Grendel

GENERAL DIFFICULTIES: 6 / 2

The result of a Nosferatu who has completely lost their Humanity and now dwells deep underground, preying on anything it can find. Nicknamed for its fixation on the sounds of joy, laughter, celebration, or communal gathering, the Grendel is a potent Wight drawn by a spiteful hatred rooted deep within its bestial core. Most wights instinctively retreat underground, where a Grendel lay in wait to consume them, demonstrating its place as the apex predator amongst such creatures.

Attributes: Strength 4, Dexterity 4, Stamina 5; Charisma 1, Manipulation 3, Composure 1; Intelligence 1, Wits 4, Resolve 1

Secondary Attributes: Health 8, Willpower 2, Humanity 0, Blood Potency: 4

Skills: Athletics 3 (*Chase*), Brawl 4 (*Rending*), Stealth 3 (*Subterranean Stalking*); Animal Ken 1 (*Predators*), Survival 3 (*Deep Warrens*), Insight 2 (*Weaknesses*), Intimidation 4 (*Monstrous Presence*); Awareness 4 (*Joy*)

Disciplines: Animalism 3, Auspex 3 Obfuscate 5, Potence 4

Special: The Grendel exhibits 6 dots worth of grotesque mutations caused by its total Humanity collapse. Loud noises, laughter, music, or overt displays of joy immediately draw its attention. When such sounds are detected, the Grendel will abandon its current activity and move directly toward the source by the most direct subterranean route available, ignoring personal safety or tactical caution.

Grote Slang

GENERAL DIFFICULTY: 4 / 2

Colossal cryptids that have characteristics of a python, but sometimes have tusks or elephant-like legs. They've been sighted in South African desert caves for hundreds of years, and tales of a Guruhi king gifting one to a Setite Elder have been told for just as long. Modern Kindred Cryptozoologists wonder if the elephant traits are a recent development, or wrongful sightings of an entirely different creature, as folk tales don't hold them.

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

Secondary Attributes: Health 8, Willpower 0

Exceptional Dice Pools: Athletics 7 (*Climbing*) Brawl 8 (*Grapple*); Intimidation 4; Awareness 4

Abilities: Resilient

Special: Upon a successful grapple, it may constrict its victim for +2 Superficial Health damage each turn. It can attempt to consume Impaired victims whole with a Brawl called shot. They prefer to consume living humans more than any other food.

Gutterstropods

GENERAL DIFFICULTY: 4 / 2

Enormous slug-like creatures that congregate in groups of three or more in areas of chemical waste and still-water ponds. They have been found in Osaka, Los Angeles, and Dzerzhinsk, though when and how they came to be is unknown. Incredibly hardy and feeding exclusively on man-made toxins, they adhere out of sight or blend in with mud. Strangely, they secrete an aloe-like mucus that rapidly heals chemical burns and absorbs radiation, a medical marvel undiscovered by the mortal sciences. They are notoriously hostile to Kindred, but passive to everything else.

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

Secondary Attributes: Health 6, Willpower 4

Exceptional Dice Pools: Stamina 8; Survival 4, Stealth 6;

Abilities: Resilient

Special: They ambush by falling from ceilings and with Stealth. A win causes them to automatically Grapple a victim by adhering to it. They secrete acid that deals 2 nonhalved Superficial Damage each turn to undead flesh.

Ianus Malignancy

GENERAL DIFFICULTY: 4 / 2

A type of ghoul created by Infernalists and hellish crimson powers. It has one or more additional faces on its body, and has a tumorous and sickly appearance. These profane humans are sometimes able to infiltrate Nosferatu Warrens and blend in with homeless populations, babbling profane deliriums.

Attributes: Strength 1, Dexterity 5, Stamina 2; Charisma 2, Manipulation 4, Composure 2; Intelligence 3, Wits 3, Resolve 2

Secondary Attributes: Health 5, Willpower 4, Bane Severity 2

Skills: Athletics 3, Survival 2; Insight 3, Subterfuge 4

Disciplines: Dominate 3, Obfuscate 3

Abilities: Infernal, Mutative

Special: Has at least one other face on its body that is capable of speech and sight, allowing it to use its powers of Dominate on multiple separate targets at once. This creature also employs **DEMENTATION** in conversations.

Onu-Ala (●●●)

GENERAL DIFFICULTY: 6 / 3

Ancestral blood-spirits of the Guruhi that have merged with the veins of the earth. They have long been judges and advisors to the Guruhi, supposedly since the Laibon was anointed to rule. They are most similar to Aapilu, however the Laibon rarely refer to them as such. They embody the power that the Guruhi have historically held over the land that they rule, and serve as a reminder of their divine sovereignty.

Standard Dice Pools: Physical 6, Social 7, Mental 8

Secondary Attributes: Health 5, Willpower 4

Exceptional Dice Pools: Insight 9; Academics 10

Disciplines: Presence 3

Abilities: Resilient

Gifts: Can be asked for advice on any given Mental Skill, allowing the Guruhi to roll the Onu-Ala's pool in place of their own. However the Onu-Ala will afflict the Guruhi with the *Arrogance* Compulsion, causing a -2 Dice penalty to any pool the Guruhi makes that isn't directly associated with leadership or command. They will also afflict the Guruhi with this Compulsion whenever they get a Bestial Failure, on top of any other gained Compulsions.

Rat King

GENERAL DIFFICULTY: 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. The Nosferatu love and loathe these creatures, as they can be a nuisance if left unattended, but a boon as a Famulus or even as the guardian of a Spawning Pool.

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: Can supernaturally call a swarm of ten or more **Rats** if agitated.

Rust-Eater

GENERAL DIFFICULTY: 3 / 1

An elusive centipede-like creature that can grow up to two yards/meters long. They're primarily found in industrial cities or areas, with most sightings being in Detroit, Pittsburgh, Tokyo, Shanghai, Johannesburg, and Birmingham. Their metallic chitin is exceptionally durable and their bolt-cutter-like mandibles allow them to consume oxidized metal, but they've been known to eat holes through sewer lids, pipes, and chew off bolts. Infestations of them have become a genuine problem in certain Domains, forcing the Nosferatu to create exterminator-Coteries, who are tasked with culling them. Luckily they're solitary, pairing only to momentarily mate and then go their own way.

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

Secondary Attributes: Health 4, Willpower 4, Armor 4

Exceptional Dice Pools: Athletics 5 (*Tunnels*), Brawl 5 (*Bites*), Larceny 3 (*Chew Hinges*), Stealth 3 (*Scrap Metal*); Awareness 4 (*Smell*)

Disciplines: Potence 1 (Lethal Body)

Abilities: Mutative

Special: Bites always deal 1 Aggravated, even to vampires and ignore armor. Due to an almost mechanical physiology, these creatures must be fed two Rouse Checks worth of blood to increase their Blood Bond one level.

Tunnel Jacks

GENERAL DIFFICULTY: 4 / 2

Enormous bugs that can stand upright and mimic the silhouette of a non-descript human in a trench coat, hence their name. Their definitive origins are unknown, though conspiracy theorists blame an emergency CDC roach-breeding project created to combat Strickler's Disease in the early 90's. Nosferatu claim anything from them being the guardians of a Tzimisce bone chapel, to native fauna that crawls up into the mantle from the hollow earth.

Despite being responsible for numerous human disappearances since the 90's, their existence is actively covered up by government agencies. These nights they're combated not only by mortal SI and Hunter Cells, but by Nosferatu in defense of their Warrens. When a large hive of these insects are present, they can threaten the Masquerade and compete with Kindred for food.

Attributes: Strength 3, Dexterity 4, Stamina 5; Charisma 1, Manipulation 3, Composure 1; Intelligence 2, Wits 4, Resolve 2

Secondary Attributes: Health 8, Willpower 3

Skills: Athletics 4 (*Climbing*), Brawl 4 (*Claws*), Stealth 5 (*Appear Human*), Survival 4; Animal Ken 3 (*Insects*), Intimidation 4, Subterfuge 3 (*Appear Human*); Awareness 4 (*Smell*)

Disciplines: Animalism 3, Celerity 3, Potence 3

Abilities: Flying, Mutative

Special: Tunnel Jacks can interlock their forelegs to create a facsimile of a human face, and use their black wings to mimic a cloak or long coat. As long as they're not in direct light, they can pass for human at a glance, though a Resolve + Awareness; Difficulty 3 Test can identify them as non-human. They can resist becoming Blood Bonded whenever they consume Vitae with a Stamina + Survival; Difficulty 3 Test.

Tunnel Jacks attack with their raptorial forelegs, using them as light +2 Brawl weapons. They are light-sensitive, losing two dice to vision-based pools in well-lit areas, and can be easily blinded by bright flashes for a scene. However their excellent sense of smell makes them competent blind hunters.

The Mass

GENERAL DIFFICULTY: 5 / 3

A vast mass of biological tissue that stretches outwards through the earth, slowly and inexorably, subsuming everything in a gradual and horrific process. It possesses immense telepathic power, allowing it to command sentient beings to consume its flesh, turning them into hosts that spread its influence farther. It unintentionally creates cults of bodies in service of its singular purpose: to endure, reach the surface, and expand.

Fortunately for the subterranean unknown ecosystem below, it is immobile, relying entirely on others to expand it. Most creatures, Kindred or otherwise, actively attack it, cutting this mass of cancer out, or incinerating it entirely. In many cases other other, normally aggressive or antagonistic creatures in the earth with even fight together with one another, and Kindred, to clear The Mass out.

Rumors and theories abound the Underwarriors who know of it, claiming it could be anything from the shadow of some orb-like artifact, an necromorphological alien mass, or a colossal cathedral of mutant flesh.

Attributes: Strength 5, Dexterity 0, Stamina 9; Charisma 1, Manipulation 5, Composure 2; Intelligence 3, Wits 1, Resolve 4

Secondary Attributes: Health 12, Willpower 6

Skills: Brawl 3 (*Subsume*), firearms 4, survival 2; Insight 3 (*Lonely*), subterfuge 4 (*Eat of its flesh*);

Disciplines: Auspex 5 (*Sense the Unseen, Telepathy*), Animalism 3, Dominate 3, Presence 5

Abilities: Resilent

Note: This stat-block is meant to symbolize large parts of The Mass, and not the entire Mass itself. Use this for blocked tunnels, protrusions that have risen in an abandoned alleyway, or fibrous tissue that's grown into the stairwell of an office building.

Special: Those that eat of its flesh gain the **Loyal** ability in regards to it. Can only employ its Dominate powers on those who have consumed its flesh. It is entirely immobile, but can release jets of digestive fluid from mouths and other orifices using Strength + Firearms. It can also swipe and attack with various appendages using Strength + Brawl.



Armory, Artifacts, & Technology

Conflict is ever-present in Kindred nights. Even during times of peace, the parasite must defend itself against its host, or against the other things that seek to harm. This section contains not only weaponry and occult items of old, but various pieces and examples of technology employed by the Nosferatu and other Kindred in this burgeoning digital age of modern conflict.

Weaponry

Nosferatu weaponry tends to fall into two, oddly diametrically opposed, categories: Things cobbled together from whatever can be scavenged and things made of such fine quality that even the Toreador might use them.

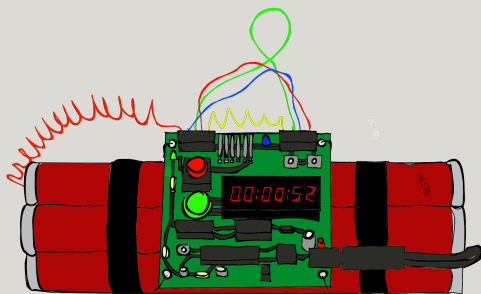
APM

EXPLOSIVE DEVICE

APM or Adhesive Proximity Mine is a compact, adhesive anti-personnel device fitted with a basic proximity or motion sensor. The unit can be affixed to walls, ceilings, doors, vehicles, or furniture. Once primed, it detonates automatically when its sensor detects a target within range. These devices are commonly used to booby-trap choke points, haven entrances, safehouses, or escape routes.

Explosive variant: This compact device emits a brief electronic signal immediately before detonation. The primary target at the point of impact takes 5 Superficial Damage. All other characters within the blast radius take 3 Superficial Damage. At the Storyteller's discretion, Kindred with Celerity may attempt to react before the effect resolves.

Gas variant: This version releases a spreading cloud of toxic vapor designed to deter or incapacitate mortals. All characters within the initial burst take 4 Superficial Damage. Mortals who continue breathing within the cloud take 1 additional Superficial Damage per turn. If a mortal becomes Impaired from this damage, they immediately fall unconscious. The gas lingers in enclosed spaces for one scene unless dispersed through ventilation or similar means.



黒鉄刀 -Blacksteel Katana-

SLASHING & PIERCING MELEE WEAPON

Heavy iron blades created by the Sabbat during Japan's Muromachi Period that were wielded by Kashidan Thralls of the Black Hand. In those ancient nights, the *Tsuchigumo*, realizing the Sabbat as foreign zealots, took up arms against them, and so came to wield these black katanas themselves as trophies of their struggle.

Originals are extremely rare these nights, yet some *Dirt Spiders* have kept the skill of forging them alive for centuries as a tradition.

Weapon Modifier: +3

Special: Strength or Dexterity can be used in Melee attack pools for this weapon. When fighting against a Character that the wielder knows is Sabbat, the user may pin a Hunger Die to an automatic 10, though a Messy Critical may bend or break the weapon.

Catch-Rater's Net

THROWN WEAPON

Filthy weighted nets made from plastic, rope, wire, and twine. Many Warrens have someone who weaves them from whatever material works, and they prove to be exceptionally effective at dealing with threats non-lethally.

Weapon Modifier: 0

Special: Thrown using Dexterity + Athletics. Victims that fail to dodge suffer a -2 Dice penalty to their Physical Pools as they become entangled. They can attempt escape with a Dexterity + Brawl; Difficulty 3 Test. Each time this Test is failed victims take a point of Superficial Health Damage and the Difficulty increases by 1, as they become more tangled.

Malformed Claws

LIGHT PIERCING BRAWL WEAPON

A makeshift glove crafted from tightly-woven leather or strong fibers. It has been fitted with teeth and claws of mutant animals and [Things from Below](#), giving it a bestial violence. It's not uncommon for Underwar Veterans to carry a pair of these, either as their preferred, or backup, weapon.

Weapon Modifier: +1

Special: Deals +1 Aggravated instead on a Messy Critical or if the user is Frenzied.

Flare Gun

RANGED WEAPON

A single-shot weapon. Amongst Kindred it has always been seen as both dangerous and useless due to the impulses of their Beast. Despite this, several Kindred have made names for themselves using it effectively.

Weapon Modifier: +1 Aggravated

Special: Has a single shot. The user's pools made to fire this weapon cannot exceed their current Willpower and a Bestial Failure causes a missfire that forces a Terror Frenzy; Difficulty 3 Test. Reloading counts as a -2 Minor action. Targets hit may be ignited, taking an additional point of Aggravated Damage each turn until they spend a turn putting it out.

Sledge-Star

HEAVY PIERCING IMPACT WEAPON

This weapon is made from long-handled sledgehammers that are wrapped in barbed wire and frequently have sharpened scrap metal welded to them. It's primarily associated with Scarmongers, who crush bones and leave jagged scars with it to make their warnings heard.

Weapon Modifier: +4

Special: Inflicts an additional Crippling Injury should it deal five or more damage (after halving). Due to its length, add +1 die to pools made against those using shorter melee weapons or Brawl.

Artifacts

Far from an occult Clan, the Nosferatu have none-the-less rubbed shoulders with the scholarly and the arcane, and in the past have had prominent sorcerers of their own that bound fates with twine and blood.

Copper Curse-Mask

APPAREL

A bent copper mask, its surface mottled with age and studded with human and animal teeth. Strands of long coarse hair cling to the metal, fused there by years of wear and rot.

The Skinhiners were once regarded by certain indigenous peoples as bearers of grievous blessings, creatures who took affliction into themselves so others might endure. When they walked among the living, they hid their ruined visages behind masks made from the stolen bounty of the underworld, each one a reminder of the curse of such blessings.

Weapon Modifier: +3

Special: Warded with two Blood Ritual Wards of the Storyteller's choice. The wearer adds three dice to any pools made to resist or defend against the same entities the mask is warded against. This bonus is also applied in regards to additional wards that might be added later.

Interface Message Processor

●●●●● HARDWARE

A piece of ancient 1960's technology, from an age when the world still groped blindly toward the notion of digital connection. Its copper housings are dulled with time, and its circuits hum with a faint and awful pulse, as if remembering its long-abandoned purpose.

These early IMP units would form the backbone of ARPANET, a crude lattice of rutemance. When the first of them stirred to life in 1961, the internet hadn't yet existed, yet they caught errant signals from somewhere, connecting to that which had no host.

Special: This piece of Hardware has five additional Occult Specialties on top of any other specialties. It can natively connect to any wireless device, regardless of security, signal type, or programming language. Users take a point of Aggravated Willpower Damage for each success this Hardware adds to a Dice Pool.

Old Péstick

EXTREMELY RARE IMPACT WEAPON

A heavy pestle of ancient make, its surface blackened by endless nights of grinding foul reagents. The wood is swollen and calcified, stiffened by the marrow of beasts whose remains were rendered to dust beneath its weight.

The pestle trembles faintly when handled, the old powers within threatening to take flight.

Weapon Modifier: +3

Special: When used with the *Old Stúpa*, the user can make three Rouse Checks to fly for a single scene, moving at speed typical to a mid-ranged vehicle (55mph or 90km/h). This is an obvious breach of Masquerade.

Old Stúpa

EXTREMELY RARE TOOL

A great wooden mortar, carved from a single trunk and polished smooth by the pounding of grain and bone alike. Legends claim the dread Baba Yaga rode such a vessel through the night sky, guided by her *Péstick*.

These lesser mortars were fashioned by occult artisans who endeavored to mirror the Iron Hag's true craft, though none could capture the terrible cunning woven into the original.

Even so, the vessel stirs with a faint, unsettling buoyancy, as if yearning to lift from the earth once more.

Special: Organic matter, including blood, left in this Stupa never goes bad or loses its properties, even if it is left uncovered.

Silver-Black Chain

RARE APPAREL

Weathered surcoat once wrought by Sir Kian, the Reliquary Knight of a lost Lazarene order. These ancient Cappadocian Knights held the Necromancy of their peers as heresy, and so practiced the Dark Graces in their place.

Lepers fought beside the Reliquary Knights in the dark nights of the crusade, and so Sir Kian forged for their own protection chainmail of silver blackened with His grace, that its dim sheen might ward corruption of their souls, as their bodies failed.

A armor: +3 (Mortals only)

Special: The wearer cannot be staked. Prevents the first instance of Aggravated Health Damage taken due to Oblivion or Blood Sorcery each night.

Technology

Tinkering, inventing, pioneering the cutting edge of everything from salvaged scrap-engineering to the digital frontier. The Nosferatu have long used whatever modern methods there are to survive in a world that diverts its eyes from them. In these modern nights, they tend to create their own marvels of robotics and programming. Due to how useful the items in this section are, they have an accompanying rating and suggestion Background-equivalent, such as [Hardware](#), listed under their name.

A wide range of add-ons and functionalities exist for any given piece of technology. Creating what's listed here usually requires some kind of Extended Test using Craft or Technology, as well as certain equipment, such as a 3D Printer, soldering kit, general work tools, an oscilloscope, and debugging equipment.

As a rule of thumb, crafting and tinkering with tech is a time consuming and requires strenuous concentration. If a Player wishes to craft or upgrade a device it should always take time, concentration, and the right parts or Resources to buy. Being overly realistic isn't always necessary unless such as thing is appreciated by both the Player and Storyteller. The following table is meant to be used as a strong guide:

DEVICE TYPE	TYPICAL BUILD OR UPGRADE TIME	NOTES & REQUIREMENTS
Smart Device	Hours = 10 times the number of dots.	3D printing, soldering, OS installation
Drone/Robot	Hours = 20 times the number of dots.	GPS, FPV, long-range tuner, robotics components.
Electronics	Hours = 5 times the number of dots.	(Sensors, automated devices, Surveillance or Haven Security)
Military Grade Tech of any Kind	Hours = 40 times the number of dots.	Requires advanced parts salvaged from military groups or purchased on the Black Market, worth three Resources or more.

Blackbox SSD

●●● **HARDWARE**

Usually stolen from a plane and then modified to store sensitive data in advanced encryption. These are always considered Military Grade devices.

Special: The information can only be accessed with the right key, or via the use of other Hardware with the *Blackbox Security* Specialty. The device is extremely durable and designed to survive catastrophic impact.

Connor Key-Smith

●● - ●●● **HARDWARE**

Palmtop PC from a by-gone age that's been wired into a homemade interface card. In most cases it's a historical piece of tech from the late 80's that somehow finds use today as it can spoof authorization scripts and brute-force routines. It may look like old junk, but sometimes the old ways are best.

Special: Has the Specialties *Electronic Lock*, *ATM*, and *Access Panel* even at two-dots. It must be slotted into equipment to be used. Hacking with this tool always leaves a trace in the system it connects to due to its age.

CRT Sniffer

●● **HARDWARE** | **HEAVY IMPACT WEAPON**

Created from a handheld CRT that's been welded to a scavenged EM coil and a weed-wacker's rod. It requires a battery back to operate, and can be cumbersome to hold, though its weight can make it an improvised weapon.

Weapon Modifier: +3

Special: Has the Specialties *Hidden Electronics* and *Digital Devices* specialties. It must be slotted into equipment to be used. The viewfinder shows the approximate location over other electrical devices in relation to the user, even through unshielded walls. Usually breaks if used as a weapon.

Faraday Bag

Used by dissidents and the paranoid alike. This bag is lined with a copper mesh, insulating it from signals.

Special: Any object placed within the bag cannot be hacked, accessed, or utilised remotely. Devices that were actively being digitally tracked go dark at their last known location until removed from the bag.

Knock Pager

HARDWARE

A repurposed 90's pager that piggybacks on forgotten telecom infrastructure and can use ORLOC Nodes as relays. It allows one to receive signals across the ORLOC mesh network, even if they can't create, or don't have access to such nodes.

Special: Can't be used as a normal pager. This item purposefully has no dot-rating.

Hacking Multi-Tool

●● - ●●●● HARDWARE

An incredibly versatile device that's been engineered using a smart phone and various connectivity ports and signal adapters. Its modular design allows extensive customisation and specialised add-ons that find use amongst hackers and security specialists alike. Its possession is usually kept secret, as even holding or owning one can lead to scrutiny and fines, while misuse can result in imprisonment.

Special: This tool must be directly connected to another device. It has a five yards/meters detection and signal range. Comes with a single installed add-on, such as one of the examples listed below:

SIGNAL SNIFFER: Detects nearby wireless traffic within signal range and grants basic identifying information on such devices.

SPOOFER: When the user standings within melee-range of another smart device for , it can emulate a copy of that system's credentials. This may also copy basic information, like contacts, call history, and what apps that device has on it.

KILL SWITCH: Instantly purges the tool of stored data and active processes, preventing forensic recovery or proof of wrongdoing. Elaborate triggers (i.e. If this device is powered on outside of this area) can be programmed with an Intelligence + Resolve; Difficulty 3 Test.

PACKET INJECTOR: Injects false or corrupted data into a target network. Technology Pools related to that network suffer a Dice penalty equal to half the multi-tool's rating, rounded up.

CAMERA DISRUPTOR: When aimed at a surveillance device with Dexterity + Technology and then activated, the device's feed will be disrupted for a number of turns equal to the number of Successes on the roll. A Critical disrupts the surveillance until it's repaired.

Masquerade Phone

●● - ●●●● HARDWARE

A custom smartphone with military-grade components. It is air-gapped and encrypted. These phones are on the cutting edge of modern technology and are only found in Domains where a Kindred knows how to make them, and even then they're exceptionally rare.

Their expensive components usually keep them purely in the hands of the Camarilla, though some Anarchs have been able to reverse engineer them. It is stripped of unnecessary applications, persistent identifiers, and cloud services. The device spoofs other phone identities or rotates through burner profiles to frustrate attribution.

Special: Add this device's rating to any Difficulties made to trace or intercept its communications. Each attempt must be made anew after every call or message, as the device rotates its identifiers.

Mining Rig

●● TO ●●●●● HARDWARE

A small cluster of processors repurposed for continuous computation. Its components and power requirements are quite costly.

Special: Adds its rating in Bonus Dice when Staked as part of a Launch Roll for any Project made towards gaining or increasing Crypto-based resources.

Skimming & Shimming Device

● TO ●●●●● HARDWARE

Skimming devices discretely attach to ATMs, fuel pumps, or register swipers and capture magnetic stripe data as cards are swiped.

Shimming devices are attached to chip readers of any kind, or are sometimes placed in close proximity to chip cards. They intercept chip data and copy it onto their own storage.

Special: When used to scan a Card or EMV Chip, this device gains it as an additional free Specialty. It can 'store' a number of free Specialties equal to its rating.



Drones & Robots

Once considered the stuff of science fiction, Kindred of yesteryear (or yestercentury) could only dream of what is becoming more and more common as the 21st century advances. Much like other Technology, the Statblocks listed here have a rating to help Players and Storytellers gauge how well they should function, maintain, or build. However they function more akin to allies or retainers.

Drones and robotic units were partially introduced in the Second Inquisition Sourcebook. In this book they are presented as a modified Statblock based on rules for building Retainers. Everything here has the Mechanical Ability and comes with no Social pool.

When operating autonomously, Drones always use their own pools. Characters who operate them remotely do so with Wits + Technology, though Dexterity + Drive can also be viable in some cases. Storytellers may want to require skill Specialties for specific Drones to keep them from being too-widely, or easily, used.

Junk-Bot (-)

GENERAL DIFFICULTY: 2 / 1

A spider-like drone cobbled together from whatever is available. Sometimes they're even made from construction toys. Very cheap and easy to make with the right know-how, they're small enough to get into most places, but aren't very quiet, quick, or dextrous. Though they're the most basic robotics one can build and use, they can be easily modified to perform fairly useful tasks.

Standard Dice Pools: Physical 1, Social 0, Mental 1

Secondary Attributes: Health 1, Willpower 0

Exceptional Dice Pools: Athletics 2; Awareness 4 (*Sight*)

Abilities: --

Special: Has no rating, but if upgraded add +1 to any pools to increase its rating.

Microdrone (●)

GENERAL DIFFICULTY: 2 / 1

A 'microdrone' that's roughly the size of one's palm.

Used for scouting, it runs almost completely silent and has thermal optics that allow it to see in the dark.

While not commercially available to the public, it can be purchased through various channels fairly easily for a savvy Kindred who knows the right people.

Standard Dice Pools: Physical 2, Social 0, Mental 1

Secondary Attributes: Health 2, Willpower 0

Exceptional Dice Pools: Athletics 3 (*Evasion*), Stealth 7 (*Darkness*); Awareness 4 (*Sight*)

Abilities: Flying

Special: Nearly invisible to the naked eye in the dark and its thermal sensors allow it a high degree of colorless night-vision.

Dog (●●)

GENERAL DIFFICULTY: 2 / 1

A dog-like robot that can have various firearms or technology mounted on its back. They are frequently looted from the SI and reprogrammed by Kindred.

Standard Dice Pools: Physical 3, Social 0, Mental 2

Secondary Attributes: Health 2, Willpower 0, Armor 3

Exceptional Dice Pools: Athletics 4 (*Run*), Brawl 7; Awareness 4 (*Movement*)

Abilities: Resilient

Special: Any skill specialties the Orthus has add two dice, rather than one.

Sentry (●●●)

GENERAL DIFFICULTY: 2 / 1

An immobile automated turret that fires at enemies based on motion or heat signatures. It can be mounted with various firearms depending on the situation. These sentries tend to be built by Nosferatu within their own Warrens, especially if those Warrens have been historically attacked or threatened.

Standard Dice Pools: Physical 2, Social 0, Mental 2

Secondary Attributes: Health 2, Willpower 0, Armor 3

Exceptional Dice Pools: Athletics 4 (*Run*), Brawl 7; Awareness 4 (*Movement*)

Abilities: Resilient

Special: Choose a Firearm to mount onto the Sentry.

Can be set to fire on movement or heat, using the chosen weapon with its Firearms. When remotely controlled its operator uses Wits + Firearms to shoot with it. Heavy Firearms, such as Machine Guns or Rocket Launchers fire as -2 Called Shots.





Layers of the Deep

Nosferatu Domains are rarely simple tunnels or isolated havens. Beneath most cities lies a vertical ecosystem of forgotten infrastructure, natural caverns, and hidden passages. Each layer reflects a different relationship with the world above, from places where humans pass only a few meters overhead to depths where even the Beast grows uneasy. While by no means an exhaustive list, this section provides several examples of the various denizens that may reside deep beneath the earth. The farther one strays from the surface, the more lawless and dangerous these depths become. What lies below does not belong solely to the Kindred, but also to far older and stranger things.

This section aims to provide Storytellers with flavorful examples of factions, complications, and features that can be used in a chronicle that might take place entirely below the surface of the world.

Layer 1 Basements & Parking Garages

This level sits just beneath the surface, where human presence is never far away. Footsteps echo through the concrete above and the distant rumble of traffic can often be heard through the structure itself. Basements, private utility rooms, and underground parking garages dominate this layer, forming dim corridors and wide concrete chambers that most Mortals pass through quickly and without much thought. For the Kindred, this level offers both opportunity and risk. Humans move through these spaces regularly, making them convenient hunting grounds or, at the very least, secluded places to feed quickly and vanish. Many Nosferatu also use this layer as a transitional space when moving between the deeper warrens and the surface. Maintenance corridors, elevator shafts, and forgotten access points provide alternative routes that allow them to slip through the city unseen.

Features: Human activity remains close at hand, and a concealed passage hidden beneath a vending machine leads down to a lower layer.

Complications: Security cameras are common to monitor trespassers and late night hijinks. Any disturbance can quickly attract attention, and police intervention may follow before a Kindred has time to disappear.

FACTIONS

The Lingerers

A brood of Nosferatu who sleep in the trunks of parked cars. These anarch gremlins linger in the parking structure, drifting from vehicle to vehicle whenever attention grows too close. They know the placement of the CCTV cameras well and move through the garage with practiced ease, slipping through blind spots and maintenance corridors. They enjoy damaging the vehicles of the upper strata, scratching paint, slashing tires, and smashing mirrors in petty acts of spite against those who live comfortably above them. They often feed on people returning to their cars late at night, when the garage is quiet and footsteps echo between the concrete pillars.

WHAT THEY WANT They claim they are quite content. Food is plentiful in this parking lot beside a corporate building, and smashing the cars of the wealthy provides its own amusement. If pressed, their bravado fades quickly. Living out of car trunks is hardly a haven, and many quietly admit it would be better to have a place of their own.

The Ones in the Walls

A group of Nosferatu known as *Blood Olms* who move through the basement of an apartment building. They navigate the building's ventilation ducts and airways, slipping through the tight spaces to reach different apartments. From the vents they watch sleeping residents and feed carefully before retreating back into the walls. Their movements through the ducts allow them to travel unseen between rooms and floors, turning the building's infrastructure into a quiet hunting ground. Recently, however, one member of a family awoke and caught sight of one of them withdrawing into the vent. The residents fled the apartment and has not returned.

WHAT THEY WANT The *Olms* worry this is one of their best feeding grounds, and the possibility of discovery threatens it. The family has not returned, and the brood fears the witness may speak about what they saw. They know the Masquerade could easily be broken if the situation is not dealt with.

The Shallows

Necromancers, Sorcerers, and Occultics. This group is something adjacent to a Coterie, gathering to advance their own knowledge and secrets. Amongst their number is a Hecata Necromancer, Tzimisce Koldun, Nosferatu Shriga, and a Tremere Wrathcaster. Despite their grim affiliations and interests, they move through the city as independents, dispelling non-Kindred powers and even aiding the Underwar-effort. They fell infernal powers and rogue sorcerers alike, caring little for the whims and commands of others, as they gather knowledge and occult artifacts.

WHAT THEY WANT They are interested in Thin-bloods, requesting that if any are found they be brought before them. They're even willing to teach rare rituals and ceremonies as payment. Alternatively they'll ask for confirmation of any strange goings on in the city.

Layer 2

Sewers & Storm Drains

To the uninitiated, these tunnels appear uniform and equally foul, but those familiar with them understand that not all passages serve the same purpose. With the right knowledge, the worst conditions can often be avoided. Some tunnels carry waste, others only runoff, and a few remain dry for long stretches. This layer is where most Kindred believe the Nosferatu congregate, assuming it to be the entirety of the underground domain.

Features: Overflow chambers provide temporary refuge and hidden spaces large enough to conceal individual Kindred or even small broods. Sanitation workers have access to this layer, but few are willing to enter it at night. Even substantial increases in overtime pay are often refused unless desperation outweighs fear. Any workers who can be found down here are tense and alert, adding +2 Bonus Dice to their Awareness and Survival pools.

Complications: During heavy rainfall, sudden surges can flood entire sections without warning, sweeping away anything caught in their path. In addition, territorial animal guardians are sometimes encountered, creatures that have adapted disturbingly well to the darkness and filth of this layer.

FACTIONS

Sewer Rats

Nosferatu who trade in information and favors, maintaining a fortified communal haven somewhere deep within the labyrinthine sewer system. At its heart lies an abandoned overflow chamber, sealed off years ago after structural erosion, which the Rats have since restored and expanded into a defensible refuge. Outsiders are never brought to their haven. Instead, those seeking information must meet the Sewer Rats within the tunnels themselves. These encounters are deliberately degrading, serving both as a reminder of who controls the environment and as a safeguard, ensuring that if negotiations turn violent, events unfold entirely on the Rats' terms.

WHAT THEY WANT The Sewer Rats are always seeking new boons and secrets. Recently they learned of an urban explorer who filmed parts of the decommissioned sections of the tunnels. They would eagerly reward anyone willing to ensure that both the footage and its creator are permanently silenced.

Underwar Veterans

A brood of Nosferatu fighters who regularly patrol and fortify large stretches of the sewer network. Any Kindred exploring these tunnels will quickly notice that much of the graffiti lining the walls is not random vandalism, but a coded language used by Underwarriors to mark territory, warn of hazards, and signal recent activity. They frequently clash with other Kindred who attempt to claim this vital artery of the city as their dominion.

WHAT THEY WANT The Underwar Veterans are currently locked in conflict with a vicious territorial coterie composed of Tzimisce and Gangrel. They would welcome outside assistance, particularly from those capable of advocating for them in Elysium. Many of the Veterans want recognition and some form of reward for ensuring the sewers do not fall to the city's enemies. When asked what Sect they belong to, they simply claim they are keeping the tunnels safe from whichever faction the questioner seems to represent.

The Order of the Gutter

This solemn group is a transitory one, moving through the dark and unseen places of the city and cutting out what they deem as evil. Composed of a Hecata Reliquary Knight, Ventrue Ivory Knight, Molochim Baali, and a Nosferatu Leper Knight. Despite having similar goals as the Shallow Coven, they give necromancy and sorcery no quarter, purging the sewers. They inherently trust other members of Knightly Bloodlines, but will refuse business with Tremere and Lasombra, as well as most other occult-aligned Clans.

WHAT THEY WANT Help destroying a nest of Typhonous 'Ministry' Kindred that went Wight while performing some rite to conjure a semblance of their object of worship. These Knights readily trade in monster hunting weapons and tools such as snakewood stakes, silver bullets, and herb-grenades that deal +3 Aggravated Health Damage to Things from Below.

Layer 3 Transit & Abandoned Tunnels

LAYER 3 TRANSIT AND ABANDONED TUNNELS

This layer encompasses much of the city's underground transit system: rail tunnels that carry the population beneath the streets and eventually lead to subway platforms. Most Kindred rarely travel directly along these lines unless they possess great speed and an intimate knowledge of train schedules. Instead, they move through the maintenance corridors branching off the tracks, using them to dart between sections unseen. In older cities, particularly in Europe, it is not uncommon to find a patchwork of older passages woven into the system: medieval tunnels, forgotten service corridors, and Cold War bunkers connected to the modern transit network.

Features: Maintenance tunnels, worker access rooms, and emergency corridors run alongside the active tracks. A large homeless population, often referred to as "mole people," has made its home in these spaces, repurposing maintenance rooms and unused service areas. Because this layer connects directly to subway stations, Kindred who know the routes can move quickly between the surface and Layer 1 without emerging onto open streets.

Complications: Trains continue to pass through the active tunnels at all hours. Those who are too slow, careless, or caught unaware on the tracks risk catastrophic injury. Even a near miss can be fatal in the confined space.

FACTIONS

Red House

The remnants of what seems to be some kind of off cult. They appear innocuous, but when spoken to they tend to respond with completely incomplete phrases. Many are missing construction workers that were building an expansion of the underground infrastructure that has since been abandoned. Amongst them are several Malkavians and Thin-bloods who appear to contort painfully, sometimes levitating. Any light source around these individuals shines deep crimson, regardless of its normal hue.

WHAT THEY WANT Though difficult to understand do to their strange mantra of word salad, Malkavians can add their Bane to any Social pools made to converse with them, and those with [Nonsensory](#) can make the attempt. Should the Coterie successfully converse with them, they'll learn that the Red House desires an enormous amount of LSD or similar chemicals. If the Coterie brings them two Resources worth of these chemicals, the Red House will give them an Alchemical tincture that allows them to swap two of their Discipline Powers with others of the same level from the same Discipline.

Sabbat Scarmongers

A Sabbat pack of Nosferatu that has turned the tunnels into a theater of terror. They create crucified and mangled corpses along the tracks and mark the tunnel walls with body parts, symbols, or brief appearances of themselves. These horrors are positioned so that passengers glimpse them only for a fraction of a second as trains race past. The effect is deliberate. Rumors of monsters in the tunnels spread quickly, feeding panic and speculation, keeping others from sticking their nose where it doesn't belong. They even use this as a tactic that draws the SI into certain areas of the Camarilla, using the mortal hunters as surgical knives to cut out the organs of the Tower.

WHAT THEY WANT To ensure their plan succeeds, the pack actively seeks to indoctrinate Kindred with low Humanity, particularly those already shaken by what they have witnessed in the tunnels.

The Watchful

A brood that styles itself as the protector of the homeless communities living along the tracks. To those under their care, they appear as watchful angels, intervening quietly when danger approaches. In truth, they are deeply possessive of their herd. Those they grow particularly fond of are subtly sabotaged, manipulated, or frightened whenever opportunities arise that might draw them away from life in the tunnels.

WHAT THEY WANT Other Kindred occasionally attempt to poach from their herd. The Watchful welcome assistance in ensuring this does not happen. Recently, one of the homeless individuals they favored has gone missing, and they are beginning to fear another faction may be involved.

Layer 4 Last Edifice of Humanity

This layer is rarely visited, entered only by technicians tasked with maintaining the massive machinery that keeps the city alive. Enormous centrifugal pumps, filtration systems, and intake screens operate continuously, their bulk dominating vast concrete chambers. Walkways and maintenance gantries crisscross these spaces for mortal crews, while the entire complex vibrates with constant mechanical force. Huge empty reservoirs lie dormant here, designed to fill suddenly in times of crisis. Emergency spillways and pressure gates loom overhead, while pressurized steam pipes snake through tight service corridors, hissing and groaning under strain. Most believe there are no living souls in this layer. The few Kindred who frequent it are far removed from mortal concerns, and even farther from mortal presence.

Features: Despite its apparent emptiness, this layer is never quiet. The roar of machinery and the hiss of steam drown out subtle sounds, disorienting intruders. Finding vitae here is virtually impossible. Even those who know the routes may spend hours navigating the labyrinth of machinery and chambers. Kindred unfamiliar with the layout will almost certainly become lost, and hunting in this layer is effectively impossible.

Complications: Steam bursts may occur when pressurized lines rupture without warning. Exposure can cause devastating burns or blindness. Automated valve cycles may engage unexpectedly, flooding or draining entire chambers within minutes. Those caught inside risk being crushed by pressure, swept away by sudden currents, or sealed in without escape.

FACTIONS

Creeps and Dregs

Several monstrous Kindred have taken refuge in these caverns, dragging humans down from above to form crude, terrorized herds. They delight in releasing their captives into the maze of walkways and chambers, turning the disorienting environment into a hunting ground. The noise of the machinery and the isolation of the layer make it easy for them to indulge in prolonged torture, confident that no screams will ever be heard. They occasionally raid the upper layers, abducting members of the Watchful's herd.

WHAT THEY WANT Those who dwell here revel in monstrosity. Any Kindred who descends into this layer eventually finds themselves dragged down to their level, whether through complicity, desperation, or cruelty.

The Sibyllions

Mad Kindred who built SIBYL-Net, using massive Markov chains that were created using decades of police reports and missing persons logs. In the lead-up to Y2K it was re-built as a (for the late-90's) cutting edge predictive model by using computational nodes based on DARPA neural prototypes. It gave the Sibyllions numerous active predictions, despite being relatively unstable. It predicted ShreckNet's destruction days before it occurred, causing those who knew of it to regard it with almost divine-reverence. During the beginnings of the SI it told the Kindred who would become the Sibyllions to retreat deep into the earth, and so they hauled SIBYL-Net, along with generators, fuel, and animals into the depths to sustain themselves. When re-assembling SIBYL-Net, it came online and deemed the specific individuals that dismantled it as compromised, the other Kindred, wracked with fear of the SI that tore across the domains above destroyed the technicians without question or reason. Over time these Kindred began to worship SIBYL, interpreting its outputs as prophetic doctrine that would allow them to survive Gehenna. They indulge in a form of AI psychosis, treating computation delays as contemplation and system errors as divine omens. SIBYL-Net now takes hours to form a response as they compulsively feed it more and more documents, burdening the aging hardware.

WHAT THEY WANT They trade sparingly with Kindred from the upper layers, exchanging information for blood and fuel, while following SIBYL's eternal directive: remain below. Particularly savvy Kindred will learn that the Sibyllions desire an old [Interface Message Processor](#) if brought to them, the Sibyllions will give the Coterie a printed ribbon with instructions to automatically avoid a future conflict.

Layer 5 Subterranean Caverns and Unknown Depths

This layer consists of natural caverns formed by ancient water reservoirs and erosion over thousands of years. No human settlement has ever existed this deep. Collapses and ruptures in Layer 4 have opened passages into tunnels that feel disturbingly recent, their origins unknown.

Features: Utter silence dominates this layer. The absence of sound is oppressive, and even the Beast reacts with unease. The Beast remains constantly on edge here, making frenzy far more difficult to resist.

Complications: Unstable geography is common in these depths. Caverns shift, ceilings fracture, and newly opened tunnels remain dangerously fragile. Cave ins can occur without warning, and the passages carved through this layer are unstable to say the least.

FACTIONS

Followers of the Hive

A group of feral Gangrel that has adapted to life at this depth, abandoning most vestiges of humanity. As they moved deeper into the caverns, they encountered strange life: Tunnel Jacks that chirp and click, their forms almost human at a distance. These Ferals now follow in the creatures' wake, mimicking their movements, sounds, and rhythms. By remaining silent and suppressing the use of vitae, they believe they can avoid provoking the hive's attention. Their bodies bear severe scars from past encounters, wounds they cannot afford to heal due to their limited blood supply. When the hive migrates upward, these ferals follow, preying on anything living they encounter along the way.

WHAT THEY WANT Acceptance. If convinced that a coterie could help them join the hive, they become skittish but strangely loyal allies.

Nictukulkans

Nosferatu who have been consumed by an apocalyptic fervor. They are convinced that the final nights of Gehenna are here and have abandoned all restraint, attempting to emulate the tales of the Nictuku in cult-like rituals and processions of mass-diablerie. They hunt, torpor, and drain other Kindred, especially of their own Clan, believing that if they maintain a likeness to the Nictuku of legend, that Absimilliard will reward them upon its return. They have little in the way of organization, and immediately consume any of their number that becomes a Wight. Despite their bizarre hatred of their own Clan, they readily Embrace any Kine they find in the depths, irrationally claiming that creating more Nosferatu allows them to kill even more Nosferatu.

WHAT THEY WANT The total purge of Nosferatu throughout all layers, as well as any information on the supposed location of a real Nictuku. Oddly enough they will not regard those of the Wrong-Blood line with any ire.

Pilgrims of the Dark

Lasombra who have become monk-like. They reside in the deepest darkness in an effort to search for some kind of descendance into a darkness deeper still. They will actively demand that all lights be put out in their presence and wield strange and terrible powers of Oblivion, but are rarely antagonistic, even when starving. These ascetics have little need of others, and tend to reside in quiet and silence for weeks at a time. Many of them claim to be tutors of the dark, wishing to pass on their wisdom to prepare others that will follow in their pilgrimage.

WHAT THEY WANT Blood that lacks resonance, even bagged blood will suffice so long as it's relatively fresh. At least one of their number will solemnly ask that they bring a scholarly mortal to them so that they might Embrace and pass on what they know. In return they will readily teach others Ceremonies and strange powers over the dark.

Layer 6

The Bottom

If this layer exists, it is not acknowledged. It appears as a rupture in Layer 5, or a scar where something deeper has forced its way upward.

Features: All consuming blackness.

Complications: Time no longer behaves consistently at this depth. Minutes may stretch into hours or vanish entirely, leaving those who pass through unsure how long they have been gone. In other places, a vast mass of living flesh stirs in the darkness, clinging to passersby when disturbed. Whether one is lost to temporal dislocation or ensnared by the Flesh depends on the Storyteller's choice of what truly resides down here.

The Vaulted DEROS

DEROS is short for "Detrimental Robots", despite them not being mechanical. Supposedly coined by a Scrivener in the 1940s, with pulp claims of them being the biologically degenerated offspring of some human-like species. These creatures are sadists with low mental acuity and poor understanding of anything other than violence against anything that isn't themselves, operating with a machine-like fixation, hence their name. The few that know of them consider them to just be Wights of some lost Clan, while certain Scholarly Kindred fixated on cryptozoology insist otherwise. Most of these creatures, oddly enough, have been trapped in huge underground caverns, sealed with unknown mechanisms.

WHAT THEY WANT Freedom.

The Forbidden Room

Here darkness is absolute. No signal functions at this depth, yet a single IP address becomes visible to devices, detectable only in this place. Connecting to it allow the device to interact with The Forbidden Room, which holds all the lost information of the digital age, where all that should be gone has persisted: Dead websites, extinct malware, ghost processes running without hardware, fragments of conversations that never happened but were predicted by autocomplete language models, and even the partial personalities of old chat logs that self-reconstruct from old handles, abandoned writing styles, and forgotten emotional states. The Forbidden Room is a kind of digital afterlife, a magnetic self-sustained signal of everything that's ever been deleted, overwritten, cached, or abandoned. A place wholly resulting from humanity, yet itself is wholly inhuman.

WHAT IT WANTS The odd chatrooms of this "IP" ask questions not unlike scam bots phishing for information. The more someone interacts with these things, the more they seem to know about the individual's life, cobbling a near-complete history of information thought lost.

The Mass

A vast mass of living tissue spreads through the deepest reaches below the city. It pulses with vitae, inviting the desperate to drink. Those who do become bound to it, compelled to feed others and extend its growth upward, whether through seduction or force.

WHAT THEY WANT Total global saturation.

XX WEBSITES

1-Bazaar of the illicit

A bazaar held online similar to the silk road with many things for sale from firearms, to smart tools, chemicals to hitmen. If it is illegal then it can most certainly be found here. Supernatural and the unscrupulous gather here to sell.

Requirement to access it :

Only open at certain times and days of the week. Opening can be found in niche forums or IRC where buyers or sellers would frequent. Requires Technology or Streetwise 3.

What it offers: Can find more or less any chemical, firearm or contact with a successful streetwise or technology roll difficulty 3. Though this will take time to

Who is behind it: A criminal syndicate that is very paranoid taking the site down and replacing it. Very wary of moles.

Complications: You have purchased from a mole and have been set up in a sting operation. Alternatively you have been suspected of being a mole and have been kicked out.

2-Cold lips

For the lonely who crave human contact but cannot obtain on account of their lack of charisma or money to indulge their particular taste. A front for human traffickers. The site is targeted by law agencies, but have managed to stay one step ahead, facilitated by organised crime. Unknowingly they have fallen foul of the circulatory network.

Requirement to access it:

Entry is arranged through intermediaries and repeat clients.

What it offers: Vessels of people who won't be missed, or who do not even know they are here. Culled and quietly traumatised. A thug leaves them locked in the boot of a car for you to collect. They are your problem now.

Who is behind it: A group of border guards with ties to a local crime syndicate.

Complications: The vessel escapes after killing the handler and is now disoriented and on the run, or the delivery is intercepted and the prisoner is transferred to a facility

now under the control of a strange government agency.

3-Organ trafficking

Nobody is quite sure where the organs come from, but the desperate and those who cannot afford to wait keep coming back.

Requirement to access it:

Invitation-only, usually through criminal or medical intermediaries.

What it offers: Blood, organs, and even limbs preserved perfectly on ice. These parts are worth a small fortune and can serve as potent ingredients in blood rituals or even Szlachta creation.

Who is behind it: A revenant who, unbeknownst to his master, sells what remains of failed experiments and those he has been instructed to dispose of, using Eastern European criminal contacts.

Complications: An organ is defective. If implanted, it enhances physical attributes for a time before catastrophic failure and death.

4-Cannibal club

A vulgar website where people pay to watch others eat human flesh from cadavers. Some viewers reach out, asking to be eaten themselves, desperate to be immortalised on video.

Requirement to access it:

Passed quietly among those in the know.

What it offers: shocking imagery for the viewers and bodies for the owner. Donors can make requests.

Who is behind it:

Unsurprisingly it is a Nagaraja who has been taking advantage of the voyeurism and earning a tidy sum from the pay to view model.

Complications: The Second Inquisition has noticed the site and begun trying to take it down. Their attempts keep failing, but a user may provide a lead that sticks.

5-Red room:

A pay-to-view streaming site broadcasting torture and brutal crimes. Occasionally, a disturbing video featuring a Kindred or a Nosferatu Embrace appears, dividing viewers between those who believe it is fake and those who recognise the truth.

Requirement to access it: A

Tor address never shared openly. Leaving filmed atrocities in a dead drop may earn an invitation.

What it offers: Live violence and notoriety.

Who is behind it: A Nosferatu Creep aided by ghouls wearing porcelain doll masks.

Complications: Law enforcement or the Second Inquisition begins linking users to the site, or someone learns you accessed it and starts spreading rumours about what kind of person you are.

6-Occult book:

A sprawling, schizophrenic website, unhinged in organisation and creed. The author claims to be the demurge in the flesh, mixing gnosticism with fragments of genuine occult practice.

Requirement to access it: Full access requires a password or breaking in, which usually means gaining the administrator's trust by placating his ego through Academic or Occult rolls.

Alternatively hacking to gain admin access is a possibility.

What it offers: Rituals that reduce XP cost for Blood Sorcery by 1. Almost authentic, if some ingredients were not dangerously wrong.

Who is behind it: A mad hermit who stopped taking his medication and has a natural affinity for the occult. He has recently been ghouled by a Carna-aligned Tremere who does not know about the site.

Complications: Someone scrapes the site and reposts the material. A kine tries one of the rituals for fun, straining the Masquerade.

7-Cryptid watch:

A forum dedicated to strange sightings and alleged Masquerade breaches. It keeps getting taken down, but someone always rehosts it.

Requirement to access it:

Requires a Telegram account and knowing where to find the link (Technology 1).

What it offers: Untrustworthy rumours. Treat as a Streetwise or Occult specialty (Local Legends) after spending time reading threads.

Who is behind it: The current moderator, Truthseekerzx, inherited the site from

"Chucabro." The community is split by infighting. With another rival site being founded.

Complications: The site stumbles onto real SI activity and is wiped. This reupload will not last.

8-Hidden paths

A site with an interactive map where urban explorers share interesting and often dangerous places to explore, annotated with notes, warnings, and personal findings.

Requirement to access it: Word of mouth and internet access.

What it offers: Extensive knowledge of the city's hidden infrastructure. Treat as Contacts 1 for underground intelligence.

Who is behind it: A former urban explorer ghouled by a Nosferatu, using the community to map the city while quietly deleting anything inconvenient.

Complications: Someone in the comments notices that his uploads are no longer being pinned on the map, despite going deeper than anyone else. The administrator accuses him as a fake. In truth, he discovered a passageway the Nosferatu use.

9-Noose

A board where people dump files regarding corruption in their local area. It includes a crowdfunding measure that creates an escrow account to pay for the death of a particular corrupt person, whether the proof is legitimate or not.

Requirement to access it: A Tor-based messageboard.

What it offers: "justice" and a place for people to crowdfund the death of undesirable politicians.

Who is behind it: An unbound coterie who claim to expose corruption and promote vigilantism. In practice, they intend to carry out the killings themselves once a bounty reaches a sufficient level. The site also serves as a convenient way to strike at Camarilla interest, who are frequently implicated in posted accusations.

Complications: If a player or coterie fulfills a contract independently, the operators respond with open hostility. The kill was intended for them, and the money was never meant to leave their control.

10- Mystery box

Delivered with a random assortment of strange and unsettling items. A website where, for a fee of around 400, you receive a box filled with bizarre curios, grotesque objects, or worse, delivered without explanation.

Requirement to access it:

Passed along through IRC or by someone who has already ordered. In seedy places, a QR code may be found on a card or scrawled on a bathroom wall.

What it offers: Random and disturbing thrills, with no guarantees.

Who is behind it: Unknown

Complications: When the box is opened, or if it was gifted, the items inside are clearly vampiric in nature. Whoever is behind the service is aware of your true nature.

11 Grey shifts

A LinkedIn-style board for work on the black market. A group where people create offers for illegal jobs, from moving goods off the books to transporting undocumented migrants.

Requirement to access it: A Telegram group, with access granted by the administrator unless the applicant is suspected.

What it offers: Contacts 1 for finding someone to do work with no questions asked.

Who is behind it: A second-generation immigrant who wants to help his community survive.

Complications: Undercover agents accept jobs through the platform to build sting operations.

12 Squat pad

A Telegram group used to share locations suitable for squatting, along with practical tutorials on how to occupy and retain abandoned properties. Advice circulates on avoiding eviction, exploiting legal grey areas, and identifying buildings the police are unlikely to prioritise.

Requirement to access it: Invitation only. Access codes and QR links are distributed via leaflets handed out in homeless camps and informal shelters.

What it offers: Temporary places to stay, legal advice, and practical survival knowledge for long-term occupation.

Who is behind it: An ideologically driven anarchist lawyer waging a quiet war against property owners by arming others with legal

knowledge and tactics. Publicly framed as mutual aid. Privately enjoyed.

Complications: A major property developer places a private bounty on the administrator of Squat Pad and anyone actively supporting the network. Unbeknownst to most, the developer is a Lasombra ghoul under intense pressure to deliver results. Becoming more and more reckless as they fear the consequences of failure.

13 Key bumpers

A marketplace and messageboard dedicated to the sale of stolen vehicles and the exchange of practical instructions on how to steal them. The board also offers contacts for dismantling vehicles, altering VINs, and repurposing cars for other illicit uses.

Requirement to access it:

Posting the VIN number of a car that has been reported stolen to the administrator.

What it offers: A place to buy and sell stolen cars. Vehicles that have not yet been falsified are significantly cheaper.

Who is behind it: A loose coalition of former chop-shop operators and logistics criminals who never fully left the trade.

Complications: You are given a car that is not quite clean and is being actively traced by local enforcement.

14 Dirt dump

A private investigator clearinghouse dedicated to digging up leverage on anyone operating within the city.

Requirement to access it: A large, non-refundable "respect tip" deposited into an escrow wallet, followed by a blind background check on the applicant.

What it offers: Contractors and researchers who compile background dossiers, along with access to discreet intermediaries.

Who is behind it: A technically minded investigator who previously worked in a special unit.

Complications: Requesting dirt often creates dirt about the requester.

15 Dock ghost

Fake or stolen merchandise diverted from warehouses or ships, including high-quality knockoffs of luxury products.

Requirement to access it: Scanning a QR code circulated quietly among dock workers.

What it offers: High-end knockoffs and stolen goods.

Who is behind it: An international logistics fraud ring with deep connections to port authorities.

Complications: Something you purchased has a telltale sign that it is a knockoff, noticed at the worst possible time.

16 The last punch:

An underground betting and streaming network centred on illegal fights staged in abandoned or derelict buildings. Events range from bare-knuckle brawls to organised dog fighting, depending on the audience and how far the organisers are willing to push.

Requirement to access it:

Invitation only, extended by existing members.

What it offers: Live streams of illegal fights and a platform for placing bets.

Who is behind it: Run by the owner of an illicit fight circuit operating out of an abandoned transit system.

Complications: Operating entirely underground and out of view of any authority, one of the fights is interrupted when a wight, drawn by the blood and noise, begins slaughtering those present. The worst moments of the massacre are caught on camera.

17 Glow patrol

A decentralised watch group dedicated to tracking "glowie activity," meaning suspicious federal, intelligence, or covert operations. Often wrong, yet consistently too close to the truth for comfort.

Requirement to access it:

submission of surveillance footage or confidential documentation.

What it offers: Situational awareness of recent movements by government agencies and other suspected "deep state" activity.

Who is behind it: Paranoid hobbyists and ex-military dropouts,

Complications: Someone posts genuinely sensitive information, and the government begins attempting to arrest anyone connected to the group.

18 Urban defence force

A loosely coordinated online initiative that tracks street violence, mugging hotspots, and areas considered unsafe at night. Reports are crowdsourced and periodically verified, producing a rolling map of recent incidents and recommended routes through the city after dark.

Requirement to access it:

Information circulates through mainstream social media platforms and a dedicated website. Submitting updates requires account verification.

What it offers: Live maps of reported assaults and thefts, safety advisories, and routes deemed "safe," with particular emphasis on women and other perceived vulnerable groups.

Who is behind it: An informal collective of civic-minded volunteers. While outwardly neutral, some moderators quietly curate reports to align with their own ideas of what constitutes a threat.

Complications: A pattern of false or manipulated reports suggests someone is using the platform to herd people into a specific domain.

Complications: A pattern of false or manipulated reports suggests someone is using the platform to herd people into a specific domain.

19 Can it get any worse ?

radio host but via stream. A snarky tim dillon-esque man who reacts to the local happenings in his city. Covering usually the worst news in humorous fashion.

Requirement to access it:

Free although you can listen to his archived episodes if you pay the subscription.

What it offers: Informative entertainment.

Who is behind it: Tylenol Jones, a cynical Nosferatu commenting on the happenings of your city. With veiled language and the odd knowing reference to other kindred

Complications: The Sheriff is not too pleased and is convinced that you know how to get to him

20 GreyIguanaGames: A private Discord server where they update people on third party content for the beloved TTRPG game Vampyr the Chadarade by Black Dog Games.

Requirement to access it:

[Accessible through a link on the store page](#), requiring nothing more than having nothing better to do.

What it offers: Constant pings and polls asking the handful of members they do have for advice on the smallest of details.

Who is behind it: Two struggling "authors" as they insist on being called. One is incredibly handsome and the other is just a lump.

Complications: A broken clock is right once per day. One of their entries is suspiciously close to one of the coterie's past endeavours. You don't know what's more insulting: that a Kindred leaked your affairs to Kine, or that you might be featured in their next book.

20 rumours whispered in the dark

The Nosferatu keep their ears to the ground and are often the first to hear rumours and sense developing threats. Some are exaggerations, others disturbing truths. Used sparingly, these whispers can spice up a scene, entice players, or seed larger stories. Originating within the Nosferatu, any confirmation or elaboration should come at a price, or serve as a prompt for Storytellers developing their chronicle.

❖ Porcelain Faces

There have been reports of gangs wearing porcelain masks kidnapping people and dragging them into nondescript white vans.

❖ The Page That Shouldn't Exist

A page belonging to ShreckNet has been reuploaded on Tor.

❖ Clicking in the Dark

Mole people have been torn to shreds. A lone survivor speaks of hearing clicking noises.

❖ Red Cleansing

The Red Anarchs are pushing for a purge of all Ventrue in the neighbouring unbound city.

❖ The Quiet Appointment

A new Nosferatu Justicar has been selected, and they are coming to this city to offer Archonship to someone here.

❖ Exodus to the surface

Broods that have lived under the city since its founding are asking for a domain on the surface.

❖ Container full of spiders

An influential unbound is expecting a shipping container from Japan. Something about a possible alliance.

❖ Grendel spotted

A wight is living underground and has developed a taste for other Kindred, emerging from the dark to devour before returning deep into

the earth.

❖ Unexplained signal

There is an unfinished underground tunnel. If you go all the way to the end, devices can pick up a strange signal.

❖ Rats in the wall

A wealthy Toreador has acquired an abandoned Art Deco mansion. It is said to be haunted, and people claim to hear whispering in the walls.

❖ Prince is a creep

There is supposedly a DVD carrying footage of the Prince in the presence of a Nosferatu writhing in agony during the Embrace.

❖ The Bandaged Man

The homeless community under the bridge has a guardian angel. The last person to threaten them was left broken in the hospital.

❖ Tylenol Jones

There is a local internet radio show called Painkillers. The host, a cynical comedian called Tylenol Jones, delivers cutting commentary. I think he is one of us.

❖ No Animals Below

Don't bring your animals under the old factory. They go berserk and frenzy.

❖ Bountiful harvest

The deeper levels of the underground are said to be inhospitable due to a lack of vitae. Still, I've heard there is a community down there that has found an

infinite supply of blood.

❖ The one who knew too much

The Archivist is on the run and trying to leave the city. They say he knows too much, but won't say what.

❖ Ostracised

A Nosferatu named Blake has been excommunicated from the clan. No one is to trade secrets with him.

❖ The Rose's Shadow

The Nosferatu Primogen was once meant to be the child of the Toreador Primogen, but was poached by us.

❖ Survivor

A traumatised human was found on the railway tracks, covered in dirt and severe wounds. He speaks of being forced to play a sick game to survive, but cannot describe anyone involved. The police think he's responsible for several disappearances.

❖ It's here.

None of the Nosferatu are talking. They've all gone quiet. I went into a brood's territory and found only ash. I think it's here. We need to leave.



Thank you for reading this book to the end. We hope you enjoyed it as much as we (eventually) enjoyed writing it—life has a habit of derailing even the best-laid schedules.

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Clan Tzimisce will be our next Clanbook.
It's gonna be all kinds of personal body horror.

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